

Bet SA Terms & Conditions

Fixed betting offered on all displayed venues

Fixed Places will force a Fixed Win for the same amount unless otherwise specified. The Fixed Place odds are calculated according to the table below:

Fixed Place Prices for Horse Racing		
Amount of runners	ODDS *	Positions that Count
3	0	0
4	0.08	2
5	0.1	2
6	0.12	2
7	0.1	3
8	0.14	3
9	0.14	3
10	0.16	3
11	0.16	3
12	0.18	3
13	0.2	3
14	0.2	4
15	0.2	4
16	0.22	4
17	0.22	4
18	0.25	4
19	0.25	4
20	0.25	4

- # of Positions available will be based on the final amount of runners excluding scratching's once a race is finalized.
- all place bets are subject to the rules relating to scratching, deductions and dead heats.

A Key Bet will force a Fixed Win for the same amount unless otherwise specified. The Key Bet odds are worked out according to this table:

Keybet Prices - Horse Racing Only	
Amount of runners	ODDS *
4	0.08
5	0.1
6	0.15
7	0.2
8	0.3
9	0.4

- 9 runners or more is 40%
- all key bets are subject to the rules relating to scratching, deductions and dead heats.

Bet SA may terminate any account, for any reason whatsoever, at their sole discretion.

Maximum Winnings

- Maximum odds payable and maximum amount payable will be specified per ticket issued.
- If a number of bets containing the same selections is placed by more than one customer, and Bet SA has reason to believe that these bets originated from or were placed on behalf of the same customer, syndicate of customers or any group of people acting in conjunction with each other as may be determined by Bet SA in its sole discretion, Bet SA reserves the right to limit the total winnings payable in respect thereof to the maximum amount that a single customer may win on a single ticket with that selection or combination. Bet SA, in its sole discretion, shall determine if a bet has been placed by a nominee or on behalf of a single customer and Bet SA's decision in that regard shall be final and binding.
- Bet SA reserves the right to limit the total winnings payable in respect thereof to the maximum amount that a single customer may win on one day's trading, being R500 000.00, save in respect of a bet of 6 or more legs on a soccer multiple aforesaid.
- Open limit amount includes the win stake.
- The bookmakers' decision is final and no correspondence shall be entered into.
- Betting & Starting times subject to change.

Cut off time for bets

All betting on an event or a component within an event on which the bet is sought to be placed shall be closed within thirty seconds after the event or component of the event has officially started, provided that where the event or component of the event is expected to last less than thirty seconds, betting shall be closed at the commencement of the event or component of the event.

Errors & Corrections

Although utmost care is taken when events are loaded; Errors & correction could occur. The governing body of an event can amend start times without prior notice Thus bets taken inadvertently after the official or revised start time will be null and void; these bets will be treated as prescribed in the National "Operational Rules: Bookmakers"

Acceptance of bets as per Operational Rules

Bet SA shall not be compelled to accept any bet or any type of bet.

Bookmaker commitment is the winnings payable save it does not breach maximum payable amount and/or maximum odds payable.

Any person warrants that he will not take a telephonic bet within a jurisdiction that constitutes this to be a crime.

If a ticket has to be reprinted due to a paper jam, customer loss or any other reason, the previous ticket/tickets which carry the same ticket number shall be null and void and only the last reprinted ticket shall be valid. The reprint report generated by the WRS will constitute proof of the final reprint number.

FICA Rules

As from July 2003, in terms of section 3 of the Financial Intelligence Centre Act No 38 of 2001, any person depositing, betting or collecting R25 000 or more must provide their full name and surname, proof of identity, contact. Further Bet SA FICA rules are maintained under a separate document and do not form part of this ICP document

Bet SA Pay-out Rules

Pay-outs will be done as follows –

- Paid cash if available or paid in full via internet transfer;
- Part cash and balance via internet transfer;
- Cash cheque - which will be couriered to branch (2-3 working days required for delivery).
(Note: Internet transfers, EFT, All documentation as specified by Betsa FICA rules are needed where after the EFT will be done in 24 Hours.)

A winning bet in respect of any contingency, whether payable in cash or otherwise, shall be payable only after the official result thereof has been made known in the manner required or approved by the Board.

Bet SA pay-out limit is printed on ticket

Bet SA Markets offered on Sporting events with a clear description thereof.

