

BOOKIECO BETTING STORES LIMITED

(HE413311)

NO. LICENSE ACCEPTED, A016

GENERAL TERMS AND CONDITIONS FOR BOOKMAKERS IN CYPRUS.V6

07/03/2024

1. INTERPRETATION

- 1.1. For the purposes of these regulations the following phrases – words shall be interpreted as follows:
- 1.2. "Postponement or Cancellation or Cancellation of an event" - The non-holding of an event on the official date set by the Organizing Authority to take place.
- 1.3. "Payout cap" - The maximum payout per bet or number of own bets or similar bets and/or per customer and/or per customer group per day.
- 1.4. "Proof of Registered Bet Slip or Proof of Bet" - Form containing the customer's choices and instructions which is considered as proof of such entries.
- 1.5. "Proof of Payment" - The form containing information about the agency and the amount won from betting.
- 1.6. "Odds" - Refers to the price offered by the "Company" for a particular "Bet". The "Odds" represents the amount paid by the "Company" for each winning "Bet" worth a betting unit.
- 1.7. "Events" - Events (Sports and non-Sports) offered for betting on fixed odds betting game competitions.
- 1.8. "Odds Sheet or Schedule" - Any game run that includes a set of events and lasts a certain period of time. The Program is available either in printed form or in electronic form on the Internet or at the terminals located at the agencies.
- 1.9. "Bet Slip" - Each "Bet Slip" is the only contract between the "Company" and the "Customer" that proves the existence and ownership thereof on behalf of the "Customer". Registered "Bet" which describes the "Bet" and which the "Customer" receives as receipt. The "Bet Slip" includes information about the date and time of registration, a unique identification code, the events selected by the "Customer", their times, their "Odds", a description of the type of "Bet" and other necessary details.
- 1.10. "Company" - BookieCo Betting Stores LTD is meant.
- 1.11. "Live Betting" - It is the bet on an event that is in progress.
- 1.12. "Profit calculation date" - The time when, during the process carried out by the central computerized system, a "Bet" is determined and recorded as won.
- 1.13. "Regulation" - This text which describes the general conditions governing the conduct of a "Bet" between the "Company" and its "Customers".
- 1.14. "Regulations" - The regulations are available in Greek, English and Turkish for information purposes. In case of a dispute between a customer and the company or in case there is a

discrepancy in the interpretation of the terms related to regulations between the Greek, English and Turkish versions, the version of the Regulations in Greek will prevail.

- 1.15. "Coupon" - Description of offered "Bets" offered by the "Company" and published for betting purposes and informing the public.
- 1.16. "Government Authorities" - are the Authorities of Cyprus.
- 1.17. "Customer" - A person who has participated in the "Bets" organized by the "Company" and for whom at least one Bet has been accepted by the Company's central computer system.
- 1.18. "Agency" - Authorized, physical betting points.
- 1.19. "Bet" - Valid bet registered in the central computer system of the "Company" and printed for this "Bet Slip".
- 1.20. "Odds" represents the amount paid by the "Company" for each winning "Bet" worth a betting unit.

2. ACCEPTANCE OF TERMS OF REGULATIONS

- 2.1. The Customer is deemed to have proven these Rules from the moment the bet is placed.

3. ENTRY INTO FORCE OF REGULATIONS

- 3.1. These "Regulations" apply from 07/03/24 and govern all "Bets" accepted by the "Company", The Company reserves the right to make changes to these Regulations provided that the relevant approval has been obtained from the National Betting Authority and informs its customers accordingly. However, in the event of a dispute, the "Company" will attempt to resolve the complaints of the "Customers" directly with the "Customers". The "Customers" of the "Company" must read, accept and follow the following "Regulations". Subsequently, the issuance of a Bet Slip documents the acceptance and understanding of the Regulations by the Customer.
- 3.2. It is forbidden to accept bets from persons under the age of 18. Only the acceptance of bets by persons over the age of 18 is permitted, subject to their full and unconditional acceptance of the General Fixed Odds Betting Games Regulations of the Company (BookieCo Betting Stores LTD Betting Rules), the Company's announcements, the special terms and conditions set for this purpose each time by the Company, the Laws of the Republic of Cyprus, the regulations and directives of the National Betting Authority.

4. VALID BET ACCEPTANCE

- 4.1. No Bet is accepted and/or valid until the customer has in his hands a valid receipt, the Bet Slip, which is subject to the Company's Regulations. The Company reserves the right to refuse to accept all or part of any bet at the time it is offered.
- 4.2. Bets placed through the Company's terminals are accepted only if they have been submitted in accordance with the Company's generally approved betting procedure. No

other bet acceptance process is permitted unless approved by the Company. Only bets registered in the electronic records of the Bet and consequently in the electronic records of the Company will be validated and accepted. The customer must check that the printing of the Bet from the computer corresponds to the bet requested. If it does not match, the customer must request the cancellation of the Bet.

- 4.3. No Bet is accepted and/or valid until the customer has in his hands a valid receipt, the Bet Slip, which is subject to the Company's Regulations. The Company reserves the right to refuse to accept all or part of any bet at the time it is offered.

5. TIME OF BET ACCEPTANCE

- 5.1. The "Company" reserves the right to declare as void any "Bet" / selection that ends up in its network, after the start of the sporting event, to which the "Bet" / selection refers, with the exception of live "Bets" ("Bets" during the game).
- 5.2. This right of the Company will also apply to matches that will start before the specified game time (pre-game).

6. REQUESTS AND ANOMALIES

- 6.1. Where there is evidence that the match has been manipulated or any other event, the "Company" reserves the right to postpone the payment of the disputed selection and cancel it only where the match/event is deemed to have been manipulated after the completion of the investigation by the official competent body of any relevant sport
- 6.2. It is understood that in such a case the Company must inform in writing both the competent authorities and the player about the investigation process, the course as well as the final result of the investigation.
- 6.3. The "Company" will seek criminal sanctions against any "Customer" involved in fraud or criminal acts.
- 6.4. The "Company" will withhold payment to any "Customer" when there are suspicions or indications of any of the above.

7. INTERRUPTED, POSTPONED AND UNPLAYED MATCHES

- 7.1. The match referee is responsible for determining the end of half-time and/or play.
- 7.2. Any extra time or penalty shootout or Golden Goal procedure does not count towards the calculated duration of a game, unless this is clearly stated in the Bet selection.
- 7.3. In case of final interruption before the end of the event, choices that have already been judged (in whole or in part as explained below) are considered valid.
- 7.4. Selections that are considered to have been decided in their entirety are choices that are already lost or won based on the result at the time the match was interrupted and there was no possibility of changing their result if the match continued. E.g., in football if the hypothetical match SHEFFIELD UNITED – LEEDS UNITED is stopped in the 55th minute and

the result is 1-1, then all "Bets" that have not been decided are void, but e.g. the HALFTIME BET option that has already been decided (result X) and any other selection that has already been decided wins. In this case, those who bet on half time result X win and those who bet on half time result 1 or 2 lose, because if the match continued, then the result of their "Bet" would not change.

