

## Draftstars Fantasy Sports Terms & conditions – v1.6 – 24.12.20

### 1. Definitions

- 1.1. For the purpose of the Website, the following definitions apply:
  - 1.1.1. Athletes means the real life athletes which can be selected in a Lineup by Players.
  - 1.1.2. Horse means the real life Horses which can be selected in a Lineup by Players.
  - 1.1.3. Greyhound means the real life Greyhound which can be selected in a Lineup by Players.
  - 1.1.4. Attributes means the characteristics of a Wagering Contest, including Tournament Type, Entry Fee, Rake, Max Number of Previous Wagering Contests and any restrictions.
  - 1.1.5. Entry means the Lineup submitted by a Player into a Wagering Contest and the placement of a bet by a Player allowing participation in a Wagering Contest.
  - 1.1.6. Entry Fee means the bet amount required to enter into a Wagering Contest.
  - 1.1.7. Entry Limit means the maximum number of Players who can enter a Wagering Contest.
  - 1.1.8. Lineup means the Athletes, Horses and Greyhounds by a Player for Entry into a Wagering Contest.
  - 1.1.9. Lobby means the part of the Website which includes a list of all upcoming Wagering Contests.
  - 1.1.10. Matches means the real life matches in a Sport from which Players can select Athletes for their Lineup.
  - 1.1.11. Races means the real life races of a Race meeting which Players can select Horses and Greyhounds for their Lineup.
  - 1.1.12. Payout means the winnings a Player can receive from placing a successful bet on a Wagering Contest (in some cases referred to as “winnings”).
  - 1.1.13. Payout Breakdown means the breakdown of the Prize Pool available to be won by Players in a Wagering Contest.
  - 1.1.14. Player means the individual using the website to enter a Wagering Contest (also referred to as You or the User).
  - 1.1.15. Points means the points Athletes, Horses and Greyhounds can score which contribute to a Player’s score.
  - 1.1.16. Position Requirements means the positions of the Athletes, Horses and Greyhounds a Player is required to complete for a valid Lineup (for example in NBA, 2 x point guards, 2 x shooting guards, 2 x forwards, 2 x centres and 1 x utility).
  - 1.1.17. Prize Pool means the total value of the Payouts available to Players in a Wagering Contest.
  - 1.1.18. Rake means the portion of the total Entry Fees held by Draftstars for a Wagering Contest.
  - 1.1.19. Rounds means the round of matches for a Sport from which Matches can be selected for a Slate.

- 1.1.20. Salaried Roster means the maximum total value of all Salaries of the Athletes in a Lineup.
- 1.1.21. Salary means the salary value attributed to an Athlete.
- 1.1.22. Scoring System means the key for how Athletes, Greyhounds and Horses earn Points in a Wagering Contest and can be found in the Wagering Contest Rules and FAQs.
- 1.1.23. Slate means the group of Matches included in a Wagering Contest.
- 1.1.24. Sport means the sports league relevant to a Wagering Contest. For example, AFL, NRL and NBA.
- 1.1.25. Team means the teams in a Sport from which Players can select Athletes.
- 1.1.26. Total Stake means the total value of Entry Fees into a Wagering Contest.
- 1.1.27. Tournament Type means the style of tournament (for example Salary or Turbo).
- 1.1.28. Wagering Contest means the event in which Players compete against each other by submitting Lineups of Athletes, Horses or Greyhounds which score Points in accordance with the Wagering Contest Rules.
- 1.1.29. Wagering Contest Name means the name of the Wagering Contest.
- 1.1.30. Wagering Contest Rules means the relevant rules and details according to which a Wagering Contest will be run including the Sport, Prize Pool, Wagering Contest name, Entry Fee, Entry Limit, Start Time, Salaried Roster, Position Requirements, Scoring System, Slate, Payout Breakdown and any other Attributes. The Wagering Contest Rules are always to be read in conjunction with these terms and conditions.
- 1.1.31. Wagering Contest Start Time means the time the Wagering Contest starts, usually displayed in a countdown format (e.g. "Live in 01:07:25" which means the Wagering Contest starts in 1 hour 7 minutes and 25 seconds). All start times will be displayed as Australian Eastern Standard Time (unless otherwise notified).
- 1.1.32. Wagering Contest Type means the type of Wagering Contest as described in clause 4 based on the applicable Wagering Contest Rules.

