FreeBet Monthly Prize Pool – Official Rules

Version 1.1 – effective from the October 2026 season (1 Oct 2026)

www.freebet.center · Operated by Prizemania Inc.

Bet for free. Win your share of the monthly 1,000,000 DBV Prize Pool.

At a glance

Topic	Rule
What it is	A free sports prediction prize competition. No purchase or payment is ever needed. Prizes are sponsored.
Operator	Prizemania Inc. (U.S.-based; parent company Unicorn Network Inc.)
Prizes	Digital Benefits Vouchers (DBV). 1 DBV = 0.01 USD in value. DBV is **not** money or a currency and cannot be bought or sold.
Season	One calendar month, 00:00:00 UTC on the 1st to 23:59:59 UTC on the last day. Leaderboard resets every month.
Monthly Prize Pool	1,000,000 DBV (Value: 10,000 USD)
– Leaderboard	500,000 DBV (Value: 5,000 USD) – top 3 fixed prizes, then top 1% / top 5% / top 10% bands
– Accuracy tiers	350,000 DBV (Value: 3,500 USD) – Gold ≥ 70%, Silver ≥ 60%, Bronze ≥ 50% correct
– Streaks & daily bonuses	150,000 DBV (Value: 1,500 USD) – 7-day streak rewards (Match of the Day pays double points, not DBV)
Points per correct pick	Favourite 1 · Contender 2 · Draw 2 · Underdog 3 · Exact score +5 bonus · Match of the Day ×2
Wrong pick	0 points (never negative)
Minimum activity	Leaderboard: 30 settled predictions. Accuracy tiers: 100 settled predictions.
Per-player monthly cap	25,000 DBV (Value: 250 USD) across all monthly categories
Daily limit	320 predictions per UTC day
Predictions lock	At the official kickoff / start time
Results	Official final result from an approved data source (marked Verified when two sources agree). Disputed or reported results are checked by FreeBet.
Void matches	Postponed or abandoned matches not completed within 48 hours of the original start time
Payout	Within 7 days after the month ends, credited as DBV to the member account, after identity verification
Eligibility	18+ (or local age of majority if higher), one account per person, not in an excluded territory
Pool guarantee	Total payout never exceeds the pool. If more players qualify, shares shrink pro rata.

1. About FreeBet and these rules

1.1 **FreeBet** (www.freebet.center) is a free sports prediction prize competition run by **Prizemania Inc.**, a U.S.-based corporation ("Prizemania", "we", "us"). Prizemania's parent company is **Unicorn Network Inc.**, which has used the Prizemania brand since 2012.

1.2 **Free to enter.** No purchase, deposit, stake, fee or payment of any kind is ever needed to take part, to make predictions or to receive a prize. Buying anything does not improve your chances. Because no player ever pays or risks anything of value, FreeBet is not gambling.

1.3 **Sponsored prizes.** All prizes are funded by sponsors. Players never fund the Prize Pool.

1.4 These rules ("Rules") apply to the FreeBet Monthly Prize Pool. They apply together with the FreeBet / Prizemania terms of use, privacy policy and the DBV terms **[links to these documents to be completed]**. If these Rules conflict with the general terms on a point about the Monthly Prize Pool, these Rules apply.

2. Digital Benefits Vouchers (DBV)

2.1 All prizes are awarded in **Digital Benefits Vouchers ("DBV")**.

2.2 DBV has a stated value for reference: **1 DBV = 0.01 USD**. In these Rules, amounts are shown as "X DBV (Value: Y USD)".

2.3 **DBV is not money and not a currency.** DBV cannot be bought or sold, and it cannot be exchanged for cash. DBV can be redeemed at participating businesses for perks or discounts, under the DBV terms.

2.4 All DBV prize amounts are calculated to whole DBV. Fractions are **rounded down** to the nearest whole DBV.

3. Eligibility and accounts

3.1 To take part you must:

a) be at least **18 years old**, or the age of majority where you live if that is higher;
b) have one registered FreeBet member account in your own name;
c) live in a country or region where taking part is lawful. FreeBet is void where prohibited or restricted by law. A list of excluded territories is published on the website **[list of excluded territories to be completed]**;
d) accept these Rules.

3.2 **One account per person.** Each person may hold only one account. Accounts may not be shared, sold or transferred.

3.3 **Staff exclusion.** Employees of Prizemania Inc., Unicorn Network Inc. and prize sponsors, and their immediate household members, may play but are not eligible for prizes.