7.5. In the Sport "Soccer" only, in case an event/match is interrupted during it and resumes within 24 hours of its start from the minute of its interruption, then all open "Bets" relating to that event/match will be settled based on the final result.

In the opposite case, i.e. where an event does not continue from its breaking point but starts from the beginning, then all "Bets" will be settled as void with "Odds" of 1.00 (unit). Selections for matches that do not take place or are postponed or interrupted for any reason will remain valid for 24 hours from their scheduled start time. If after 24 hours the match does not take place, they will be considered void on the "Bet Slip" and for the purpose of calculating winnings they will be considered void with "Odds" of 1.00.

7.6. In all other sports, in case an event/match is interrupted during it and resumes within 72 hours of its start from the minute of its interruption, then all open "Bets" relating to that event/match will be settled based on the final result. If a player/team wins with a walkover (bye) all bets of the match will be settled as "void". If a player/team retires during a match, all bets will be settled as void, unless the outcome has already been decided.

7.7. If the start date and time entered on the "Company's" computer is after (accidentally or for any other reason) the actual date and time of the event and the event is either in progress or has ended, all selections for the event will be subject to cancellation and "Bets" will be reimbursed with "Odds" of 1.00; with the exception of live "Bets" ("Bets" during play). When a "Bet" consists of several selections and one or more of the events to which it refers, is already in progress or has been completed at the time the "Bet" has been received by the "Company" network, the selection is calculated at a rate of 1.00. The remaining selections are valid and will be recognized.

EXAMPLE

"Bet" (BEFORE THE START OF MATCHES – PREMATCH) €20 Total of 5 teams given that the There are three (3) options at least acceptable.

MANCHESTER CITY

LEEDS UNITED

ARSENAL

SHEFFIELD UNITED

JUVENTUS

If MANCHESTER CITY and LEEDS UNITED have already started at the time the "Bet" was accepted by the "Company", the "Bet" will be considered as a "Bet" of 3 teams, worth €20, with MANCHESTER CITY and LEEDS UNITED rated with "Odds" of 1.00.

7.8. In matches/events (friendly games, youth games, football e-sports or other events) of any sport, which are scheduled to last longer or less or at different times (half-time/periods) than the usual/regular time (in the participating leagues) if the Company does not specify the correct duration in its betting offer, bets on these matches will be considered "void" except in the case of football matches where the following applies:

- (i) In matches/events lasting a maximum of 90 minutes (in addition to delays) or a minimum of 80 minutes, Regular Time Bets (before the start of the match and during Live Betting) will be considered valid.

- (ii) In matches/events where the regular duration of the match is not at least 80 minutes in total and a maximum of 90 minutes (in addition to delays) and this has not been specified by the Company from the beginning, Regular Time Bets (before the start of the match but also during Live Betting) will be considered void and will be paid at odds of 1.00 (one unit).
- (iii) In matches/events where there are more or less than 2 halves and the Company has not specified this in its betting offer, except in the case of extra time, half-time bets (before the start of the match but also during Live Betting) (VOID) will be paid at odds of 1.00 (one unit)
- (iv) In matches/events where 2 halves take place, but at least one of them is not of a minimum duration of 40 minutes (in addition to delays) or a maximum of 45 minutes (in addition to delays) and the Company has not specified this in its betting offer, except in the case of extra time, the bets of the respective half time (before the start of the match but also during Live Betting) (VOID) and will be paid at odds of 1.00 (one unit).

7.9. The Company bears no responsibility and is not obliged to inform its customers about the correct race schedule. It is the responsibility of customers to know the correct match schedule before betting.

7.10. The Company shall not be liable if the full scheduled time (injury time or other) is not played following a decision of the referee. Disputes regarding scheduled play time will not be grounds for cancellation of the bet.

EXAMPLES:

- (i) In a game lasting a total of 90 minutes, the referee decides to blow the whistle at the end of the regular season after 81 minutes. For the purposes of settling bets, the game is considered to have covered the entire duration of the match according to the referee and will be settled like a normal game according to its final result.
- (ii) In a two-half game, in a (1st or 2nd) half lasting 40 minutes, the referee decides to blow the whistle at the end of the half. For betting settlement purposes, this half is considered completed and the corresponding bets will be considered "valid".

- (iii) At half-time lasting 35 minutes, the referee decides to blow the whistle at the end of the half. For betting settlement purposes, this half is not considered completed and the corresponding bets will be considered "void".
- (iv) In half time lasting 50 minutes, the referee decides to blow the whistle at the end of the half. For betting settlement purposes, this half is considered to have exceeded the "normal time" (45 minutes plus delays) and the corresponding bets will be considered "void"

8. USAGE OF VAR (Video Assistant Referee)

- 8.1.** When requesting the use of VAR, the event that led to the referral to the VAR shall, for the purposes of these Regulations, be deemed to have occurred in real time (and not at the time specified in the decision). For example, someone chooses the option to score at the end of the ten-minute period from 20:00 to 29:59 and the goal to be scored at 28:36 and immediately VAR indicates "phase review". If VAR is used and the goal is considered normal, the goal time will be considered 28:36 and the bet will be considered won.
- 8.2.** If a bet has been settled and, due to a subsequent decision of a VAR, such settlement is found to be inaccurate, the Company reserves the right to reverse the settlement (provided that the VAR's decision was taken before the conclusion of the match or other programme related to the Bet). If the Company has mistakenly accepted a bet during a VAR check, it has the right to cancel it.
- 8.3.** Bets placed between the occurrence of an event leading to a review of a VAR and the relevant decision of a VAR will be considered void unless:
 - (II) the VAR review (and its subsequent decision) did not ultimately change the original decision.
 - (I) the review of the VAR (and its subsequent decision) amended the original decision but did not materially affect the particular Bet (e.g. if the event being examined by the VAR is not related to the outcome of the particular bet). All bets that are not materially affected by the VAR review (and its subsequent decision) will stand.
- 8.4.** For the settlement of bets, VAR will be deemed to have been used if this is understood by the referee's gestures (e.g. gestures or stopping the match to review the incident) and/or the use of VAR is confirmed by the match report issued by the official body responsible for each competition that is ultimately responsible for supervising the specific match.
- 8.5.** Where it is unclear whether VAR was used due to lack of television coverage and/or conflicting reports, the Company will settle Bets based on information it has from its providers or from any reliable online or offline source.