Bet SA Eligibility of Bets

- (1) The ticket may not be altered, mutilated, unreadable, reconstructed, or tampered with;
- (2) the ticket is not counterfeit;
- (3) the ticket is not stolen;
- (4) the ticket is complete and not blank or partially blank; and
- (5) the ticket has not been issued/sold in an authorised manner.
- (6) In any of the above cases, the patron will be required to file an investigation form with Bet SA.

An investigation period of no less than 90 days must transpire in which the eligibility of a ticket will be considered.

Thereafter any remuneration will be at Bet SA's discretion. Suspected stolen tickets will be reported to the respective Provincial Gambling Board.

All tickets may be subject to passing all additional confidential validation requirements.

Bet SA Validity of Bets

A ticket is valid for a period of 90days

Excluding a 'High Frequency Draw' (see 'High Frequency Draws/Events' section); If a sporting event (including number events) is postponed and takes place within 36 hours of the advertised date, all bets shall stand, thereafter the event will be treated as an abandoned event and all bets shall be void.

If the same sporting event (including number events) is held on consecutive days; then should it not take place on the advertised date it will be treated as an abandoned event and all bets shall be void.

- E.G. Lunchtime draw takes place today and tomorrow. Should today's draw not take place, no bets will be carried over into the next days' draw

If any ticket implicitly states the Bonus Ball or BB does not count; the Bonus Ball (a ball draw supplementary to the main drawn balls which will be specified in the draw and carry its own unique betting options) will not be considered as a drawn number as it has been specified that it is not eligible / 'does not count'.

- Should a ticket implicitly not state that the Bonus Ball or BB does not count, then the Bonus Ball will be considered a drawn number.

Lost Bets

Lost ticket claim forms must be completed within 7 days of the taken date. No lost bet claim forms will be considered thereafter.

Lost tickets are paid at the discretion of the Bookmaker. The Bookmaker is not obligated to pay a lost ticket under any circumstance

Pick Number Draws

Pick single-digit numbers from "0" to "9". Draws may range from single drawn number to multiple drawn numbers to create a draw.

- E.G. A Pick3 has 3 drawn numbers, which may include a 777 combination
 - Number may possibly repeat as each single digit drawn is from its own ball set.

Based on the Pick Draw type different bet options will be offered on the outcome of the draw. See 'Market Options Explanations' for bet option explanation

All or nothing

You selected balls must be matched against the relevant 'All or Nothing' table for correct or incorrect selections.

12 out of 24 Draw

All or Nothing 12 out of 24 Table	
Match	Odds
12	25000
11	200
10	20
9	3
8	STAKE BACK
7	lose
6	lose
5	lose
4	STAKE BACK
3	3
2	20
1	200
0	25000

10 out of 20 Draw

All or Nothing 10 out of 20 Table	
Match	Odds
10	2500
9	30
8	3
7	STAKE BACK
6	lose
5	lose
4	lose
3	STAKE BACK
2	3
1	30
0	2500

- You can only match your selection against the table once.
- You cannot claim multiple 'match and win' on one ticket.
- i.e. if you Match 10 numbers, you get the 'Match 10' odds multiplied by your stake

High Frequency Draws/Events

The following draws/events will be considered as a 'High Frequency Draw':

- Lucky 5
- Lucky 6
- Lucky 7
- Magic 48
- Magic 20
- Rapido
- Keno
- Kino
- Wheel of Colours

All draws/events have an allocated draw/event reference, irrelevant of streaming/viewing, the official result considered for the draw/event is that from the official result page which matches the draw/event reference.

In the event that a draw/event does not take place for whichever reason, all bets on that draw/event will be considered null and void, all bets on that specific draw/event shall be refundable.