3.4 **Identity verification.** Before any prize is credited, the winner must complete identity and age verification. If a winner does not complete verification within **30 days** of our request, the prize is forfeited.

4. The monthly season

4.1 Each season is one **calendar month**. It starts at **00:00:00 UTC** on the first day of the month and ends at **23:59:59 UTC** on the last day of the month. All days and times in these Rules are **UTC** unless stated otherwise.

4.2 A prediction belongs to the season in which the match's **official scheduled kickoff** falls (in UTC). Example: a match kicking off at 23:30 UTC on 31 May counts for the May season, even though it finishes in June.

4.3 The monthly leaderboard, accuracy statistics, streak counts and prize eligibility **reset to zero** at the start of each season. Nothing carries over from one month to the next.

5. Making predictions

5.1 For each match offered, you pick one outcome shown on the match card: **home win, draw or away win**, or **home win or away win** for sports or competitions without a draw option.

5.2 For sports where FreeBet offers it, you may also predict the **exact score** (optional). Your exact score must match your outcome pick (for example, you cannot pick "home win" and a 1–1 score). Exact score predictions are available for **football (soccer)** and **ice hockey** only (not for rugby union, rugby league or Aussie rules).

5.3 **Lock time.** Predictions can be made or changed until the **official kickoff / start time**. At kickoff the prediction locks and cannot be changed. If a match starts earlier than scheduled, any prediction made after the actual start is void.

5.4 **Daily limit.** You may submit up to **320 predictions per UTC day**. Changing an existing prediction before lock does not count as a new prediction.

5.5 One prediction per player per match.

6. Points

6.1 **Wrong predictions earn 0 points.** Points are never negative.

6.2 **Outcome points are based on difficulty.** Difficulty is measured by the share of FreeBet players who picked that outcome at kickoff (the "pick share"). The pick share is frozen at the lock time.

Band	Pick share of the outcome at kickoff	Points if correct
Favourite	50% or more	1
Contender	20% or more, but less than 50%	2
Underdog	less than 20%	3
Draw (special rule)	Draw picked by 20% or more	2 (a draw never earns less than 2)
Draw (special rule)	Draw picked by less than 20%	3 (counts as an underdog)

6.3 **Low-participation matches.** If fewer than **20 FreeBet players** have picked a match at kickoff, the pick share is not reliable. In that case every correct outcome on that match earns **2 points**, and no pick on that match counts as an "underdog pick" for tie-breaking.

6.4 **Exact score bonus – added on top.** If your exact score is correct, you receive a **bonus of 5 points in addition to** your outcome points.

- Example: you pick "away win" (an underdog, 3 points) and the exact score 1–2. The match ends 1–2. You earn 3 + 5 = **8 points**.
- Example: you pick "home win" (a favourite, 1 point) with 2–0. The match ends 3–0. You earn **1 point** (outcome correct, score wrong).

Why "on top of" rather than "instead of": (a) an exact score always implies the correct outcome, so it should never be worth less than the outcome alone; (b) the difficulty weighting is kept, so a correct exact score on an underdog is still worth more than one on a favourite; (c) players never lose points by adding a score, so there is no reason to avoid the feature.

6.5 **Match of the Day – double points.** One match each UTC day is named **Match of the Day** on the website before its predictions open, and at least **12 hours** before kickoff. All points earned on the Match of the Day (outcome points and exact score bonus) are **doubled**. Example: underdog + exact score on Match of the Day = (3 + 5) × 2 = **16 points**.

6.6 **Accuracy.** Your monthly accuracy is:

Accuracy % = correct outcome predictions ÷ settled predictions × 100

"Settled predictions" are predictions on matches with a valid official result. Void predictions (Section 13.5) are not counted. Accuracy is based on the outcome only; the exact score does not affect accuracy. Accuracy is shown to one decimal place but calculated with full precision.

7. Monthly Prize Pool overview

7.1 The Monthly Prize Pool is **1,000,000 DBV (Value: 10,000 USD)** per season:

Category	Budget
Leaderboard prizes	500,000 DBV (Value: 5,000 USD)
Accuracy tier prizes	350,000 DBV (Value: 3,500 USD)
Streaks and daily bonuses	150,000 DBV (Value: 1,500 USD)
Total	**1,000,000 DBV (Value: 10,000 USD)**

7.2 **The payout never exceeds the pool.** Each category has a fixed budget. Prizes inside a category are shared among qualifying players, so if more players qualify, each share becomes smaller (pro rata). The budget of one category is never used to top up another.