9. COMPLAINTS – BETTING DISPUTES – DISPUTE RESOLUTION

- 9.1. For any problem, formulate your complaints in the necessary details and send to the "Company" via written letter to the postal address of the company:
PELION 11-13, QUALITY TOWERS A, OFFICES No. 401, P.C.6037, LARNACA, or via email to the company's email at info@bookieco.com.cy.

- 9.2. Also, under Directive No. 20/2017, pursuant to the provisions of article 15 (h) of the Betting Law of 2019 (37(I)/2019), as periodically amended or replaced regarding the Powers of the Authority that define the procedure for submitting and examining complaints to the Authority or a licensed Class A recipient
- 9.3. In the event that the specific complaint or request cannot be resolved by mutual consent, then it will be referred to arbitration under the Arbitration Law, Chapter 4, of the Republic of Cyprus.
- 9.4. The complainant, as provided for by Directive 20/2017, may apply to the committee appointed by the National Betting Authority to examine complaints or infringements.
- 9.5. The process is detailed in Directive 20/2017. Once the procedure has been completed, the review committee shall submit its findings to the Authority for decision.
- 9.6. The contact details of the National Betting Authority of Cyprus:
 1. Authority Website: www.nba.gov.cy
 2. Address : 83 Digeni Akrita, 1070, Nicosia, Cyprus
 3. Phone : +357 22 881800
 4. Email address of the Authority for the submission of complaints: complaints@nba.gov.cy
 5. Authority Email : info@nba.gov.cy

10. VALIDITY OF ACCEPTANCE

- 10.1. No "Bet" on credit is accepted.
- 10.2. The "Company" reserves the right to refuse to accept all or part of any "Bet", giving the appropriate justification to the Customer for this purpose. Only "Bets" that end up in the computer files of the "Company" will be validated and accepted.
- 10.3. Bets/wagers are not accepted in any other way (mail, email, etc.)
- 10.4. Each validated Bet by the Company will be registered on the general server and a second backup-server for security reasons, which is called a "security file". The odds in force at the time the Bet is recorded are the Odds against which the potential winnings will be calculated.
- 10.5. When calculating winnings, only the content of the receipt in the records kept by the Company applies. If the Customer's receipts have different data from those stored in the Company's records, the Company reserves the right to consider valid only the data contained in its security records. It is noted that if the above occurs, the Company has an obligation to adequately justify the event.
- 10.6. Any details contained in receipts held by a Customer. relating to the minute during which the match takes place (if the Bet takes place during Live Betting matches) at the time the Bet was placed, shall not be considered binding on the Company.

11. REGULATIONS AND CYPRUS LAW

- 11.1 The regulations of the "Company" are governed by Cyprus Law and are interpreted by the Cyprus Courts which have exclusive jurisdiction.

12. OBLIGATION TO TAKE DUE DILIGENCE MEASURES

- 12.1 If the customer's transaction with the authorized representative and/or the Company is equal to or more than €2.000.- then the customer is obliged to provide and/or deliver to the authorized representative and/or the Company, identification data (Identity Card or Passport, Full Name, Contact Phone and Address. In cases where the transaction is equal to or more than €10,000, the presentation of the customer's IBAN is also required in order for the recipient to deposit the amount into the player's account via bank transfer.
- 12.2 Pursuant to paragraph 5.2.4.6 of the Authority's Directive 15.2024 v.4, the player may be required to provide an additional document to confirm his/her details and verify his/her residential address, such as a Public Utility Account. issued by:
- 12.3 a. by a telecommunications organisation for internet, pay-TV or fixed-line telephony services only and does not include a bill for mobile telephony services,
- 12.4 b. by the Cyprus Electricity Authority (CPE)
- 12.5 c. by Water Supply and Sewerage Boards,
- 12.6 d. from Local Government Authorities only for dog waste tax, property tax or other tax bills.
- 12.7 Translated with DeepL.com (free version)
- 12.8 In case the customer's transaction with the authorized representative and/or the Company is equal to or more than €2.000.- then the customer is obliged to supply and/or deliver to the authorized representative and/or the Company, identification data (Card Number, Identity Card or Passport or Alien Registration Card, Name, Contact Tel. and Address)IBAN and Utility Bill). The above identification data can be entered by the Customer in the company's system through page <https://aml.bookieco.com.cy/aml/GR/>

13. PAYOUT WINNINGS

- 13.1. The payment of winnings will be made immediately from the moment the outcome of the event has been formalized and settled by the Company.
- 13.2. The winning "Bet" can only be redeemed upon presentation of the "Bet Slip" by the "Customer". If the outcome of an event cannot be officially verified, the "Company" has the right to delay any payment until official verification.
- 13.3. In case of incorrect calculation of profits, the "Company" reserves the right to correct the error, before the payment of the winnings to the Customer, provided that it first makes an appropriate justification to the Customer.
- 13.4. Each customer is responsible for the "Bet Slip" he has received and the company has no responsibility if he loses it and the bet slip is redeemed by another person.

14. BET ACCEPTANCE DETAILS – ODDS CHANGES

- 14.1. The minimum number of selections that can be selected in an event ("Bets"), allowed per combination and any other restrictive elements, are indicated before the bet is validated.
- 14.2. The "Company" reserves the right to change any "Odds" . The actual "Odds" for any selection always remain the "Odds" printed at the time of validation on the "Bet Slip". For this reason, "Customers" are advised to check their "Bet Slips" with particular care.
- 14.3. The "Company" reserves the right to cancel all repeated/identical/identical bet slips submitted by the same customer and/or a related person to the customer if it deems appropriate the action of the customer and/or the connected third party to deposit 2 or more slips with substantially the same content to avoid the approval of the specific bets. The Company must provide the appropriate justification for such cancellation to the National Betting Authority.

15. MAXIMUM PAYMENT LIMIT

- 15.1. Each "Bet" is subject to a maximum profit determined by the "Company". The maximum profit for each "Bet" offered by the "Company" is indicated in the "Special Appendix A" attached to the "Regulations". In such cases, the limits set out in the "Regulations" always apply.
- 15.2. Limits that may be posted at any place of the "Company" ("Coupons", website) are valid only if they are mentioned in the special Annex A' attached to the "Regulations".
- 15.3. Where a multiple bet has been placed involving events with different maximum winning limits then the lower limit will apply.
- 15.4. All maximum winning limits apply to each customer individually, or to a group of customers acting together, containing bets with the same selections, including series of bets in different price ranges and/or number of days.
- 15.5. If we have any reason to believe that a number of bets have been placed in this way, the total payout for all bets that have been combined will be limited to a single maximum payout of winnings.

16. SUPPLEMENTARY REGULATIONS

- 16.1. The "Company" reserves the right to amend the "Regulations" with a relevant announcement.
- 16.2. Any previous "Regulation" of the "Company" shall be considered null and void if a new "Regulation" concerning such "Regulation" has been issued by the "Company".
- 16.3. It is understood that any modification needs first approval/permission from the National Betting Authority.