## 2. [Entry into a Wagering Contest \(Placement of Bets\)](#)

- 2.1. You must have a registered account in order to place a bet and enter a Wagering Contest.
- 2.2. You can select the Wagering Contest You wish to enter from the Lobby. The Lobby includes a list of upcoming Wagering Contests together with the key Wagering Contest Rules which may make up the Wagering Contest Type information, including the Sport, Prize Pool, Wagering Contest Name, Entry Fee, Entry Limit and Wagering Contest Start Time.
- 2.3. If You click on the Wagering Contest Name the Wagering Contest Rules are displayed.
- 2.4. If You click "Play" You will be taken to the entry page where you can select Your Lineup in accordance with the Wagering Contest Rules. This may include, for example, selecting Athletes in positions that meet the Position Requirements and with Salaries that do not exceed the Salaried Roster.

- 2.5. Once You have selected Your Lineup in accordance with the Wagering Contest Rules, You can enter the Wagering Contest by selecting “Submit Lineup” which will submit Your team and place Your bet.
- 2.6. When You select “Submit Lineup” Your bet will be placed and You will be entered into the Wagering Contest.
- 2.7. Your bet amount is the equivalent to the Entry Fee for the Wagering Contest. The Payout Breakdown outlines the potential winnings Your bet could return. The odds for a bet are outlined as the potential return You can receive from Your bet.
- 2.8. When Your bet is accepted by Us, We accept Your bet as a counterparty in accordance with these Terms and Conditions. When You place a bet by entering a Wagering Contest, You bet with Us, not with other customers who use Our service. We accept all liability for paying out any winnings won by a User on a successful bet in accordance with the applicable Payout Breakdown.
- 2.9. The bet will be considered to have been accepted by Us when we confirm bet placement to You via the Website.
- 2.10. The Entry Fee for each Wagering Contest is pre-determined and non-negotiable. Subject to the Bonus Bet Rules, Players are required to pay the Entry Fee to enter a Wagering Contest.
- 2.11. You may make changes to Your Lineup after You have entered the Wagering Contest up until the Wagering Contest Start Time. Once the Wagering Contest starts, You may make changes to Your Lineup in accordance with the rules displayed in the below link [https://play.draftstars.com.au/player\\_swap\\_rules](https://play.draftstars.com.au/player_swap_rules)
- 2.12. We will not permit You to cancel a bet once it has been accepted. Exceptions to this rule may be made at the discretion of Draftstars.
- 2.13. All bets You place will be considered to have been placed, received and processed in the Northern Territory.

### 3. Wagering Contest Types

- 3.1. There a number of different Wagering Contest Types that You can enter. Each Wagering Contest Type has different characteristics based on the Wagering Contest Rules of that particular Wagering Contest Type. The list of Wagering Contest Types available are as follows:
- 3.2. Standard Contests – These will run even if the Wagering Contest doesn’t fill with the required number of Players however the Prize Pool and corresponding Payout Breakdown will be adjusted at the Wagering Contest Start Time to reflect the number of Players who have actually entered the Wagering Contest.
- 3.3. Guaranteed Contests - We guarantee the Prize Pool for these featured Wagering Contests. We will start the Wagering Contest on-schedule and pay it out in full when there is a minimum of two entries in the contest from different Players.
- 3.4. Guaranteed Plus Contests - We guarantee the Prize Pool for these featured Wagering Contests. We will start the Wagering Contest on-schedule and pay it out in full when there is a minimum of two entries in the contest from different Players. These Contests differ by allowing additional entries should the initial Entry Limit set be exceeded. When the Entry Limit is exceeded the Prize Pool and Payout Breakdown will be adjusted and the number of Payouts will increase.