Cold Numbers

This is a number selection bet type; that requires you to choose numbers not to be drawn

- Cold number selections are for all drawn balls from the main ball set
 - Bonus Ball will be included as a drawn ball and will count against your selection, as it forms part of the main ball set
 - Powerball (or any ball drawn from another ball set) will not be included as a drawn ball and will not count against your selection

Draw Till Match

This is a number selection bet type hereafter referred to as DTM; where the odd payable is determined at which ball position the selection/s is completed

- The first ball drawn is the first position, the second ball drawn is the second position and so forth
 - Bonus Ball will be included as a drawn ball and will count against your selection, as it forms part of the main ball set
 - Powerball (or any ball drawn from another ball set) will not be included as a drawn ball and will not count against your selection
- The DTM win table is displayed on the ticket and is adjusted to the stake accordingly

Kiron Betting

Kiron betting options are considered as a High Frequency event types. Kiron is a virtual represented event which results are generated by a “

- Kiron Horses
 - A horse result that is generated by an RNG and displayed virtually
 - Bet options include
 - Win, Place, Exacta, Dupla (Quinella), Trifecta, Trio Trifecta
- Kiron Football (soccer)
 - A sports event result that is generated by an RNG and displayed virtually

All events have an allocated event reference, irrelevant of streaming/viewing, the official result considered for the event is that from the official result page which matches the event reference.

In the event that an event does not take place for whichever reason, all bets on that event will be considered null and void, all bets on that specific event shall be refundable.

Markets Option Explanations

- **10 Minute Result** - What will the result be at 10 Minutes (events must happen between 0.00 – 9.59). Events that happen from 10.00 onwards does not count.
- **Handicap 3W** - Which team will win after the handicap is applied to the final score, during normal time. 3 options to choose from
- **Handicap 2W** - Which team will win after the handicap is applied to the final score, during normal time. 2 options to choose from
- **Correct Score** - What will the correct score after normal time is finished.
- **Winner 3W** - Who will win after normal time is finished, 3 options to choose from
- **Winner 2W** - Who will win after normal time is finished, 2 options to choose from
- **Total Score** - Will the match have more or less goals than the allotted Total line after normal play
- **1st to Score** - Who will score the first goal in normal time, there is a none option
- **1st Half Result** - Which team will win the 1st half
- **Both Teams To Score** - Will both teams score in the match
- **HT/FT Double** - Who will be leading at half time and will win the match at full time (normal time)
- **Total Goals Odd/Even** - Will the aggregated goals be an odd or even number, 0 will be seen as an even number at the end of normal time
- **Double Chance** - Select two out of three options of which one must win
- **Draw no bet** - Who will win after normal time, if a draw occurs money will be refunded
- **Home Teams Goals** - Correct prediction of exactly how many goals will be scored by the home team in normal play
- **Away Teams Goals** - Correct prediction of exactly how many goals will be scored by the away team in normal play
- **1st Half Score** - Predict the exact score at halftime
- **1st Set Winner** - Who will win the 1st set
- **Total Number Of Sets** - Exact amount of sets played
- **Highest Scoring Half** - Which half will have the most goals scored
- **Matchbet Totals** - Combination of a 3way & total score 2.5 predictions
- **Matchflow** - Combination of a 3way & first to score
- **1st Period Winner** - What will be the result of the 1st period
- **2nd Period Winner** - What will be the result of the 2nd period
- **3rd Period Winner** - What will be the result of the 3rd period
- **1st Period Total** - Will the match have more or less goals than the allotted Total line during the 1st period
- **2nd Period Total** - Will the match have more or less goals than the allotted Total line during the 2nd period
- **3rd Period Total** - Will the match have more or less goals than the allotted Total line during the 3rd period
- **1st period Double Chance** - Select two out of three options of which one must win during the 1st period
- **2nd period Double Chance** - Select two out of three options of which one must win during the 2nd period
- **3rd period Double Chance** - Select two out of three options of which one must win during the 3rd period
- **Odd/Even Goals** - Odd or even total number of goals, including overtime and penalty shootout goals.
- **1st Half Goals Odd/Even** - Will the aggregated goals be an odd or even number, 0 will be seen as an even number at the end of the 1st half
- **Overtime** - Will the match extend into extra time? Only available for knockout matches where extra time (2 x 15 minutes) will be added
- **Winning Margins** - With how many goals will a team win the match? E.g. HT > 2 = Home Team wins the match by 3 or more goals. E.g. AT 1 = Away Team wins the match by exactly 1 goal
- **1st half winner** - Who will be leading the match at half time. In the event of a draw at halftime, bets will be void
- **Highest Scoring Quarter** - Which quarter will see the most points scored. Equals = if two quarters have the same amount of points and the remaining quarters have the same or less amount of points. Any overtime is not relevant

