

## Unibet - Daily Fantasy Sports - Rules

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# Glossary

**Alias** – A unique username chosen by a Player to play the Game. Will be displayed in the Leaderboard.

**Captain** – A Captain is a real sports player that must be selected by a Player from a Team before submission. The points received by a Captain during a Tournament are multiplied by 1.5.

**Entry** – A place reserved for a Player in a Tournament after submitting the Team and paying the Entry Fee.

**Entry Fee** – The required fee paid to participate in a Tournament with one (1) Team.

**Leaderboard** – Live standings of Players based on points accumulated for the Players' Teams throughout the Tournament.

**Match** – Live sport event between two real sports teams under a Tournament.

**Opta Sports** – The statistics provider providing data for the Game. <http://www.optasports.com/>

**Opta feed** – A data feed of Real Live Events received from Opta Sports during live Matches.

**Pick'n'Go Tournament** – One of the Tournament types. If one the Pick'n'Gos gets full another will open up. Players will compete against each other in Pick'n'Gos.

**Player** – A person who pays the Entry Fee to participate in Tournaments.

**Prize** – The Player's winnings from participating in a Tournament.

**Prize Pool** – The total amount of funds allocated for Prizes in a specific Tournament.

**Prize Table** – The distribution of the Prize Pool among all Ranks, Tournament specific.

**Rank** – The final position of a Player in a Tournament (1st, 2nd, 3rd etc.).

**Real Live Event** – An event performed by a real sports player during the Match, as recorded by Opta Sports.

**Standard Tournament** – One of the Tournament types. The Tournament typically includes one (1) or several Matches.

**Team** – A set of real sports players selected by the Player.

**Tournament** – A scheduled competition where Players compete against each other for Prizes. Tournament can consist of one or several matches.

# 1. General Overview

Players play the Game to compete against each other for Prizes that are allocated from a Prize Pool. To play the Game a Player has to enter a Tournament that typically requires payment of an Entry Fee. The Entry Fee is paid after building the Team and submitting it to a Tournament.

For each Tournament Unibet clearly publish the current Prize Pool amount, Entry Fee, registration end time, Tournament type, associated Match or Matches, the number of maximum Entries allowed in the Tournament and number of Entries already registered in the Tournament. The current Prize Pool amount and full allocated Prize Table are published when the Tournament starts and will be visible for the entire duration of the Tournament.

Points will be awarded based on the Real Live Events performed by the players in the Team. See [Points Scoring](#) for more details. The standing in the Tournament (Leaderboard position) is defined by points awarded to the Team.

At any time, Players can see where they stand compared to other Players. After the Tournament ends, the final results are verified and confirmed, Prizes are paid to Players according to their final Rank and the full list of winners is published.

## 2. Alias Creation

All Players who want to play the Game have to create an Alias, which is very simple. Just enter a Tournament and start picking your Team, once you are happy with your Team just click Submit Team and you are asked to pick an Alias. **Note: You are only asked to do this once and if you want to change your Alias you need to contact Unibet customer support. Players are allowed to have only one (1) account in the Game. Unibet reserves the right to request from a player a change in a selected Alias if it is deemed as inappropriate.**

If you are new to the Unibet site, you will first need to create a Unibet account.

## 3. Team Creation

In order to participate in a Tournament a Player has to create a Team consisting of 5 real sports players. The Player can pick one (1) Goalkeeper, one (1) Defender, one (1) Midfielder, one (1) Forward and one (1) Extra Player from any position **except** a Goalkeeper.

Once the Player has picked 5 real sports players he or she has to pick a Captain. A Captain is a real sports player that must be selected by a Player from a Team before submission. The points received by a Captain during a Tournament are multiplied by 1.5.

After submitting a Team to a Tournament the Player can come back and make unlimited changes to the Team right up until the Tournament starts. Starting lineups are usually published one hour before the kick-off. It is highly recommended for Players to check their Teams when the lineups are published before the Tournament starts to make sure that there are no real sports players in the Team who are not eligible for the Match.

Unibet will show a green indicator next to the tournament name in the Lobby in order to inform all the participants in a tournament that Lineups are available. Players' team shirts who are not part of the lineups are coloured in Orange.