17. TECHNICAL PROBLEMS

17.1. The "Company" bears no responsibility in case that due to technical problems (sudden system shutdown, simultaneous power outage at the premises, internet connection failure), it became impossible to validate a "Bet".

18. MATCHES NOT PLAYED AS INDICATED AND NEUTRAL STADIUM

- 18.1. When a match is played in the stadium of the other side than the one indicated in the Coupon issued by the Company, the match will be VOID unless it is a match played on a neutral ground.
- 18.2. If a team has a different opponent than the one stated in the Coupon, then the match is again void.
- 18.3. For betting purposes, when a match is played on a neutral ground, the team on the left will be counted as the home team (GENERAL CONTROL).
- 18.4. A neutral stadium for betting purposes is always the result of a penalty by the home team. In any other case, the stadium is not neutral, unless the competent federation under which the specific match is played designates a neutral ground for the match in question (final league match, etc.). The selection of a match played on a neutral ground is VOID, unless the fact that the match will be played on a neutral ground is stated in the brochures containing the facts and odds.
- 18.5. Announcements for matches played in a neutral stadium are made for information purposes only. The "Company" will always try to inform/inform about any change of venue or any conduct of a match in a "neutral stadium". The Company does not bear any responsibility in case it does not announce / inform about a match that takes place in a "neutral stadium".

19. CUSTOMER RESPONSIBILITY

- 19.1. The "Customer" by submitting a "Bet Slip" irrevocably declares that he has read, understood and fully accepted the "Regulations" of the "Company" as posted and acknowledges that the acceptance of the "Bet Slip" is subject to his control and verification of his agreement with the "regulations" and the announcements of the "Company".

20. TYPOS / INCORRECT PRINTING

- 20.1. The term "typo/incorrect printing" includes anything related to the provision of incorrect information (e.g. time and day of a game, championship involved in the conduct of a game, etc.) or an incorrect print on an element of a match, due to a printer problem, and so on.
- 20.2. In case of incorrect printing or obvious errors in the data entered into the computer of the "Company", the "Company" may, at its discretion, settle such "Bets" at the correct percentages/"Odds", even if the discovery of the error is made after the completion of the event.

- 20.3. In case the odds value is an "obvious error", the bet slip will be settled based on the correct odds.
- 20.4. The "Company" bears no responsibility for the validity of the information provided to its "Customers" regarding the dates and start times of the matches, standings or any other information that may be considered important by the "Customers". No mistakes made by the "Customer" are recognized. All "Bets" will be checked for winnings in accordance with the "Regulations".
- 20.5. Any "Odds" that are materially different, at least 30% higher or lower than the average of the general market prices for the particular "Bet" or combination of "Bets" at the time it was placed, or a clear error, given the probability that the event occurred when the particular "Bet" or combination of "Bets" was placed shall be considered an obvious typographical error.

21. NAMES

- 21.1. The Company bears no responsibility if a mistake or omission is made regarding the name of the team/player/contestant.
- 21.2. If the name of a group is entered incorrectly and the interpretation is ambiguous or different from the actual one, then this group selection is considered invalid (VOID).
- 21.3. If a group name is misspelled and the interpretation is ambiguous, then that group selection is valid.

EXAMPLES:

(i) If a match is played in the Under-20 Championship mentioned in the offers provided by the Company and the match is displayed and offered in the system as ENGLAND – FRANCE (without writing U20 next to the name), the selections regarding the match are considered "valid".

(ii) If there is a championship race in England and the match is referred to and offered in our system as MAN UTD – LIVERPOOL, while for advertising or other reasons LIVERPOOL has changed its name for that season and is officially listed in the league under the name of the advertiser and not "LIVERPOOL", the selections relating to the match are considered "valid".

(iii) If a match is played during any championship mentioned in the promotions provided by the Company and the match is misspelled when quoted and offered by the system, but this spelling error does not affect the actual interpretation of the team name mentioned, then the selections relating to the match are considered valid. E.g. if the match played in the context of a championship in England is listed and offered by our system as MAN UTD – LIVERPOOL M or MAN UTD – LIVERPOL, it will be "valid".

(iv) There may be teams with the exact same name in the Company's computer system, but it is clear that they compete in different leagues. In such cases, the "Customer" is initially bound by the choice of the event and not by the name of the team. For example, the Company's computer system may refer to BARCELONA as a competitor in the Men's

Championship but also refer to BARCELONA as a competitor in the Women's Championship. It is then the sole responsibility of the "Customer" to ensure that their Bet correctly states the event they want to bet on.

(v) In the case of Ante Post bets, if a bet is placed on a team whose name has changed during the league/competition, the betting options relating to that team will apply as they relate to the same team to which the Bet refers at the time that it was placed and not to a new team created later.

22. VAGUE BETS

22.1. The "Company" reserves the right to consider as "void" any "Indefinite Bets", even if they have been accepted by the computer of the Betting Agency - Agent and the "Customer" has received the receipt of the "Bet". "Indefinite" is considered a "Bet" that has an ambiguous interpretation (open to two or more interpretations).

EXAMPLES:

1. Betting on the total number of goals in a match where the goal limit is not clearly stated.
2. Bet on the difference of victory in basketball (basketball), where the number of points difference is not clearly stated (interpretations).

SPECIAL TERMS:

23. DEAD-HEAT REGULATION

23.1. In the case of an event completed in equal amounts with more than one winner, where only one winner was considered, the draw rule (DEADHEAT) will apply. A deadheat result is a result in which two or more contestants share the same final position.

23.2. In case two contestants share the same final position, the selection is considered won and lost by half, and is therefore settled with full percentages ("Odds") and half the stake.

EXAMPLE:

If 3 players share the top scorer position in the World Cup, then the bet amount is divided accordingly (1/3 of the bet amount X the odds)

24. RESULTS THAT HAVE CHANGED

24.1. The results are those that are recognized and defined by the referee on the pitch or by the organizer himself, on the winners' podium. Any results due to legal, disciplinary or other decisions that alter the results or the order of termination will not be taken into account.

If the investigation of the competent body takes place during the conduct of the event, Then its result will be used and valid. However, if it is done after the end of the event, at any other time in the future and overturns the outcome of the event, it will not be taken into account. E.g. if Bottas wins the Monza Grand Prix and the following day is cancelled by the FIA for misconduct, all "Bets" involving Vettel winning the Monaco Grand Prix will stand and be settled as won.

- 24.2. ANTE POST: In the case of leagues where playoff matches are held, the final ranking of the leaderboard will be valid only after the completion of the barrage matches in the respective league.

