

## Game Rules - Pool betting

### How to Play - Placing a Bet

A player can enter any ticket made available within a Circle of which the player is a member of. Players may bet on the outcome of multiple events (ticket) within one or several Circles.

The period during a ticket is available for players to wager on is determined by the starting time of the game within the ticket that starts first. CircleBet system will prohibit a Player from placing bets on tickets with less than 15 minutes to the first game starting.

A Player can only place one bet per ticket. A bet consists of a minimum of one line on the ticket. A line is defined as at least one selection on either game as presented on the ticket. The cost per line is defined per ticket. Multiple lines can be placed per ticket. Only one ticket can be placed per Player.

For 1X2 games, a Player must select either a win for the home team (1), a draw result (X) or a win for the away team (2). A selection of this nature must be made to all the games on the ticket of which the Player intends to enter.

For *Correct Score* games, a Player must select the correct score to multiple games associated with a ticket. A selection of the most common full-time results is made available on the ticket. A selection of this nature must be made to all the games on the ticket of which the Player intends to enter.

Scores on the left-hand side represents indicate that the home team will win with the specific score which you select.

Please note that the selection >3-2 (*Any Other Home Win*) represents the home team will win by any score other than the ones specifically listed.

Scores in the middle of the screen represents a draw result.

Please note that >1-1 (*Any Other Draw*) represents a draw results other than the ones specifically listed.

Scores on the right-hand side represents indicate that the away team will win with the specific score which you select.

Please note that the selection <2-3 (*Any Other Away Win*) represents the away team will win by any score other than the ones specifically listed.

The total cost of the ticket will be clearly indicated alongside the current total size of the pool associated with the selected ticket. Player confirmation before placing the bet and funds are transferred from the Player Account to the pool is required.

### Rules of the Game - Price Distribution in Pool betting

The price pool associated with each ticket is distributed according to a fixed distribution ratio determined by the number of Players who have entered the pool.

A Player is rewarded with a point for each correct selection per game in the ticket. A player can therefore not receive more points than games included in a ticket.

The Player or Players who gets the most points after the complete settlement of all games featured in a ticket will receive a percentage of the pool. The exact percentage may vary depending on the number of players in the pool and distribution of points among the players of that ticket.

There are three different ways the price distribution is calculated, all based on the number of players that have entered a pool.

## The price distribution for games between 2 and 10 players:

1st place: 100% of the pool

If there are more than one Player with the highest total score for a ticket; the total pool will in such event be evenly distributed among the players with the highest score.

If there is no clear winner among the Players when the final game has ended; the total pool will in such event be evenly distributed among all the players who have entered the ticket. Distribution of the pool will be done without consideration of the original size of the wager each Player has done.

## The price distribution for games between 11 and 50 players:

1st place: 55% of the pool

2nd place: 30% of the pool

3rd place: 15% of the pool

If the points received among players, when the final game in a ticket has been settled, results in a shared position among the top three spots; any winnings will be distributed from a top-down structure.

### Example 1)

Player A gets 12 points and receives 55% of the pool

Player B gets 10 points and receives 22.5% of the pool  $(30\%+15\%/2)$

Player C gets 10 points and receives 22.5% of the pool  $(30\%+15\%/2)$

### Example 2)

Player A gets 12 points and receives 42.5% of the pool  $(55\%+30\%/2)$

Player B gets 12 points and receives 42.5% of the pool  $(55\%+30\%/2)$

Player C gets 10 points and receives 15% of the pool

### Example 3)

Player A gets 12 points and receives 33.3% of the pool  $(55\%+30\%+15\%/3)$

Player B gets 12 points and receives 33.3% of the pool  $(55\%+30\%+15\%/3)$

Player C gets 12 points and receives 33.3% of the pool  $(55\%+30\%+15\%/3)$

Player D gets 10 points and receives 0% of the pool

### Example 4)

Player A gets 12 points and receives 55% of the pool

Player B gets 10 points and receives 30% of the pool

Player C gets 9 points and receives 5% of the pool  $(15\%/3)$

Player D gets 9 points and receives 5% of the pool  $(15\%/3)$

Player E gets 9 points and receives 5% of the pool  $(15\%/3)$

If there is no clear winner among the Players when the final game has ended; the total pool will in such event be evenly distributed among all the players who have entered the ticket. Distribution of the pool will be done without consideration of the original size of the wager each Player has done.

## The price distribution for games with more than 50 players:

1st place: 40% of the pool

2nd place: 25% of the pool

3rd place: 20% of the pool

4th place: 10% of the pool

5th place: 5% of the pool

If the points received among players, when the final game in a ticket has been settled, results in a shared position among the top five spots; any winnings will be distributed from a top-down structure.

### Example 1)

Player A gets 12 points and receives 40% of the pool

Player B gets 10 points and receives 22.5% of the pool  $(25\%+20\%/2)$

Player C gets 10 points and receives 22.5% of the pool  $(25\%+20\%/2)$

Player D gets 9 points and receives 10% of the pool

Player E gets 8 points and receives 5% of the pool

### Example 2)

Player A gets 12 points and receives 32.5% of the pool  $(40\%+25\%/2)$

Player B gets 12 points and receives 32.5% of the pool  $(40\%+25\%/2)$

Player C gets 10 points and receives 20% of the pool

Player D gets 9 points and receives 10% of the pool

Player E gets 8 points and receives 5% of the pool

### Example 3)

Player A gets 12 points and receives 23.75% of the pool  $(40\%+25\%+20\%+10\%/4)$

Player B gets 12 points and receives 23.75% of the pool  $(40\%+25\%+20\%+10\%/4)$

Player C gets 12 points and receives 23.75% of the pool  $(40\%+25\%+20\%+10\%/4)$

Player D gets 12 points and receives 23.75% of the pool  $(40\%+25\%+20\%+10\%/4)$

Player E gets 1 points and receives 5% of the pool

### Example 4)

Player A gets 12 points and receives 40% of the pool

Player B gets 10 points and receives 25% of the pool

Player C gets 9 points and receives 11.67% of the pool  $(20\%+10\%+5\%/3)$

Player D gets 9 points and receives 11.67% of the pool  $(20\%+10\%+5\%/3)$

Player E gets 9 points and receives 11.67% of the pool  $(20\%+10\%+5\%/3)$

If there is no clear winner among the Players when the final game has ended; the total pool will in such event be evenly distributed among all the players who have entered the ticket. Distribution of the pool will be done without consideration of the original size of the wager each Player has done.

## Rules of the Game – Special Circumstances

CircleBet reserves the right to suspend settlement of ticket, should there be any uncertainties about the official result, or that data received from third parties are at any point faulty effecting the outcome of a ticket, until the uncertainty can be resolved with reasonable satisfaction.

If a match presented in a ticket is not completed, in example whereas the match did not continue throughout the intended full match time according to the match official plus any stoppage time, within 3 days of its scheduled start date; such match will be considered void and removed from all tickets where the match is featured.

If a match is completed within the 3 days of the scheduled start date, despite being abandoned, postponed or suspended after the official start, it shall be included in tickets where the match is featured; despite the interruption.