7.3 **Unawarded amounts.** DBV not awarded in a month (for example because a band is empty, or because of a per-player maximum or cap) is **not redistributed and does not roll over** to the next month.

8. Leaderboard prizes (500,000 DBV)

8.1 **Who is ranked.** Players with at least **30 settled predictions** in the season are ranked by total monthly points. The number of these ranked players is called **N**.

8.2 **Fixed prizes for the top 3:**

Place	Prize
1st	20,000 DBV (Value: 200 USD)
2nd	12,000 DBV (Value: 120 USD)
3rd	8,000 DBV (Value: 80 USD)
Subtotal	**40,000 DBV (Value: 400 USD)**

8.3 **Percentage bands.** The remaining **460,000 DBV** is split into three bands. Band sizes are calculated from N and **rounded up** to whole players:

- Top 1% = ranks 1 to ⌈1% × N⌉
- Top 5% = ranks 1 to ⌈5% × N⌉
- Top 10% = ranks 1 to ⌈10% × N⌉

Band	Ranks that share it	Budget	Per-player maximum
Top 1% band	Rank 4 to the last rank in the top 1%	184,000 DBV (40%) (Value: 1,840 USD)	6,000 DBV (Value: 60 USD)
Top 5% band	Ranks in the top 5%,	161,000 DBV (35%) (Value:	3,000 DBV (Value: 30 USD)

Band	Ranks that share it	Budget	Per-player maximum
	excluding the top 1%	1,610 USD)	
Top 10% band	Ranks in the top 10%, excluding the top 5%	115,000 DBV (25%) (Value: 1,150 USD)	1,500 DBV (Value: 15 USD)

8.4 Each band budget is shared **equally** among the players in that band, up to the band's per-player maximum. The top 3 receive only their fixed prize, not a band share. If the top 1% contains 3 or fewer players, the top 1% band is empty and its budget is not awarded. The per-player maximums keep a band prize below the 3rd-place prize, so a lower rank never receives more than a higher rank.

8.5 **Tie-breakers.** If players have equal points, the higher rank goes to the player with:

1. the higher **accuracy %** (Section 6.6); then
2. more **correct underdog picks** (Section 6.2); then
3. the **earliest time of reaching their final points total**, meaning the earlier official kickoff time of the match that gave the player their last points of the month.

If players are still tied after all three, they share equally the combined prizes of the places they occupy (for example, two players tied for 2nd share 2nd + 3rd: (12,000 + 8,000) ÷ 2 = 10,000 DBV each).

8.6 **Worked examples – leaderboard**

Example A – N = 10,000 ranked players. Top 1% = ranks 1–100; top 5% = ranks 1–500; top 10% = ranks 1–1,000.

Group	Players	Calculation	Each receives
Ranks 1–3	3	Fixed	20,000 / 12,000 / 8,000 DBV
Top 1% band (ranks 4–100)	97	184,000 ÷ 97 = 1,896.9	1,896 DBV (Value: 18.96 USD)
Top 5% band (ranks 101–500)	400	161,000 ÷ 400	402 DBV (Value: 4.02 USD)
Top 10% band (ranks 501–1,000)	500	115,000 ÷ 500	230 DBV (Value: 2.30 USD)

Example B – N = 1,000 ranked players (a small month). Top 1% = ranks 1–10; top 5% = ranks 1–50; top 10% = ranks 1–100.

Group	Players	Calculation	Each receives
Top 1% band (ranks 4–10)	7	184,000 ÷ 7 = 26,285 → capped	6,000 DBV (Value: 60 USD)
Top 5% band (ranks 11–50)	40	161,000 ÷ 40 = 4,025 → capped	3,000 DBV (Value: 30 USD)
Top 10% band (ranks 51–100)	50	115,000 ÷ 50 = 2,300 → capped	1,500 DBV (Value: 15 USD)

In Example B, 142,000 + 41,000 + 40,000 = 223,000 DBV of the band budgets is not awarded (Section 7.3).