25. SPECIAL 'LIVEBETTING' REGULATIONS

- 25.1. The 'Live Betting' Market will be offered during an event exclusively from the 'Live Betting' platform. The "Odds" are constantly updated to reflect the image of each event. In order to avoid non-acceptance of a "Bet" due to the change of one or more "Odds", the "Customer" may accept the option "Accept all Odds changes" or "accept higher or lower Odds" when placing a "Bet". Where applicable, statistics provided to us by the provider of the 'LiveBetting' service will be used to settle 'Bets'. In case the coverage of an event by the service provider stops or is interrupted due to a technical problem and causes the incorrect display of "Odds" or the incorrect calculation of winnings, the supplier and/or the Company may consider "void" all "Bets" placed during the above problem. Where no statistics of the service provider are available, video evidence will be used to support how the "Bet" is settled. If for any reason, there is no video evidence, independent evidence will be used and the "Bet" will be settled on the basis of a majority of "independent opinion". When this is not clear, where applicable, the official competition website will be prioritised.
- 25.2. The "Company" reserves the right to cancel any bet, provided that in such a case the "Company" will inform the player of the reasons for cancellation.
- 25.3. Each purchase is settled on the basis of television coverage and statistics provided by the various media, unless there is proof that these statistics are incorrect.
- 25.4. All markets (except half-time, extra time and penalty shootouts) are calculated based on the normal duration of the event
- 25.5. If the outcome of a purchase cannot be determined from official sources, the "Company" reserves the right to delay payment until the announcement of official results.
- 25.6. If the wrong result is entered, then all purchases will be considered "void" from the moment of the wrong entry.
- 25.7. In case of incorrect settlement of a purchase, the "Company" reserves the right to correct it at any time.

- 25.8. If the "Odds" offered relate to a match with an incorrect start time (more than 5 minutes), then the "Company" reserves the right to consider the respective "Bets" "void".
- 25.9. If the team names or category are misattributed, then the "Company" reserves the right to consider the respective "Bets" "invalid".
- 25.10. If a market is offered and the outcome of the event is known, then the "Company" reserves the right to consider the "Bets" of that market "void"
- 25.11. In the event that there is an "obvious error" in the "Odds", the "Company" reserves the right to consider "void" all affected "Bets", including a discrepancy of more than 100% in the profit of a "Bet Slip" compared to the average of the rest of the market
- 25.12. In case the broadcast of an event is interrupted due to technical problems and the match is completed normally, all purchases for that match are settled based on the final result
- 25.13. In the event that a football event is interrupted during the event and resumes within 24 hours of its start, all open "Bets" relating to that event will be settled based on the final result. In the event that an event of another sport is interrupted during the event and resumes within 72 hours of its start, all open "Bets" relating to the specific event will be settled based on the final result. Otherwise, all open "Bets", even those involving a player who has already scored, will be considered as "void". If also an event does not continue from its breaking point but starts from the beginning, then all "Bets" will be settled as void.
- 25.14. In case of non-completion or non-conduct of an event (e.g. due to elimination, interruption, withdrawal, change in draw), this will be considered void unless the result of this has already been decided.
- 25.15. In case basic regulations of a sport are violated, the "Company" informs the Competent Authorities who will decide that they have indeed been violated and as a result, the specific purchase will be considered "invalid". E.g. variation in the duration of an event, the rules of conduct of an event, and so on.
- 25.16. Any complaint regarding any outcome of an event should be submitted to the "Company" via written letter or e-mail or fax
- 25.17. The yellow card counts as 1 card and the red or yellow-red card as 2. The second yellow to a player leading to red is not counted. As a result, a player cannot record more than 3 cards.
- 25.18. The yellow card counts 10 points and the red or yellow-red as 25. The second yellow to a player leading to red is not counted. As a result, a player cannot record more than 35 points.
- 25.19. The settlement will be made on the basis of all available evidence for the cards given during the normal duration of a match.
- 25.20. Cards to non-competitors (players who have already been changed, coaching staff, players on the bench who have not been changed) are not counted.
- 25.21. Cards given after the end of the match are not counted.
- 25.22. If the market remains open while the various events have already occurred (e.g. goal, yellow or yellow-red card, penalty shootout, etc.) then the "Company" reserves the right to consider the respective "Bets" "void".

- 25.23. If a market is opened with an incorrect red card or by omitting one, then the "Company" reserves the right to consider the respective "Bets" "void".
- 25.24. Corners that were given but not executed will not be counted.
- 25.25. Own goals will not count towards the Anytime Goalscorer purchase and will be ignored.
- 25.26. Own goals will not count towards the Next Goalscorer market and will be ignored.
- 25.27. Players who play from the start of the match or from the moment the previous goal is scored are considered runners.
- 25.28. All players participating in a match are offered for betting. In case a player scores a goal and is not listed in the list, then all "Bets" on players who are on the list are considered "valid".

26. BET CLARIFICATION:

- 26.1. "Winner of rest of match" - Which team will win the remainder of the match (regular time) once the "Bet" is placed. Only goals scored after the confirmation of the "Bet" will count (this score will be printed on the "Bet Slip"). An own goal will count for the opposing team and not for the team that scored it.
- 26.2. Some events are scheduled to last less than usual. Under such circumstances, "Bets" will be settled based on the particularities of each case. For example, some youth football matches last 80 minutes instead of 90 minutes, so "Bets" relating to these matches will be settled based on the final result of 80 minutes.
- 26.3. For no reason will a request for cancellation or refund be accepted for LIVE BETTING "Bets". If a LIVE BET "Bet" is registered with an incorrect "Odds" due to a late broadcast of the event, then the "Bet" will be considered "void" with odds of 1.00 (one unit), regardless of whether the "Bet" wins or loses.

27. THE PLACEBET (finish bet on final position range)

- 27.1. The "Customer" chooses the "Bet" place if he wants to support a Team/Athlete/Driver to finish in one of the predetermined positions. The profit depends on the place-specific conditions for the specific event.
- 27.2. If under the "Odds" of winning a championship the sentence "1/4 'ODDSINPLACES 1,2' is written", the "Customer" wins 1/4 of the profit offered for winning if the team he bet on finishes in the first two (2) places, or if under the "Odds" of winning a championship the sentence '1/3 'ODDSINPLACES 1,2' is indicated, the "Customer" wins 1/3 of the profit offered for winning if the team he bet on finishes in the first two (2) places.