**Note: The list of all sports players displayed in the Game are provided by Opta Sports based on the information shared with Opta Sports. Any changes (additions and/or removals) in the list of real sports players will be executed by Opta Sports, when applicable.**

## 4. Entry Fee

A Player pays an Entry Fee in order to participate in a Tournament. For each Tournament the Entry Fee is set and published. The number of Entries that can be registered by the same Player for a specific Tournament may be limited by Unibet. Each paid Entry Fee grants the right to enter one (1) Team to the specific Tournament. Tournament registration will be closed once the maximum number of Entries is reached or the first Match of the Tournament starts.

### 4.1. Freeroll Tournament

Unibet may decide to offer Freeroll Tournaments without an Entry Fee. In a Freeroll Tournament the Prize Pool is fixed regardless of the number of Players registered in it. Freeroll Tournament will usually have a minimum number of Entries required (e.g. minimum of Players needed to enter the Tournament for it to start) and a maximum number of Entries allowed. If the minimum number of Entries is not achieved the Tournament will be cancelled. If a maximum Entry amount is set, Players are entered up till the limit is reached on a first-come-first-serve basis.

## 5. Prize Pool

The Prize Pool is the sum of all Entry Fees after deducting Unibet commission. Unibet commission is stated in the Tournament info and is Tournament specific. The current Prize Pool amount is visible to all Players before and during the Tournament. The displayed Prize Pool will be updated until the Tournament starts.

## 5.1. Guaranteed Prize Pool

Unibet may decide to offer Tournaments with a Guaranteed Prize Pool. This means that when the Tournament is published it will automatically have a guaranteed minimum Prize Pool. Once the amount of Entry Fees paid for that Tournament surpasses the level of guaranteed minimum Prize Pool the Prize Pool will start to grow in line with the Entry Fees paid. If the minimum number of Entries is not achieved the Tournament will be cancelled.

## 6. Tournament Codes

Unibet may decide to sponsor some of the Entries (“Free Entries”) for promotional or other reasons. Such Entries may be offered at Unibet’s discretion to a specific group and be subject to limitations (for instance expiry time, value, number of Entries). Unibet will sponsor any Free Entries used by a Player by contributing the corresponding Entry Fee value to the Prize Pool for that Tournament.

## 7. Prize Table

The payout structure for a tournament vary based on the number of entries, the entry fee and if the tournament has a guaranteed prize pool. The Prize Pool funds are allocated to Prizes for the different Ranks, from the 1st Rank and downward. This allocation is visible before the Tournament starts and remains visible throughout the Tournament in the Leaderboard.

Prizes are proportionate to the Prize Pool but may be subject to rounding. As the Prize Pool grows bigger, the individual Prizes in the Prize Table will also change accordingly (subject to rounding). As a result, it is possible that the range of Ranks that are entitled to any Prize will also expand as the Prize Pool increases.

For the Players’ convenience, Ranks in the Prize Table may be presented as ranges. The displayed Prize Table is updated frequently up until the Tournament starts when the Prize Table becomes final.

Example:

| Rank/s | Prize (per rank) |
|--------|------------------|
| 1      | €250             |
| 2      | €150             |
| 3      | €100             |

|       |     |
|-------|-----|
| 4-5   | €50 |
| 6-10  | €25 |
| 11-20 | €10 |

## 8. Actual Prize Calculations

After the Tournament ends the actual Prize (winnings) for each Player is calculated according to the Prize Table and the final Rank achieved.

In case 2 or more participants' entries share the same position in the leaderboard with the same amount of points, then they will split equally the related prizes. eg. Player A shares the same position with player B with 54 points. They will both split the prizes of the 1st and the 2nd position.

## 9. Points

Points are calculated based on the Real Live Events during the Match as provided by Opta Sports. Opta Sports generally only sends data when the ball is out of play, which can lead to occasional lengthy delays in updating points for the Teams.

Points are awarded from the start of a Match until the end of extra-time (if applicable). Shootouts do not award points.

Points for Clean Sheet will be awarded after the Match has ended, or during the match if a sports player who is eligible for Clean Sheet points is substituted out. Points for Minutes played will be awarded during the Match for regular game time only, any time added on by the Match officials during the end of each halves of a normal time or during extra-time will not be counted.

Points can be adjusted after the game has ended due to corrections in the Opta Sports data feed. Corrections in points will be indicated by green flag for added points and red flag for deducted points. After tournament is settled, according to the rule (13) "Tournament End & Settlement", no further corrections will be made.

Please also see section 13. Tournament End & Settlement.