- 3.5. Public and Private Contests – These contests are created by Players. These will run even if the Wagering Contest doesn't fill if 2+ Players enter however the Prize Pool and corresponding Payout Breakdown will be adjusted at the Wagering Contest Start Time to reflect the number of Players who have actually entered the Wagering Contest.
- 3.6. Live Draft - These Wagering Contests require a specified number of entrants to run. Once enough entrants register, the draft will begin. Players are assigned a draft pick and select their Athletes in sequential order until all teams are filled. Athletes can only be chosen once per Live Draft, so You cannot pick the same Athlete(s) as other entrants.
- 3.7. Turbo - Turbo contests require selection of a single player from each of a set of tiers, pre-determined by Draftstars.
- 3.8. Multipliers – these Wagering Contests pay a multiplier of the Entry Fee to the winners. These Wagering Contests will run even if the Wagering Contest doesn't fill with the required number of Players however the Prize Pool and corresponding Payout Breakdown will be adjusted at the Wagering Contest Start Time to reflect the number of Players who have actually entered the Wagering Contest.
- 3.9. Modified Salary Cap - Modified Salary Cap contests offer different starting salary amounts for selecting Line-ups. The salary cap for these Wagering Contests may be more or less than the cap in a standard Draftstars contests.
- 3.10. Tournament - A Tournament is run over a limited number of rounds, the last of which is a Final Round. Each round consists of one or more Contests whose Prize(s) includes a limited number of entries into a Contest in the next round of the Tournament. The Final Round of the Tournament will be run as a Guaranteed Contest.
- 3.11. Target - Target Wagering Contests specify a Target Score in the Game Rules. Every Player whose Lineup reaches the Target Score will share equally in the Prize Pool. For example, if the Target Score is 350, the Prize Pool is \$1,000 and two Players score over 350 Points, they will each receive \$500. In the event that no Player reaches the Target Score no Player will receive a Payout and 85% of the entry fees received for the Target Wagering Contest will be added to the Prize Pool for the next Target Wagering Contest ("Jackpot Prize Pool"). This process will continue until the Jackpot Prize Pool is won.
- 3.12. Rapidfire - RAPIDFIRE is a game where a Player selects one of the athletes listed in each of five tiers, with the aim of selecting the athlete that will score the most fantasy points that day . Based on how many tiers they select correctly out of the 5 tiers, the player may win a prize.
  - 3.12.1. Specific to Rapidfire horse racing:
    - 3.12.1.1. Athlete also refers to horses
    - 3.12.1.2. The aim is to select the horse that will finish with the higher finishing position or lowest score. For example, the winner of the race will score 1, the horse which comes second will score 2, the horse which comes third will score 3 etc.
- 3.13. Drop1 contest format - In these contests only the top 8 scores of your 9 player lineup will count towards your total points. In a case where multiple players have the same low score, only one of those scores will be dropped.

#### 4. Wagering Contest Rules

- 4.1. Each Wagering Contest will run in accordance with these terms and conditions and the applicable Wagering Contest Rules.