28. SAFE PLAY

28.1. "Betting" is entertainment for adults and is not a way to make money. Don't challenge your luck. Bet only what you can afford to lose. The Company has implemented features in its gaming system that allow players to gamble responsibly. For many people, gambling is exciting and fun. They make careful decisions about how to spend their time and spend their money, where to go and how to have fun. When a gambler loses the sense of fun that occasionally gambling aims to create, it means he is in trouble. They may start looking at gambling as a way to make money or, worse, trying to win back money they lost in the past. He often believes that he has special luck or abilities or that his luck can change. When you bet to cover your losses and/or continue to bet more, the result is a vicious circle of increasing losses and increasing betting in order to recover losses. If you think you have a problem with gambling, consult your multiple intervention counseling center (22465616, 22465619). Otherwise, you can send a written letter or e-mail or fax to the "Company" and consider withdrawing. You can also visit www.safegabbling.gov.cy website to learn about safe gambling, as well as prevention and treatment measures for you and those around you. As well as helping you assess whether you are gambling responsibly and whether your gambling activity is controlled and/or how you can check and/or correct it if necessary.

29. MINIMUM BET AMOUNT

29.1. The minimum bet amount is €1 per "Bet Slip", and 3 cents (0.03c) per line.

30. ANTI-MONEY LAUNDERING PROCEDURES

30.1. The "Company" implements procedures and measures against money laundering based on the number O.15.2023 n.3. Directive on the Prevention and Suppression of Money Laundering Activities in accordance with the Prevention and Suppression of Money Laundering Activities Law and based on article 15(c) of the Betting Law of 2019 and any suspicious transaction will be immediately reported to the relevant authorities. The relevant procedures are described in detail in the Anti-Money Laundering and Identification Manual Customer Identity (Know Your Customer) of the "Company".

31. BETTING ON CYPRUS MATCHES

31.1. Basis of Article 22 of the Π 102/98, betting on the results of matches with Cypriot teams either in Cyprus or abroad is allowed only when it is combined on the results of matches of at least three other teams abroad.

32. POLITICS

- 32.1.** All events offered for betting in each election are single-odd only.
- 32.2.** In case multiple bets from the same election are mistakenly accepted, they will be settled as single with the appropriate odds.
- 32.3.** Subsequent appeals or court decisions regarding the validation of the result or the confirmation of the winner of the election are not counted for settlement purposes.
- 32.4.** Any candidate who withdraws after the announcement of his candidacy is settled as a "loser" (LOST).
- 32.5.** The settlement of all bets is based on the total votes counted during the election process, and not on any subsequent legal objection.
- 32.6.** The official results will be confirmed by the official authority of each country.
- 32.7.** Markets available for this category:
 - 1. Winner (natural person or political party / party) of elections (First round and/or second round if and when it exists in the political system of the country to which the bet refers)
 - 2. Percentage of the difference between the winner and the next candidate or the next/second political party
 - 3. Autonomous government (based on number of seats) YES / NO in case of parliamentary elections
 - 4. Number of seats (range) in case of parliamentary elections
 - 5. Number of parties entering parliament in case of parliamentary elections
 - 6. Party entry into parliament (Yes or No)
- 32.8.** Maximum payout limit per bet slip:
Maximum payout = what is stated in our approved regulations in other sports, i.e. €10,000 per ticket

33. FUN / ENTERTAINMENT COMPETITIONS:

- 33.1.** All events offered for betting on each entertainment/entertainment competition are single only.
- 33.2.** Subsequent appeals or court decisions regarding the validation of the results of the competition do not count towards settlement purposes.
- 33.3.** Any contestant who withdraws after the announcement of his/her participation is settled as "LOST".
- 33.4.** The settlement of all bets is based on the announcement of the official results of the competition, and not on any subsequent legal objection.
- 33.5.** The official results will be confirmed by the official organizing authority of the competition.
- 33.6.** Markets are offered only before the start of the actual time of the events and are not offered for events whose outcome has already been determined, regardless of whether this is not known to the players, or the official results have not been announced by the organizing Authority.
- 33.7.** Markets available for this category:

1. Winner (natural person, Company, group of people) of a competition (Quarter-final, Semi-final, Final) if and when there is one in the competition process to which the bet refers:
2. Percentage of the winner's difference from the next contestant
3. Qualification of competitor to the next round
4. Group of ranking positions (e.g. first 3, 4, 5) of the contestant at some of the stages of the competition to which the bet refers

33.8. Maximum payout limit per bet slip:

Maximum payout = what is stated in our approved regulations in other sports, i.e. 10000€ per ticket.

34. E-SPORTS:

34.1 Match bets:

- (i) The settlement will be based on the official result, as stated by the respective organising body of the specific competition, the broadcast or the interface of the competition. For non-participants, bets do not apply.
- (ii) The start dates and/or times are indicative and without guarantees for their correctness. In case of spelling errors in the name of a player or team, all bets are normally valid unless this error is "obvious" (affects the outcome of the settlement).
- (iii) In case of a change of name of a team, after leaving the organization, joining another organization or officially changing its name, all bets stand normally.
- (iv) In case the starting line-up of the squad changes after the closing of the betting markets, all bets stand as normal. This also applies in the case of a change in team or persons after the start of the match. If a team starts with a specific starting line-up and during the process, a participant experiences problems with his connection, then, if another person is able to replace him, all bets are valid normally.
- (v) If a match takes place before its scheduled start date/time, then all bets placed after the actual start time will be settled as void. All bets placed before the actual start time are valid as normal. The "scheduled" start dates and times are indicative.

34.2 Race Winner / "Map" Winner:

- (i) Win the Match / Win the Map (including Current and Next) / Double Chance. If a match or map is repeated because of a draw, the rematch or map will be treated as a separate set of events.
- (ii) In the event that a match or map starts but is not completed, then all bets will be settled as void. If after the start, a player/team has been eliminated and the opposing player/team advances to the next round or is declared the winner by the organising body of the specific tournament, the broadcast or API of the game, the respective bets are considered valid and will be settled normally.
- (iii) If a match or map is replayed due to a disconnection, all bets on that market will be settled as void unless the outcome has already been decided. The runoff or map will count as a separate set of events. This point does not apply to LAN races.

(iv) If a player/team takes a "walkover" (bye) for at least one map before the match starts, all bets will be settled as "void". If a map is repeated due to a non-player technical issue, bets before the start of the event will stand on the replayed map, according to the official result. All in-progress bets on this map will be settled as void, unless the outcome has already been decided.

34.3 Handicap Bet / Map Set Bet / Exact Score / 'First In' Maps: Bets will be settled as "Void" if the specified set of maps changes, or differs from the limit offered for settlement purposes. In the event that a match starts but is not completed, bets will be settled as "Void" unless the outcome has already been decided.

34.4 Win at least one map: In the event that a Match starts but is not completed, bets will be settled as "void" unless the outcome has already been decided.

34.5 Tournaments offered and special rules for each:

1. StarCraft II:

1. Charter Bet: in the event of a tie, the Win Map market will be settled as "Void".

Winning Race / Player Nation Winner: In the event that a match starts but is not completed, bets will be settled as "Void" unless the outcome has already been decided.

