

## **LIVE BETTING TERMS & CONDITIONS**

Version 13 Effective 22.05.2020

### **Article 1**

#### **Technical time lag for acceptance**

Once you have placed the bet, you will need to wait the time required for acceptance before it comes to validity. If during this interval the chosen odds removed or suspended, the bet will be automatically rejected. Should the odds change, the bet will be rejected, unless the "Accept Change Odds" option on the coupon has been checked.

### **Article 2**

#### **Bet acceptance with reservation**

Whenever a bet is submitted to manual approval, Bet9ja retains the right to refuse it or to reduce the amount staked. The stake can be reduced only if the "Accept Odds Changes" option on the coupon has been checked.

### **Article 3**

#### **Bet acceptance in "Danger Zone"**

Bet9ja reserves the right to extend the time lag for acceptance whenever a bet is placed during a risky action whose outcome may alter noticeably the odds available (s.c. "Danger Zone"). In this case a message will inform the customer about the risky action, and all bets placed during this interval will be accepted or refused at its conclusion.

### **Article 4**

It is up to the Customer to verify that the number of bets placed and the amount staked are coherent with his will before confirming the bet. Once confirmed, the bet cannot be changed or cancelled by the Customer.

### **Article 5**

The Customer declares not to be aware of the outcome of the event when placing a bet. In the event that there are reasons to believe that a bet has been placed on an event, which the result is already known, or after the selected team has obtained a material benefit (eg. Goals or Expulsion, etc..), Bet9ja reserves the right to cancel the bet as reported in the Section XIII of the general Terms and Conditions of Bet9ja.

## **Article 6**

Bet9ja reserves the right to deny access or to terminate access to the Live Betting section of our website, as well as to modify, suspend or discontinue the Live Betting at its sole discretion and without informing the Customer. All contents scheduled on Live Betting are subject to change and Bet9ja may vary, suspend, replace or withdraw the planned events without notice to the Customer.

## **Article 7**

All the data about the match (current result, timing, etc) published in the Live Betting section of our website is purely indicative and may not be used as a reliable source of information for placing bets. Bet9ja will not accept any liability for any loss that is caused by such information being reported incorrectly or being not up-to-date.

## **Article 8**

### **Dead-Heat rule**

In the event of equal position/result of two or more competitors, the winnings will be computed dividing the original odds accepted by the number of competitors that share the same result. If, for example, two competitors whose price is 2.80 and 1.90 share the same result (they are both declared winners) the resulting prices will be: 1.4 (2.80/2) and 0.95 (1.90/2).

## **Article 9**

Unless otherwise stated for certain sports/bet typologies, whenever an event is officially interrupted and not completed within midnight (WAT) of the day following that scheduled for the match, all the bets still open at the moment of the interruption will be considered void.

## **Article 10**

If an event is not offered with the market "Any Other", Bet9ja reserves the right to add new participants at any time after the publication of the initial list, including eventually requests by customers.

## **Article 11**

The minimum betting amount for a live bet is 0,20€ for a single or multiple-choice bet.

## **American Football Live**

## **Article 1**

The outcome of a bet on an American football live event is based on the score at the end of the game, extra time included.

## **Article 2**

Whenever an American football match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event will be considered void.

## **Article 3**

### **Market Types**

#### **Moneyline**

You have to predict the winner of the match. If match ends in a tie, the selection is considered void.

#### **1X2 (Including overtime)**

You have to predict the result of the match at the end of regular time.

#### **Win Match in Regular Time**

You have to predict the winner of the match. If there is any overtime period "Draw" is the winning selection.

#### **Win Match in Overtime**

You have to predict if the Home or Away team will win the match in the overtime period.

#### **Home / Away X Drive Outcome**

You have to predict the outcome of drive indicated. There are four possible outcomes: touchdown, field goal, safety, none.

#### **Handicap (2 Ways)**

You have to predict the winner of the match by adding or subtracting the spread offered by Bet9ja from the final score.

If the spread offered is -6,5:

-Betting on "1H" the bet is won if the home team wins with a margin of at least 7 points.

-Betting on "2H" the bet is won if the away team wins by any margin, or loses with a margin lower than 7 points.

### **Total Points Over / Under**

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

### **Home / Away Total Points Over / Under**

You have to predict if, at the end of the match, the total number of points scored by a team (home or away) will be over or under the spread indicated.

### **Total Points Odd / Even**

You have to predict if the total number of points scored will be even or odd.

### **Winning Margin**

You have to predict the winning margin of the winning team.

### **Total Field Goals Made Under / Over**

You have to predict if the number of Field Goals made in the match will be over or under the spread indicated.

### **Total Touchdowns Under / Over**

You have to predict if the number of Touchdowns in the match will be over or under the spread indicated.