- 4.2. You will not be able to enter the Wagering Contest unless you have selected Your Lineup and placed Your bet in accordance with the Wagering Contest Rules.
- 4.3. A Player may be able to enter more than one Entry into a single Wagering Contest by placing multiple bets. Any restrictions on entries will be included in the Wagering Contest Rules.
- 4.4. Draftstars may place restrictions on the Wagering Contests You can enter based on at its discretion based on criteria such as the number of Wagering Contests previously played and the total value of Payouts You have received. Draftstars will use best endeavours to communicate such restrictions to You via email or by listing restrictions in the Wagering Contest Rules.
- 4.5. Except for MLB, NFL, NBA, Horse Racing and Greyhound Racing If any Match within a Slate is cancelled, abandoned, suspended or postponed without an official result then all Wagering Contests in which that Match formed part of the Slate will be cancelled, all bets voided and all amounts bet returned to the Players. In such circumstances, no Payouts will be paid for these Wagering Contests.
- 4.6. In the case of MLB, NFL and NBA;
  - 4.6.1. If 75% or more of the Matches within a Slate are played on the scheduled day (are not postponed, abandoned or cancelled) than Wagering Contests will continue as per normal.
  - 4.6.2. If less than 75% of the matches within a slate are played on the scheduled day (are postponed, abandoned or cancelled) than contests will be cancelled and entry fees refunded. In such circumstances, no Payouts will be paid for these Wagering Contests.
  - 4.6.3. Athletes participating in Matches which are cancelled, postponed, or rescheduled to another date will not earn Points.
  - 4.6.4. Athletes in suspended Matches will only earn the Points before the Match was suspended. Any Points earned by the Athlete on a later date when a Match resumes will not be included.
- 4.7. In the case of Horse and Greyhound Racing;
  - 4.7.1. If 75% or more of the Races within a Slate are completed on the scheduled day (are not postponed, abandoned, suspended or cancelled) than Wagering Contests will continue as per normal.
  - 4.7.2. If less than 75% of the Legs within a slate are completed on the scheduled day (are postponed, abandoned, suspended or cancelled) than contests will be cancelled and entry fees refunded. In such circumstances, no Payouts will be paid for these Wagering Contests.
  - 4.7.3. Horses and Greyhounds participating in Races which are cancelled, postponed, suspended or postponed to another date will not earn Points.
- 4.8. For the avoidance of doubt, in the case of Cricket Wagering Contests, provided a Match has progressed enough for the governing body to declare a result for the Match it will form part of the Wagering Contest as per normal. Only if a match is cancelled or abandoned and no official result determined will 4.5 apply.

## 5. Scoring

- 5.1. During a Wagering Contest Your Entry will earn Points as the Athletes, Horses or Greyhounds in your Lineup compete in their Match or Race in accordance with the Scoring System for the applicable Sport.
- 5.2. The statistics used to calculate the Points will be those supplied by Our official statistics providers for each Sport, being Third Party Suppliers. No statistics other than those supplied by our official statistics providers will be used or considered by Draftstars for any Wagering Contest.
- 5.3. Our official statistics providers are as follows:
  - AFL: Champion Data
  - NRL: Prozone Sports Australia Pty Ltd
  - NBA: Sportsradar
  - NFL: Sportsradar
  - NHL: Sportsradar
  - MLB: Sportsradar
  - Soccer Leagues: Opta
  - Horse and Greyhound Racing: GBS
- 5.4. Draftstars reserves the right to change its official statistics providers at any time by amending the Terms and Conditions. It is Your responsibility to review the Terms and Conditions to understand the official statistics providers. Should a significant change such as this occur, Draftstars will use reasonable endeavours to bring this change to customers' attention (via email communication).
- 5.5. Whilst the Website will show "close to live" updates on Points scored by Athletes, Horses and Greyhounds, the final result of a Wagering Contest is not determined until the finalised statistics are confirmed by our official statistic providers and final Points are calculated.
- 5.6. Athletes that do not play in a Match will not earn any Points. Players who select an Athlete who does not play will receive zero Points for that Athlete. Players are solely responsible for determining whether they believe an Athlete will or will not play in a Match.
- 5.7. Horses and Greyhounds that do not run in a Race will not earn any Points. Players who select a Horse or Greyhound that does not run will receive zero Points for that Horse or Greyhound. Players are solely responsible for determining whether they believe the Horse/Greyhound will or will not run in a Race.
- 5.8. Each Player competing in a Wagering Contest will be ranked in accordance with the total Points scored by the Athletes, Horses or Greyhounds in their Lineup from highest to lowest.

## 6. Sport Specific Scoring Rules

- 6.1. The following rules apply to Cricket Wagering Contests:
  - 6.1.1. No Points are awarded during Super Overs (tie break over at the end of a tied Match);
  - 6.1.2. Substitute fieldsmen do not score Points;
  - 6.1.3. If an Athlete is substituted into the game under the Concussion Rule, they are eligible to earn Points.
  - 6.1.4. X Factor Players in the Big Bash League are eligible to earn Points.