- **4th Quarter Result** - What will the result be at the end of the fourth quarter
- **Total** - Will the match have more or less games than the allotted line when a winner is declared.
- **Highest Scoring Period** - Which period will see the most points scored. Equals = if two periods have the same amount of points and the remaining period has or less or equal amount of goals.
- **Points Spreads X** - Which team will win after the points spread is applied to the final score - overtime only
- **Total Spreads X** - Will the final score have more or less total points than the allotted total spread line after overtime has been included
- **Odd/Even Points** - Odd or even total number of points in the final score. 0 points is seen as an even number
- **2nd Set Winner** - Who will win the 2nd set
- **Correct Set Score** - Correct final score in sets
- **Total Goals** - Predict the exact number of goals scored during normal time
- **2nd Half Result** - Who will win the 2nd Half
- **HT/FT Correct Score** - Correct score predictions for both halves
- **Home Team Clean Sheet** - Will the home team keep a clean sheet? No= home team concedes at least 1 goal
- **Away Team Clean Sheet** - Will the away team keep a clean sheet? No= away team concedes at least 1 goal
- **Which Team To Score** - Which team will score during normal time? Only home, only away, both or no goals
- **1st Half Total Goals** - Total number of goals scored in the 1st half
- **2st Half Total Goals** - Total number of goals scored in the 2nd half
- **Total Corners** - Will the match have more or less corners than the allotted total line during normal time
- **1st Half Total Corners X** - Will the 1st half have more or less corners than the allotted total line
- **1st Half Corner Handicap X** - What will the result be after the allotted corner handicap is applied to the corner score after normal time?
- **1st Half Totals** - Will the 1st half have more or less goals than the allotted Total line?
- **2nd Half Totals** - Will the 2nd half have more or less goals than the allotted Total line?
- **Corner Matchbet** - Which team will get the most corners during the game in normal play?
- **1st Corner Matchbet** - Which team will get the most corners during the 1st half?
- **Corner Odd/Even** - Odd or even total number of corners at normal time. 0 is seen as an even number
- **1st Half Corner Odd/Even** - Odd or even total number of corners at half time. 0 is seen as an even number
- **First Corner** - Will there be at least one corner in normal play? If so which team will get the first corner
- **1st half First Corner** - Will there be at least one corner in the 1st half? If so which team will get the first corner
- **Home Team Number of Corners** - The total number of corners achieved by the home team at full time
- **1st half Home Team number of Corners** - The total number of corners achieved by the home team at half time
- **Last Corner** - Will there be at least one corner in normal play? If so which team will get the last corner
- **1st half last corner** - Will there be at least one corner in the 1st half? If so which team will get the last corner
- **Away Team Number of Corners** - The total number of corners achieved by the away team at full time
- **1st half Away Team # Corners** - The total number of corners achieved by the away team at half time
- **Corner Total** - Aggregated total number of corners in the match after normal time
- **1st Half Corner Total** - Aggregated total number of corners in the match after half time
- **Totals** - Will the final score have more or less goals than the allotted total line after normal time
- **PointsSpreads** - Which team will win after the goal spread is applied to the score after normal play
- **TotalSpreads** - Will the match have more or less goals than the allotted total spread line after normal play
- **Total Number of Bookings** - Total number of bookings given during the match in normal play. Both yellow and red are worth 1
- **Player Sent Off** - Will a player be sent off during normal time
- **1st Half Player Sent Off** - Will a player be sent off during 1st half
- **First Team Booked** - Will there be at least one booking in normal time? If so which team will receive the 1st booking
- **Penalty Shootout** - Will there be a penalty shoot out?
- **First Goal Scorer** - Will named selection score the opening goal in normal play? An own goal does not count as a goal for the named selection

- **Anytime Goalscorer** - Will named selection score a goal in normal play? An own goal does not count as a goal for the named selection
- **Pick 3 (P3) Straight** – Match the winning numbers in the exact order they are drawn.
- **Dupla (Quinella)**– means a bet on whether or not two specified horses in a race designated as a dupla/quinella race will, in any order, finish in the first two places
- **Trio** – means a bet on whether or not three specified horses in a race designated as a trio race will, in any order, finish in the first three places

All bets are placed in terms of the relevant Gambling and Betting Board Rules