### **Xth Touchdown**

You have to predict which team will score the Xth touchdown of the match.

### **1st Half Money Line**

You have to predict the result of the first half of the match. If the first half ends in a tie, the selection is considered void.

### **1st Half 3way**

You have to predict the result of the first half of the match.

### **1st Half Handicap**

You have to predict the winner of the 1st half by adding or subtracting the spread offered from the half time score.

Example:

If the spread offered is (-6.5):

- Betting on 1H, the bet is won if the home team wins the 1st half with a margin of at least 7 points.

- Betting on 2H, the bet is won if the away team wins by any margin or loses the 1st half with a margin lower than 7 points.

### **1st Half Total Points Under / Over**

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated

### **X Field Goal Made**

You have to predict which team will score the Xth field goal in the game:

- Home (the home team will score the Xth field goal)
- Away (the away team will score the Xth field goal)
- Neither (neither team will score the Xth field goal)

### **Missed Field Goal**

You have to predict if there will be a missed Field Goal during the match.

### **X Quarter Field Goal Made**

You have to predict if at least one Field Goal will be scored during the X quarter.

### **X Quarter Touchdown**

You have to predict if at least one Touchdown will be scored during the X quarter.

### **X Quarter Handicap**

You have to predict the winner of the X quarter by adding or subtracting the spread offered from the half time score.

Example:

If the spread offered is (-6.5):

- Betting on 1H, the bet is won if the home team wins the X quarter with a margin of at least 7 points.

- Betting on 2H, the bet is won if the away team wins by any margin or loses the X quarter with a margin lower than 7 points.

### **X Quarter Money Line**

You have to predict the winner of the X quarter. If the quarter ends in a tie, the selection is considered void.

### **X Quarter Winner**

You have to predict the result of the X quarter of the match.

### **X Quarter Total Points Under / Over**

You have to predict if the total number of points scored during the indicated quarter will be over or under the spread indicated.

### **Handicap and Total Under / Over**

You have to predict the combination of the handicap result of the match plus whether the total points scored will be over or under the indicated spread

### **X Touchdown Scorer**

You have to predict which player will score the indicated touchdown.

### **Player to Score the Xth Home / Away Touchdown**

You have to predict which player will score the indicated touchdown for his team.

### **Home / Away Player to Score a Touchdown Anytime**

You have to predict if a player will score a touchdown anytime during the match.

### **Badminton Live**

#### **Article 1**

Whenever a badminton match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption

will be considered void, while the settled bets will stand valid.

If a player is disqualified during the match, only settled bets and all bets placed on the market "Match Winner", will be paid. All other bets placed and not yet settled will be considered Void.

## **Article 2**

Unless otherwise stated for specific bet typologies, if a player withdraws during a match all the bets still open at the moment of the withdrawal will be void, while the settled bets will stand valid

## **Article 3**

### **Market Types**

#### **Which team will win the match? (Match Winner)**

You have to predict the winner of the match.

#### **Total (spread) (Total Points)**

You have to predict if the total number of points scored during the entire match will be over or under the indicated spread.

#### **Asian Handicap (spread) (Match Point Handicap)**

You have to predict which player will score the most number of points adding or subtracting the indicated spread.

#### **Which team will win the set? (Set X)**

You have to predict the winner of the indicated set.

#### **Total for X period (spread)**

You have to predict if the total number of points scored during the indicated period will be over or under the indicated spread.

#### **Asian Handicap for X period (spread)**

You have to predict the winner of the indicated period adding or subtracting the indicated spread to the result of the match.

#### **Which Team Wins Race to X Points, X set?**

You have to predict which team will score the indicated point first in an indicated set in a race situation.

#### **Who scores X point Y set**

You have to predict which team will score the indicated point in an indicated set.

#### **Final Result (in sets) (Correct Score Match)**

You have to predict the final result in sets of the match.

**Number of Sets**

You have to predict how many sets will be played to completion in the entire match.

**Odd/Even for X period**

You have to predict if the total number of points scored during an indicated period are going to be odd or even.

**How many sets will exceed score limit**

You have to predict how many sets will exceed score limit.

**Game X Lead After Y Points**

You have to predict which player will lead the indicated game after the indicated number of points.

**Game X Race to Y Points**

You have to predict which player will score the indicated point first in an indicated game in a race situation.

**Game X Winner**

You have to predict the winner of the indicated game.

**Game X Handicap (spread)**

You have to predict the winner of the indicated game adding or subtracting the indicated spread to the result of the match.

**Game X Point Y Winner**

You have to predict which player will score the indicated point in an indicated game.