● **CS (Counter Strike) / GO (Global Offensive):**

□ Best-of-One (bo1) matches: In the case of Best-of-One (Stage 1) matches, the two teams remove (ban) tracks alternately until one remains, which will be the track to be played. The team that appears first in the bracket (highest seed) will also be the team that starts the ban of the tracks.

□ Best-of-Three (bo3) matches: In the case of Best-of-Three (Stage 2) matches, both teams remove (ban) tracks alternately until 3 tracks remain. The team that appears first in the bracket (highest seed) will also be the one that starts the ban of the tracks. The same team will then choose the first track to be held and the opposing team the second. The remaining track will be held as the last, if required by the result of the first two encounters. Between bo3 matches, teams are allowed a 5-minute break.

□ Winning Team: each encounter is played on one track and is divided into two halves of 15 rounds. In each half, teams play alternately terrorist and counter-terrorist. The winner of each round earns one point. The winner of the encounter is the first team to reach a total of 16 points. The settlement is based on normal duration only, with the exception of the "Win in Overtime" market.

□ Charter Bet: in the event of a tie, the "Tie" option will be taken as the winner for settlement purposes. Where no "tie" is offered, the settlement will include the possibility of extra time.

- Round Bet: Bets will be settled as "void" if the total of rounds changes, or differs from the limit offered for settlement purposes. In the event that a match, map or round starts but is not completed, bets will be settled as "Void" unless the outcome has already been decided.
- Accurate Score: Predict the exact score in the match. If the final score was not an option in the market, all bets will be settled as lost.
- Margin of Victory: Predict the eventual winner of the showdown, based on the defined limit of that victory.

- **LOL (League Of Legends):**

The players are formed into 2 teams, of three or five "Champions" in each team. Each group starts on two opposite sides of the map in an area called the "source", close to what is called the "Nexus". A showdown is won when either the Nexus is destroyed or the opposing team surrenders. To destroy a Nexus, each team must operate through a series of towers called "Turrets". Along the way, each player gains levels, by killing other champions of the opposing team, the "Minions" and defeating neutral monsters. Killing "enemies" allows champions to buy "items" with gold to improve their stats. In League of Legends, each player starts at level 1 at the beginning of the match and can achieve the maximum level of 18 levels, with their champion and to level the rest of the champions they have 4 different special abilities enlisted.

- Charter Bet: In the event of a tie, the "Win the Map" market will be settled as "void".
- First Blood purchases: Only kills coming from the opposing team/player are counted.
- Kill purchases: They will be settled based on the official scoreboard, broadcast or API of the game.
- Monster Purchases: They will be settled based on the official scoreboard, broadcast or API of the game.
- Building Purchases: For settlement purposes, all damaged buildings count as "destroyed by the opposing team", regardless of whether the last hit was from a Champion or Minion or whether or not these are reconstructed buildings. In the case of a "delivery", the final number of "destroyed Towers and Inhibitors" will be settled to the minimum number of "Towers and Inhibitors" required for a team to win the game at the time of delivery. These additional buildings will be treated as destroyed by the winning team and are limited to five Towers and one Inhibitor. In the event of a "delivery", bets on the Next Building to Be Destroyed will be settled as void. All hour bets are settled based on the clock in the game and do not include the period before the minions give birth. In the event that a match starts but is not completed, bets will be settled as "Void" unless the outcome has already been decided.

- **DOTA2:**

It is a team game and the players of each team will have to perfectly synchronize their moves to achieve the desired result, whether it is a gank to kill a hero, whether it is called defense-attack etc. All of this takes place on a map featuring two teams of five players each. There is one stand for each group, in the lower left and upper right corners respectively. Each base contains a building, which is called the Ancient Fortress. If this building is somehow destroyed, then the match ends with the team that destroyed the opponent's Ancient Fortress as the winner.

- Charter Bet: In the event of a tie, the "Win the Map" market will be settled as "void".
- First Blood purchases: Only kills coming from the opposing team/player are counted.
- Kill purchases: They will be settled based on the official scoreboard, broadcast or API of the game.
- Creep purchases: They will be settled based on the official scoreboard, broadcast or API of the game. The settlement is determined by the team that kills Roshan, not which team receives the Aegis of the Immortal. The creeps are controlled solely by the CPU, except for a few heroes who can control some of them. whenever their path is specified.
- Building Purchases: For settlement purposes, all damaged buildings count as "destroyed by the opposing team," regardless of whether the last hit was from a Champion or a Villain. The number of barracks will be determined by the range of people and the barracks involved that were destroyed. In the event of a "delivery", the final number of destroyed Towers and Inhibitors will be settled to the minimum number of Towers and Inhibitors required to The showdown is judged at the moment of "surrender". These additional buildings will be treated as destroyed by the winning team and are limited to five Towers and one Inhibitor. In the event of a "delivery", bets on the "Next Destroyed Building" will be settled as "Void". Any time bets are settled based on the clock in the game, and do not include the period before the creeps give birth. In the event that a match starts but is not completed, bets will be settled as "Void" unless the outcome has already been decided.

- **VALORANT:**

- Winner: Predict the eventual winner of the showdown.
- Exact Score: Predict the exact score of the match.
- Kill Handicap: Predict which team will score the most Kills in a match when the handicap difference is applied.
- Total Kill Over/Under: Predict whether the total Kill will be greater (over) or less (under) than a certain limit. If a match is not completed, all bets will be settled as void, unless the settlement of the markets has already been decided.

- Map Handicap: Predict the winner of the match, after applying a specific handicap difference. If a match is not concluded, all bets will be settled as void, unless the market settlement has already been decided.
- Map Over / Under: Predict whether the total number of Maps played in a match will be greater (over) or less (under) than a certain limit. If a match is not completed, all bets will be settled as void, unless the market outcome has already been decided.
- Total Over/Under Map Rounds: Predict whether the total round of the map will be above or below a certain threshold. Any additional round (overtime) does not count towards this purchase.
- Map Laps Handicap: Predict the winner of the most rounds on the map after applying a specific handicap difference. Any additional round (overtime) does not count towards this purchase.
- Overtime: Predict the possibility that the match will lead to an additional round (extra time).

- **WARCRAFT III:**

- Final 2-Choice & 3-Choice Match Winner: Predict the winner of the showdown. If the match ends in a draw, the 2-choice purchase will be settled as "void". In the event of any variation in the total number of Maps or Games played, any bets placed on this market will normally apply. If a Map is not played or claimed in favor of a player or the team abandons or by default without the match having started, all bets on both this Map and the match as a whole will be settled as void.
- Exact Score: Predict the exact score of the match.
- Map Over / Under: Predict whether the number of Maps held in the match is greater (over) or less (under) than a certain limit. If the match is not completed, all bets will be settled as void, unless the market outcome has already been decided.