9. Accuracy tier prizes (350,000 DBV)

9.1 **Who qualifies.** Players with at least **100 settled predictions** in the season qualify for a tier based on their accuracy %:

Tier	Accuracy	Tier budget	Per-player maximum
Gold	70% or more	175,000 DBV (50%) (Value:	5,000 DBV (Value: 50 USD)

Tier	Accuracy	Tier budget	Per-player maximum
		1,750 USD)	
Silver	60% to less than 70%	105,000 DBV (30%) (Value: 1,050 USD)	3,000 DBV (Value: 30 USD)
Bronze	50% to less than 60%	70,000 DBV (20%) (Value: 700 USD)	1,500 DBV (Value: 15 USD)

9.2 Each player receives **only their highest tier**. A Gold player does not also receive Silver or Bronze.

9.3 Each tier budget is shared **equally** among all players in that tier, up to the per-player maximum. Amounts above the maximum are not awarded (Section 7.3).

9.4 **Worked examples – accuracy tiers**

Scenario	Players in tier	Calculation	Each receives
Gold, busy month	200	175,000 ÷ 200	875 DBV (Value: 8.75 USD)
Gold, quiet month	20	175,000 ÷ 20 = 8,750 → capped	5,000 DBV (Value: 50 USD); 75,000 DBV not awarded
Silver	450	105,000 ÷ 450 = 233.3	233 DBV (Value: 2.33 USD)
Bronze	1,000	70,000 ÷ 1,000	70 DBV (Value: 0.70 USD)

Tier check example: A player has 140 settled predictions and 99 correct: 99 ÷ 140 = 70.7% → **Gold**. A player with 95 settled predictions and 80% accuracy does **not** qualify (fewer than 100 settled predictions).

10. Streaks and daily bonuses (150,000 DBV)

The daily bonus of FreeBet is the Match of the Day, which pays **double points** (Section 6.5) and not DBV. The DBV budget of this category is used for 7-day streak rewards.

10.1 **7-day streak.** You complete a streak when you make **at least one accepted prediction on each of 7 consecutive UTC days** within the season. Each completed block of 7 days earns **50 DBV (Value: 0.50 USD)**. A prediction counts for the UTC day on which it was submitted, even if the match is later voided. Missing a day resets the count to zero. Streaks start fresh each season. Example: predicting every day from 1 to 28 June completes 4 streaks (days 7, 14, 21 and 28).

10.2 **Streak cap.** A maximum of **4 streak rewards per player per month (200 DBV, Value: 2 USD)**.

10.3 **Category cap.** No player can receive more than **200 DBV (Value: 2 USD)** from this category in one month (the streak cap in Section 10.2).

10.4 **When the budget runs out: pro rata reduction.** At the end of the month we add up all streak rewards earned by all players ("total claims").

- If total claims are 150,000 DBV or less, everyone receives their full amount.
- If total claims are more than 150,000 DBV, every amount is reduced by the same factor: **150,000 ÷ total claims**.

Why pro rata and not "stop when empty": a first-come, first-served rule would reward players who happen to play early in the month or in time zones that start the day first, and would make the value of a streak unpredictable for everyone else. Because payouts are calculated after the month ends anyway, pro rata treats every player equally and still guarantees the 150,000 DBV budget is never exceeded.

Example: total claims = 180,000 DBV. Factor = 150,000 ÷ 180,000 = 0.8333. A player who earned 200 DBV receives 200 × 0.8333 = 166.7 → **166 DBV (Value: 1.66 USD)**.

11. Per-player monthly cap

11.1 No player can receive more than **25,000 DBV (Value: 250 USD)** in total from the Monthly Prize Pool (leaderboard + accuracy tier + streaks and daily bonuses) in one season. Any amount above the cap is not awarded (Section 7.3).

11.2 *Why 25,000 DBV:*

- it keeps the prize pool spread across many players instead of a few;
- it reduces the incentive for fraud, multiple accounts and bots;
- it limits the risk from mistakes or data errors;
- it still leaves room for the 1st-place prize (20,000 DBV) plus a Gold tier prize (up to 5,000 DBV). The maximum theoretical total, 20,000 + 5,000 + 200 = 25,200 DBV, is cut to 25,000 DBV.

11.3 Special tournament prizes (Section 12) do not count towards this cap. Each tournament has its own cap.

12. Special tournaments

12.1 From time to time we may run **special tournaments** (for example, the FIFA World Cup) with their **own prize table, own budget and own rules**. Tournament prizes are **in addition to** the Monthly Prize Pool and never reduce it.

12.2 Unless the tournament rules say otherwise:

a) a prediction on a tournament match counts **both** for the monthly season (in the month of kickoff) **and** for the tournament leaderboard;
b) a tournament may run across more than one calendar month; the tournament leaderboard does **not** reset at month end, while the monthly leaderboard does;
c) the points system, settlement rules and fair-play rules in these Rules apply to the tournament;
d) the tournament has its own per-player cap and does not count towards the monthly 25,000 DBV cap.