- 6.1.5.
- 6.2. The following rules apply to MLB, NFL and NBA Wagering Contests:
  - 6.2.1. Athletes participating in Matches which are cancelled, postponed, or rescheduled to another date will not earn Points.
  - 6.2.2. Athletes in suspended Matches will only earn the Points before the Match was suspended. Any Points earned by the Athlete on a later date when a Match resumes will not be included.
- 6.3. The following rules apply to Racing Wagering Contests:
  - 6.3.1. Horses and Greyhounds participating in Races which are cancelled, postponed, suspended or rescheduled to another date will not earn Points.

## 7. Payouts

- 7.1. Draftstars accepts all liability for paying out any winnings won by a User on a successful bet in accordance with the applicable Payout Breakdown.
- 7.2. At the conclusion of a Wagering Contest, each Entry will be ranked according to total Points scored. The final finishing positions will determine which Players are to receive the Payouts (on their bets placed) in accordance with the Payout Breakdown for the Wagering Contest.
- 7.3. A Payout is provided to successful Players in a Wagering Contest and represents the payment to a Player of winnings on a successful bet placed.
- 7.4. In the event of a dead-heat between two or more Entries, the combined Payout for the finishing positions which the dead-heated Entries cover will be combined and divided equally amongst those Entries who have dead-heated. Below are two examples:
  - 7.4.1. If 3 Entries dead heat for first place, the Payouts for first, second and third will be combined and shared equally between those Entries. If applicable, the next ranked Entry will receive the Payout for fourth place.
  - 7.4.2. If a Wagering Contest has a Payout for the top 5 ranked Entries and 4 Entries dead-heat for fifth place, the Payout for fifth place will be shared equally between those 4 Entries.
- 7.5. Payouts will be credited to winning Players' accounts when all final statistics are received and Points calculations finalised, per data utilized by Us from Third Party Suppliers. In the event of any errors provided to Us, we are entitled to update Wagering Contest results with the correct data and update Payouts.
- 7.6. In Draftstars RAPIDFIRE 3 and RAPIDFIRE 5 contests, where there is a tie for the highest score of players in a tier or finishing position of a horse the tier is considered a tied tier and a revised payout for entries placed may apply, depending on the number of points scored from other tiers:
  - 7.6.1. Where one of the players in a tier plays no game time in a match (either due to non-selection, being an unused substitute, or the match being cancelled) then the result of that tier will be considered a tied tier for calculating payouts. In terms of Rapidfire horse racing if horses in the tier are scratched or the race cancelled this will also be considered a tied tier.
  - 7.6.2. Payouts for contests with tied tiers will be adjusted as per the below for RAPIDFIRE 3 and RAPIDFIRE 5 respectively. Standard payouts will apply for scores not included in the below:
    - 7.6.2.1. Rapidfire 3 tied payout adjustments:
    - 7.6.2.2. 1 tied tier, 2 player points will be refund of entry
    - 7.6.2.3. 2 tied tiers, 1-2 player points will be refund of entry

7.6.2.4. 3 tied tiers, 0-2 player points will be refund of entry

7.6.2.5. 4 tied tiers, 0-1 player points will be refund of entry

7.6.2.6. 5 tied tiers, 0 player points will be refund of entry

7.6.3. Rapidfire 5 tied payout adjustments:

7.6.3.1. 1 tied tier, 4 player points will be 50% of base payout

7.6.3.2. 2 tied tiers, 3 player points will be 25% of base payout

7.6.3.3. 3 tied tiers, 0-2 player points will be refund of entry

7.6.3.4. 4 tied tiers, 0-1 player points will be refund of entry

7.6.3.5. 5 tied tiers, 0 player points will be refund of entry

7.6.4. Player points also refers to horses for Rapidfire horse racing payouts.

7.7. The Payout Breakdown for Public and Private Contests will change if the Entry Limit is not reached. This will happen when a Contest goes live.

7.7.1. This table shows the Payout Breakdown changes based on entries;

Original Payout Breakdown	Actual Entries	New Payout Breakdown
Top 2	2 or 3	Winner Takes All
Top 2	4+	Top 2
Top 3	2 or 3	Winner Takes All
Top 3	4 or 5	Top 2
Top 3	6+	Top 3