**Scoring terms:**

| <b>Term</b>                                | <b>Definition</b>   |
|--|---|
| <60 mins playing time                      | Less than 60 minutes played by a Player                                   |
| >60 mins playing time                      | More than 60 minutes played by a Player                                   |
| Yellow Card                                | Yellow Card awarded to a Player   |
| Red Card                                   | Red Card awarded to a Payer   |
| Foul Won                                   | Foul on a Player  |
| Foul Committed                             | Foul Committed by a Player  |
| Penalty Kick Missed                        | Player failing to score from a Penalty Kick                               |
| Goal                                       | Goal scored by a Player   |
| Assist                                     | A Player assists a goal by passing the ball to a player who scored a goal |
| Scoring Attempt                            | A Player takes a shot.  |
| Clean Sheet (if 60 or more minutes played) | No goals conceded in the game.  |
| Tackle Won                                 | Player wins the possession legally or forces the ball out of play.        |
| Interception                               | A Player cuts out a pass between opposition players                       |
| Save                                       | Goalkeeper makes a save   |
| Penalty Kick Saved                         | Goalkeeper saves the Penalty Kick   |
| Goal Conceded                              | Goal conceded by a Goalkeeper   |
| Own Goal                                   | Own Goal conceded by a Player   |

**All Positions**

<60 mins playing time: 1

>60 mins playing time: 2

Yellow Card: -2  
Red Card: -5  
Foul Won: 0.5  
Foul Committed: -0.5  
Own Goal: -4  
Penalty Kick Missed: -4

### **Forwards**

Goal: 5  
Assist: 4  
Scoring Attempt: 1

### **Midfielders**

Goal: 6  
Assist: 4  
Scoring Attempt: 2  
Tackle won: 0.5  
Interception: 0.5

### **Defenders**

Goal: 7  
Assist: 5  
Scoring Attempt: 2  
Clean Sheet (if 60 or more minutes played): 3  
Tackle won: 0.5  
Interception: 0.5  
Goal Conceded: -0.5

### **Goalkeeper**

Save: 1  
Penalty Kick Saved: 5  
Goal Conceded: -2  
Clean Sheet (if 60 or more minutes played): 4  
Goal: 10  
Assist: 7

All points awarded to the Captain will be multiplied by 1.5.

**The data received from Opta Sports is in all circumstances the sole basis for counting Team points and calculating Ranks. Unibet does not accept any liability for the correctness and timeliness of data provided by Opta Sports.**

## 10. Tournament Types

There are two basic Tournament types: Pick'n'Go Tournament and a Standard Tournament.

### 10.1. Pick'n'Go Tournament

A Player who enters a Pick'n'Go tournament is booked a place in one of the Pick'n'Go tournaments and will compete only against other Players within the same Pick'n'Go. The payout structure and the size of the Pick'n'Go may vary depending on the Tournament. If one Pick'n'Go gets full a next one will open until the maximum number of Entries is achieved or the Tournament has started. A player who enters a Pick'n'Go tournament will not be able to view the other Pick'n'Go tournaments that will be generated when this tournament's empty spots are covered.

The minimum Players in a Pick'n'Go is two (2), if the required number is not achieved, the sole Player in the Pick'n'Go will get a refund and the Tournament will be cancelled. The maximum size of the Pick'n'Go is determined by Unibet and may vary depending on a Tournament.

The payout structure vary based on the participations and the entry fee.

### 10.2. Standard Tournament

A classic type of tournament with fixed or unlimited number of Entries. A Regular Tournament consists of one big league where everyone is competing against each other. The number of maximum Entries will be determined by Unibet and may vary depending on a Tournament.

The payout structure vary based on the participations, the entry fee and if the tournament has a guaranteed prize pool.

## 11. Tournament Duration and Registration

Once a Tournament is published it will automatically be opened for registration. The time when the Tournament is published is decided by Unibet and depends on the Tournament type. This means that a Tournament can be published at any time before the start of the first scheduled Match in the Tournament. The registration ends and the Tournament starts when the first Match

scheduled in the Tournament starts. A countdown clock is displayed in the Lobby one hour before the Tournament start and is further highlighted 1 minute before the Tournament starts. Players will also receive notifications 5 minutes and 1 minute before the Tournament starts on the Team creation page.

Upon matches in a tournament are completed, tournament will be settled according to the rule (13) "Tournament End & Settlement " and payouts will follow the settlement.

