

Commitment to Preventing Underage Gambling

A core aspect of MTT SPORTS Limited's Responsible Gaming program is the prevention of underage gambling. Players must present either a valid driver's license, national ID, passport, or any valid ID to register and wager at the MTT SPORTS Limited sports book website.

MTT SPORTS Limited will verify the player's identity using a Know Your Customer (KYC) process. If data is validated and the customer is confirmed to not be on a self-exclusion list and is over the legal age to gamble in that jurisdiction, the account set up is approved. If the KYC process fails to validate the customer, an alert message is sent to MTT SPORTS Limited's customer service team who will contact the requesting customer to provide the necessary information to validate identity, etcetera.

MTT SPORTS Limited encourages parents and concerned adults to talk to kids early: Begin a meaningful dialogue about the risks of gambling. It's never too early to start the conversation about gambling and its risks. By opening a dialogue, concerned adults can help ensure that kids are better prepared to make responsible choices now and throughout their lives.

MTT SPORTS Limited advises the players to keep their login information safe: The players must ensure that their account information is secure. Parents and other concerned adults should be mindful of the possibility that kids can access their accounts and passwords or use credit cards and personal information to create a fraudulent account.

MTT SPORTS Limited suggests considering downloading computer safeguards: While content control tools may have their limitations, software is available that may block access to online gambling sites.

Warning signs that kids may be gambling: Concerned adults must always be aware of the children under their responsibility. It's important to pay attention to the following signs:

- Kids who have friends who gamble regularly.
- Kids obsessed with the results of professional sports.
- Kids that lie or are secretive about gambling activities.
- Kids that borrow or take money from others to gamble.
- Kids that take money or possessions from the house.
- Kids that have lost interest in social activities and present general dissatisfaction.
- Kids that show unjustified euphoria alternating with moments of sadness and loneliness.
- Drop in kids' school performance.
- Kids that display signs of apathy or nervousness when they cannot be in front of a computer.