12.3 Each tournament's rules will be published before the tournament starts. If a tournament rule conflicts with these Rules for tournament prizes, the tournament rule applies.

13. Settlement of results

13.1 **Official results.** A prediction is settled using the official final result as reported by an approved data source. The approved data sources are: **football-data.org, TheSportsDB, CricketData.org and Squiggle**. One approved source is enough to settle a match. Where a second independent source reports the same final result, the result is marked **Verified**.

13.2 **Disputed results.** If two sources report different results, or a player reports a result as wrong, the match is **under review** and is not settled until FreeBet has checked the official result (for example, against the official website of the league or governing body, or match reports). FreeBet then settles the match on the correct result or, if the official result cannot be established, voids it. A match under review is **not** voided automatically after a fixed time.

13.3 **What counts as the result, by sport:**

Sport	Result used for settlement	Draw possible?
Football (soccer)	Result after regular time: 90 minutes plus stoppage time. Extra time and penalty shoot-outs do **not** count, also in knockout matches.	Yes

Sport	Result used for settlement	Draw possible?
Basketball	Final result **including overtime**.	No
American football	Final result **including overtime**. If a game ends tied after overtime, it is void unless a draw was offered on the match card.	Only if offered
Baseball	Final result **including extra innings**. A shortened game counts if the league declares it an official game.	No
Ice hockey	Final result **including overtime and shoot-out**. For exact score, the shoot-out winner is credited with one extra goal, as in the official final score.	No
Rugby union	Result after regular time: 80 minutes plus stoppage time. Extra time does **not** count.	Yes
Rugby league	Final result as reported by our official data source. A golden-point win counts as a win; a game still level at the end is a draw.	Yes
Aussie rules (AFL)	Final result as reported by our official data source. Draws count. No exact score bonus (Section 5.2).	Yes
Cricket – Test / first-class	Official match result (win or draw). A tie is void.	Yes (draw)
Cricket – limited overs (ODI, T20)	Official result, including results decided by the Duckworth-Lewis-Stern (DLS) method and Super Overs. "No result" is void.	No
Tennis	Match winner. A retirement or walkover makes the match void.	No
Any other sport	The rule shown on the match card before predictions open. If none is shown, the official result at the end of regular play.	As shown

13.4 **Postponed, abandoned, awarded matches.**

a) A **postponed** or **suspended** match stands only if it is **completed within 48 hours** of the original scheduled kickoff. Otherwise it is **void**.

b) An **abandoned** match is **void**, unless it is resumed and completed within 48 hours of the original scheduled kickoff.

c) A match whose result is **awarded** by a governing body (for example, a forfeit or walkover) rather than played is **void**.

d) A match moved to a different venue still stands, unless the home and away teams are swapped, in which case it is void.

13.5 **Void predictions** earn 0 points, are **not** counted as settled predictions and do **not** affect accuracy, the 30 and 100 minimum counts, or tie-breakers. They do count as "made" for the daily limit and for streaks.

13.6 **Result corrections.** We apply official result corrections published within **72 hours** after the match ends. In addition, after a player reports a result as wrong (Section 14.2), we may correct the result **until the final standings**

of that season are published (Section 14.1). Later changes (for example, disciplinary decisions changing a result weeks later) are ignored.

13.7 **Our own errors.** If we make a settlement error (for example, wrong data entry, a wrong result from a data source or a wrong pick share), we may correct it, on our own initiative or after a player report, until the final standings are published (Section 14). Corrections are applied before any DBV is credited.

14. Standings, disputes and payout

14.1 **Timeline after month end:**

When (UTC)	What happens
Last day of month, 23:59:59	Season ends; predictions on matches kicking off after this time belong to the next season
By day 3 of the next month	Provisional standings and prize amounts published
Until 23:59 on day 5	Dispute window: players may report errors (for results, with the "Report a wrong result" link)
By day 6	Final standings published
By day 7	Prizes credited as DBV to verified winners' member accounts

If a match from the last day of the month has not been settled by day 3 (for example, because of a 48-hour postponement or a result under review), the timeline may move by up to 3 days and we will announce this on the website.

14.2 **How to dispute.** To report a wrong result, use the **"Report a wrong result"** link next to the match in the results list or in My predictions on www.freebet.center, and give the correct score or a short explanation. For other questions about your standings, contact the FreeBet support contact **[support contact to be completed]** with your username, the match and the reason. Disputes about a season must be received within its dispute window. We aim to answer before final standings are published. Our decision after review is final, subject to applicable law.