- **NBA2k:**

NBA2k follows the betting rules of the sport "Basketball". Therefore, all offered markets are settled according to the betting rules of the specific sport, as detailed in the respective section.

- **FIFA World Interactive Cup:**

The "Win the Match" arrangement will be based on the official score at the end of the scheduled 90 FIFA minutes played and does not include extra time or time attributed to a penalty shootout or golden goal.

34.6. Settlement of bets:

- (i) Statistics from the official website of the respective event or event will be used to settle bets. Where an official website is available or there is concrete evidence that the official website is incorrect, independent evidence will be used to support the settlement of bets.
- (ii) If there is no compatible independent source of evidence or if there is specific evidence that contradicts each other, bets will be settled based on the data received by the Company. For "live betting" markets, settlements will be made under the terms of the "Bet Settlement" section. If a match is not completed, all bets that have been decided are settled normally. Those that have not been judged will be settled as "void".

35. AMENDMENT OF REGULATIONS

- 35.1. The Company reserves the right to amend the Regulations as well as to issue new ones with a relevant announcement, provided that they have been previously informed and approved by the National Betting Authority.
- 35.2. Any previous Regulation of the Company shall be considered null and void if a new Regulation has been issued by the Company replacing the previous Regulation, following approval by the National Betting Authority.

36. PERSONAL DATA

- 1. Collection of Personal Data. The collection and processing of personal data carried out is subject to the provisions of Regulation (EU) 2016/679. All Personal Data of Individuals, collected for any purpose, are protected by the respective legislation on Personal Data of the Republic of Cyprus and/or the Protection of Natural Persons with regard to the Processing of Personal Data and the Free Movement of such Data Law of 2018 (Law 125(I)/2018), as amended to date.
- 36.1. We may only process "Customer" Personal Data:
 - 1. If this is necessary for the fulfillment of any contract we have with the member.
 - 2. If required by a legal obligation.
 - 3. If "the Customer" has consented to the processing.
 - 4. If this is required for reasons relating to our legitimate interests.
 - 5. If necessary for reasons of public interest
- 36.2. The procedures followed by our Company regarding the collection and processing of "Customer" Personal Data are described in detail in our Company's Privacy Policy, which is posted on our official website at <https://bookieco.com.cy> address in the "Privacy Policy" section.
- 36.3. It is our policy to retain "Customer" Personal Data only for as long as this is necessary for the purpose for which it was collected, in accordance with the principles of data minimization and storage limitation. For all the above reasons, the Personal Data of our "Customers" will be retained for at least five (5) years from the date of collection. It is noted, however, that the

Company may not delete any of the Personal Data of the "Customers", unless the five-year period has elapsed and the prior approval of the National Betting Authority has been obtained. In addition, in some cases, certain "Customer" Personal Data may be retained for longer than this period of five (5) years due to possible legal obligations, legitimate interests, etc. Such cases could concern:

- Money laundering
- Taxation
- Player Protection
- Civil law
- Criminal law
- Any other legal issues

36.4. Disclosure of Personal Data. We will not assign and/or disclose Personal Data of our "Customers" to any third party/entity. However, we reserve the right to disclose the Personal Data of our "Customers" to third parties:

1. If we are required to disclose or share the Personal Data of our "Customers" in order to comply with any legal or regulatory obligations, to enforce our terms and conditions and/or regulations, or to protect our rights, property and safety as well as the safety of our "Customers" or third parties.
2. If we need to cooperate with law enforcement agencies and other competent agencies where, in our estimation, disclosure of Personal Data is necessary or related to any investigation of fraud or other illegal activity.

36.5. The player's right of access to data concerning him may be waived in part or in whole in accordance with the provisions of Regulation (EU) 2016/679, the Protection of Natural Persons with regard to the Processing of Personal Data and the Free Movement of such Data Law - (a) for the purpose of proper fulfillment of the duties of the recipient and the supervisory authorities, as they derive from the Law, or (b) not to impede the conduct of official or legal investigations, analyses or procedures for the purposes of this Law and to ensure that the prevention, investigation and detection of money laundering and terrorist financing are not compromised. (See relevant NBA Directive - 15.2023 v.3. paragraph 7.4.4.)

36.6. In particular, these principles may be:

- The National Betting Authority
- Sports governing bodies (e.g. FIFA, IOC, TIU)
- Anti-money laundering (AML) organisations.
- Counter-Terrorism Financing Organizations (CTF)
- Law enforcement agencies (Police, Courts) of any country may request such data from us.
- It is understood that for all the above cases the National Betting Authority will be informed. 15.2024 v.4 – p. 7.4.4.

SPECIFIC ANNEX A

The maximum payment limits per customer per day are set as follows:

- **Football (Pregame)**
 - €70,000 for all matches in top international Men's competitions (Euro Final Stage and World Cup Final Stage) and the following competitions: English Premier League, Spanish Primera División, Italian Serie A, German Bundesliga I, French Ligue 1, UEFA Champions League, UEFA Europa League, UEFA Conference League final results (1-X-2) only. Other bet items €30,000 only.
 - €50.000 for all other football competitions for Final Results (1-X-2) only. Other bet types €20.000 only.
 - €20.000 for all Cypriot 1st Division and Cypriot Cup matches on all types of bets.
 - €5000 for all Cypriot B and C Division matches in all types of bets.
 - **Football (Live Betting)**
 - €20,000 for all matches in top international Men's competitions (Euro Final Stage and World Cup Final Stage) and the following competitions: English Premier League, Spanish Primera División, Italian Serie A, German Bundesliga I, French Ligue 1, UEFA Champions League, UEFA Europa League, UEFA Conference League final results (1-X-2) only. Other bet types €10,000 only.
 - €10,000 for all other football competitions in all types of bets.
 - €10.000 for all Cypriot 1st Division and Cypriot Cup matches on all types of bets.
 - €5000 for all Cypriot B and C Division matches in all types of bets.
 - **Other Sports**
 - €10,000 for all competitions and all types of bets
1. **E-SPORTS**
 1. €10,000 for all events, all e-sports and all types of betting
 2. **Antepost / Outrights/POLITICS/ FUN & ENTERTAINMENT CONTESTS**
 - €10,000 for all long-term bets

EXAMPLE

A "Bet" with football selections of which 1 selection concerns a Cypriot match is necessarily calculated with the maximum limit of Cypriot matches (if the maximum payment limit for Cypriot matches is less). B.C. Man utd, Chelsea, Bayern, Omonia (Maximum payment limit 20000€)

All maximum payout limits referred to in these rules apply to any "Customer", or group of customers who bet jointly, and bet on the same or a similar option combination, even if this is done on a series of "Bets", in a range of prices, within a few days.

If the "Company" has reason to believe and deems that a number of "Bets" have been played in this way, the final payout of these "Bets" combined will be limited to a single maximum payout, as stated above.