**Game X Total Points (spread)**

You have to predict if the total number of points scored during the indicated game will be over or under the indicated spread.

**Match Game Handicap (spread)**

You have to predict the winner of the match adding or subtracting the indicated spread (in terms of games) to the result of the match.

**Total Games (spread)**



You have to predict if the total number of games played during the entire match will be over or under the indicated spread.

#### **Game X Extra Points**

You have to predict if the indicated game will finish at extra points.

#### **Player X Total Points (spread)**

You have to predict if the total number of points scored by the indicated Player during the match will be over or under the indicated spread.

#### **Player X Odd/Even Points**

You have to predict if the total number of points scored by the indicated Player during the match will be odd or even.

#### **Game X Odd/Even Points**

You have to predict if the total number of points scored in the indicated game will be odd or even.

#### **Odd/Even Points**

You have to predict if the total number of points scored during the entire match will be odd or even.

#### **Game X Correct Score**

You have to predict the correct score of the indicated game.

### **Baseball Live**

#### **Article 1**

The outcome of a bet on a baseball live event is based on the score at the end of regular playing time, extra inning included. For settlement purpose will be considered the competition's official websites results.

#### **Article 2**

If the difference in points between the two teams is more than or equal to 10 points starting from 7th inning, the game ends in advance for obvious primacy of a team (Mercy rule). Back-to-

front, in the Major League Baseball, winners and losers are official after 5 innings completed, or 4.5 if the home team is leading.

### **Article 3**

Whenever a baseball match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day of the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the bets already settled will stand valid.

### **Article 4**

#### **Market Types**

Which team will win the match, including overtime? (Money Line)

You have to predict the winner of the match.

#### **3way**

You have to predict the result of the match at the end of the regular time (extra innings excluded). There are 3 possible outcomes, 1 (home team wins), X (regular time draw), 2 (away team wins).

#### **Total for whole match, including overtime (spread) (Total Runs Over/Under)**

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

#### **Asian Handicap for whole match, including overtime (spread)(Run Line)**

You have to predict the winner of the game by adding or subtracting the spread offered from the final score.

Example:

If the spread offered is Home -6.5:

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 runs.
- Betting on 2H, the bet is won if the away team wins or loses with a margin lower than 7 runs.

#### **Who wins the rest of the match, including overtime**

You have to predict the outcome of the match not considering runs scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

**Total hometeam including overtime (spread) (Home Team Total Runs Over/Under)**

You have to predict if the total number of runs scored during the entire match by the home team only will be over or under the spread indicated.

**Total awayteam including overtime (spread) (Away Team Total Runs Over/Under)**

You have to predict if the total number of runs scored during the entire match by the away team only will be over or under the spread indicated.

**Odd/Even for whole match, including overtime (Total Runs Odd/Even)**

You have to predict whether the number of runs scored in the match is an odd or even number (0-0 is considered an even number of runs).

**Home Team Total Runs Odd/Even**

You have to predict whether the number of runs scored in the match by the home team only is an odd or even number (0-0 is considered an even number of runs)

**Away Team Total Runs Odd/Even**

You have to predict whether the number of runs scored in the match by the away team only is an odd or even number (0-0 is considered an even number of runs)

**Winning Margins, including overtime**

You have to predict the margin of victory for the winning team.

**Which team gets highest score for period?**

You have to predict which team will score the most runs in any period.

**Maximum period total score**

You have to predict the maximum amount of runs scored in any period.

**Who scores X point, including overtime**

You have to predict which team will score the indicated point.

### **Which team wins race to X points, including overtime (Race to X Runs)?**

You have to predict which team will score the indicated point first in a race situation.

### **Will there be Overtime?**

You have to predict if any overtime innings are played.

### **Matchbet & Totals (spread)**

You have to predict the combination of the result of the match plus whether the total runs scored will be over or under the indicated spread. There are 6 possible outcomes:

1 & Over (home team win and total runs in the match is over the indicated spread)

1 & Under (home team win and total runs in the match is under the indicated spread)

X & Over (match ends in a draw and total runs in the match is over the indicated spread)

X & Under (match ends in a draw and total runs in the match is under the indicated spread)

2 & Over (away team win and total runs in the match is over the indicated spread)

2 & Under (away team win and total runs in the match is under the indicated spread)

### **Which team will lead at halftime?**

You have to predict the winner of the 1<sup>st</sup> half only. There are 3 possible outcomes: 1 HT (the home team wins), X HT (the teams draw), 2 HT (the away team wins). Halftime is defined as the first 4.5 innings, so the score in consideration is in the break between 5<sup>th</sup> Top and 5<sup>th</sup> Bottom Inning.