14.3 **Payout.** Prizes are credited as **DBV** to the winner's FreeBet / Prizemania member account. DBV is never paid out as cash. Winners who have not completed identity verification are paid within 7 days after verification is completed, subject to Section 3.4.

14.4 **Taxes.** Winners are responsible for any taxes or reporting that apply to them.

15. Fair play

15.1 The following are **not allowed**:

a) more than one account per person, or playing on another person's account;
b) bots, scripts, automated tools or any automated way of making predictions;
c) working with other players (collusion), including using several accounts or coordinated groups to change the pick share of an outcome;
d) using software errors, data errors or late information (for example, submitting after the actual start of a match);
e) giving false identity or age information;
f) any other behaviour that we reasonably consider unfair or abusive.

15.2 **Consequences.** If we find a breach, we may void predictions, remove the player from the leaderboard, **forfeit** unpaid prizes, reclaim DBV already credited where possible, and suspend or close the account(s) involved. Where a player is removed, the other players' ranks are recalculated.

15.3 **Checks.** We may check any account at any time, including before payout, and may delay a payout while a check is in progress.

15.4 **Daily limit.** The 320-predictions-per-day limit (Section 5.4) applies to everyone and cannot be raised.

16. General

16.1 We may change these Rules for future seasons. Changes are announced on the website before the season they apply to. We will not change the prize amounts of a running season to players' disadvantage, except where required by law or to deal with fraud. **Version 1.1 applies from the October 2026 season (1 Oct 2026)**, because it reflects how results were already being settled on the website during that season.

16.2 If a technical problem, data outage or event outside our control seriously affects a season, we may void affected matches or predictions and will explain this on the website.

16.3 Governing law and jurisdiction: **[to be completed]**.

16.4 Operator: Prizemania Inc. Address and contact details: **[to be completed]**.

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17. Worked example: a player's month

Fictional player "Amara" in the June season. All numbers are illustrations.

Activity

- Predictions made: 160 (never more than 320 in one day).
- Void (postponed / abandoned): 8 → **152 settled predictions**.
- Correct outcomes: **97** → accuracy = 97 ÷ 152 = **63.8%**.
- She predicted every day from 1 to 21 June, missed 22 June, then predicted on 23–30 June (8 days).

Points

Correct picks	Count	Points each	Points
Favourites	50	1	50
Draws (pick share 20%+)	20	2	40
Contenders	15	2	30
Underdogs	12	3	36
Exact score bonuses	6	+5	30
Match of the Day doubling (extra points on 10 correct Match of the Day picks: 15 outcome points + 1 exact score bonus of 5)	–	×2	+20
Total			**206 points**

Wrong predictions (55): 0 points.

Prizes

Category	Result	Calculation	DBV
Leaderboard	N = 10,000; Amara ranks 312 → top 5% band (ranks 101–500)	161,000 ÷ 400 = 402.5	402
Accuracy tier	152 settled (≥ 100), 63.8% → **Silver**; 450 Silver players	105,000 ÷ 450 = 233.3	233
Streaks (before pro rata)	Days 1–21 = 3 completed streaks; days 23–30 = 1 more streak (7 days reached on 29 June) → 4 streaks	4 × 50 = 200	(200)
Streak pro rata	Earned 200, within 200 cap; total claims 180,000 → factor 0.8333	200 × 0.8333 = 166.7	166
Total	Below 25,000 DBV cap		**801 DBV (Value: 8.01 USD)**

Amara completes identity verification, and 801 DBV is credited to her member account by 7 July. She can redeem it at participating businesses for perks or discounts. It cannot be sold or exchanged for cash.

Changelog

v1.1, 6 Oct 2026: At a glance (Results row); 5.2 (no exact score for rugby and Aussie rules); 13.1 (one approved source is enough, Verified when two agree, approved sources named); 13.2 (results under review are checked and settled or voided by FreeBet, no automatic 72-hour void); 13.3 (separate rows for rugby union, rugby league and Aussie rules); 13.6 and 13.7 (corrections after a player report until final standings are published); 14.1 and 14.2 ("Report a wrong result" link); 6.6 (cross-reference corrected to Section 13.5); 16.1 (v1.1 applies from the October 2026 season, 1 Oct 2026). Effective from the October 2026 season.

v1.0, 30 Sep 2026: First version.