## 12. Cancelled, Paused and Delayed Tournaments

### 12.1. Cancelled Tournament

At any time and at its sole discretion Unibet may decide to cancel (void) the Tournament for any reasons, including but not limited to (technical, weather or Match related reasons). In such cases, the Entry Fee paid to enter the Tournament will be refunded back to the Player's account.

### 12.2. Cancelling Live Tournament

At any time and at its sole discretion Unibet may decide to cancel (void) an already ongoing Tournament for any reasons including but not limited to (technical, weather or Match reasons). In such cases, Unibet will strive to follow these principles wherever applicable and possible:

- If a match is postponed before it begins and will be rescheduled to start within 36 hours from the initial scheduled time then no action will be taken and tournament will stand.
- If a match is postponed before it begins and will be rescheduled to start after 36 hours from the initial scheduled time then the tournament will be declared void and every participant will receive a full refund.
- If a match is postponed within 60 minutes from its start and will be rescheduled to start within 36 hours from the initial scheduled time then no action will be taken and tournament will stand.
- If a match is postponed within 60 minutes from its start and will be rescheduled to start after 36 hours from the initial scheduled time then the tournament will be declared void and every participant will receive a full refund.

- If a match is postponed after the completion of the 60th minute and will be rescheduled to start within 36 hours from the time it was suspended then no action will be taken and the tournament will stand.
- If a match is postponed after the completion of the 60th minute and will be rescheduled to start after 36 hours from the time it was suspended, for this match, we will count only the points that have accumulated during the match before the match is suspended and the tournament will be settled accordingly.
- In the unlikely scenario that Opta malfunctions before a match starts or within 60 minutes from the start of a match, we wait for 3 days for the functionality to be restored. If it is restored within 3 days then no action will be taken and the tournament will stand. If it is not restored within 3 days we will declare the tournament void and we will fully refund all participants.
- In the unlikely scenario that Opta malfunctions after the completion of the 60th minute of a match, we wait for 3 days for the functionality to be restored. If it is restored within 3 days, no action will be taken. If it is not restored within 3 days, for this match, we will count only the points that have accumulated during the match before Opta malfunctions and the tournament will be settled accordingly.
- Freeroll tournaments follow the rules of paid entries' tournaments. However, in the unlikely scenario a tournament has been declared void, then it is at Unibet's own discretion to create a new freeroll tournament.
- **Unibet reserves the right to void all bets and pays (refund Entry Fees and cancel Tournaments), at their sole discretion and regardless of the above rules if such actions are deemed to be the safest and fairest way to treat Players in scenarios where Tournaments are not running normally for any reason.**

### 12.3. Paused Tournament

At any time Unibet may decide to pause the Tournament for various reasons (technical, weather, Match related etc.). In such cases, the Tournament status will be "Paused" and Unibet will decide on the cancellation or the continuation of the Tournament. Once a decision has been made, the Tournament will either carry on normally as it should OR it will be cancelled. In case a paused live Tournament is cancelled, Unibet will strive to follow the principles of Cancelling Live Tournament wherever applicable and possible.

## 13. Tournament End & Settlement

We work with Opta, a leading provider in stats, in order to get updates in stats and scoring actions during a match. Opta sends frequent updates on stats which results into scoring actions being updated in the Fantasy Sports tournaments.

Opta may revise statistics during a match and/or after a match has finished. We normally settle the tournaments according to the latest revision sent from Opta approximately 15 minutes after its last match has finished.

Any revisions in points after the settlement will not affect the scoring and the leaderboard.

## 14. Cancelling user participation

Unibet reserves the right to cancel the participation in a Tournament for a Player at any given time. If Unibet decides to take this decision the Player will be removed from the Tournament. As a general rule no participations in Tournaments will be cancelled.

## 15. Entry Fee Refund

As a general rule, Entry Fees are not refunded unless Unibet decides to completely void the Tournament and refund all Entry Fees. However, under special circumstances, Unibet may decide to refund a specific Player on a case-by-case basis adhering to Operator policies. In such special cases, it is the sole decision by Unibet if the Prize Pool will be reduced accordingly or to sponsor the refunded Entry-fee.

## 16. Unethical Play

Players are not permitted to use any automatic gameplay, artificial intelligence including, without limitation, “robots” or any interaction within the Game that is not the direct result of the Player personally utilizing the software for the purpose it is intended.