### **Which team will lead after X innings (3way - After X Innings)?**

You have to predict which team will be leading after each team has played X innings

### **Asian handicap 1<sup>st</sup> half (spread)**

You have to predict the winner of the half by adding or subtracting the spread offered from the half time score. Halftime is defined as the first 4.5 innings, so the score in consideration is in the break between 5<sup>th</sup> Top and 5<sup>th</sup> Bottom Inning.

If the spread offered is Home -6.5:

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 runs.

- Betting on 2H, the bet is won if the away team wins or loses with a margin lower than 7 runs.

### **Halftime - Total (spread)**

You have to predict if the total number of points scored during the 1<sup>st</sup> half will be over or under the spread indicated. Halftime is defined as the first 4.5 innings, so the score in consideration is in the break between 5<sup>th</sup> Top and 5<sup>th</sup> Bottom Inning.

### **1st Half – Total hometeam (spread)**

You have to predict if the total number of runs scored in the first half by the home team only will be over or under the spread indicated. Halftime is defined as the first 4.5 innings, so the score in consideration is in the break between 5<sup>th</sup> Top and 5<sup>th</sup> Bottom Inning.

### **1st Half – Total awayteam (spread)**

You have to predict if the total number of runs scored in the first half by the away team only will be over or under the spread indicated. Halftime is defined as the first 4.5 innings, so the score in consideration is in the break between 5<sup>th</sup> Top and 5<sup>th</sup> Bottom Inning.

### **Asian Handicap after X innings (spread) (Run Line - After X Innings)**

You have to predict the winner of the game by adding or subtracting the spread offered from the score after X innings.

Example:

If the spread offered is Home -6.5:

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 runs.

- Betting on 2H, the bet is won if the away team wins or loses with a margin lower than 7 runs.

### **Total after X innings (spread) (Total Runs - After X Innings Over/Under)**

You have to predict if the total number of points scored after X innings will be over or under the spread indicated.

### **Total hometeam after X innings (spread) (Home Team Total Runs - After X Innings Over/Under)**

You have to predict if the total number of runs scored after X innings by the home team only will be over or under the spread indicated.

**Total awayteam after X innings (spread) (Away Team Total Runs - After X Innings Over/Under)**

You have to predict if the total number of runs scored after X innings by the away team only will be over or under the spread indicated.

**Who wins the period? (Period X) (Team to Win The X Inning)**

You have to predict which team will score the most runs in the indicated inning.

**Total for X period (spread) (Total for X Inning)**

You have to predict if the total number of runs scored in the indicated inning will be over or under the spread indicated.

**A Score in the X Inning**

You have to predict if there will be a run scored during an indicated inning.

**A Hit in the X Inning**

You have to predict if there will be a hit marked during an indicated inning.

**Next Team to Score**

You have to predict the team that will score the next run.

**Will there be an 18th half-inning?**

You have to predict wheter the home team will win the game without requiring their last at bat.

**Basketball Live**

**Article 1**

The outcome of a bet on a basketball live event is based on the score at the end of regular playing time, extra time included.

For settlement purpose will be considered the competition's official websites results.

**Article 2**

Whenever a basketball match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the bets already settled will stand valid.

### **Article 3**

In relation to Electronic Leagues Matches (e.g esports, elec league, liga pro or other) duration, the time could change depending on the specific tournament and the format is not the same as Basketball.

### **Article 4**

#### **Market Types**

##### **3Way**

You have to predict the result of the match at the end of regular time. There are 3 possible outcomes, 1 (home team wins), X (regular time draw), 2 (away team wins).

##### **Which Team Will Win the Match, including Overtime?**

You have to predict which team will win the match including any overtime periods if played.

##### **Over / Under - Including Overtime**

You have to predict if the total number of points scored during the entire match (including overtime) will be over or under the spread indicated.

##### **Over / Under**

You have to predict if the total number of points scored during regular time will be over or under the spread indicated.

##### **Handicap Including Overtime**

You have to predict the winner of the game by adding or subtracting the spread offered from the final score.

Example:

If the spread offered is (-6.5):

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 points.
- Betting on 2H, the bet is won if the away team wins or loses with a margin lower than 7 points.

### **Odd / Even**

You have to predict if the total number of points scored during regular time are going to be odd or even.

### **Odd/Even Including Overtime**

You have to predict if the total number of points scored during the match (including overtime) are going to be odd or even.

### **Will There Be Overtime?**

You have to predict if an overtime period will be played in the match.

### **Team to Score Point X, Including Overtime**

You have to predict which team will score the indicated point. Overtime period counts.

### **Which Team Wins Race to X Points, Including Overtime?**

You have to predict which team will score the indicated point first in a race situation. Overtime period counts.

### **Half Time 3Way**

You have to predict the result of the first half of the match.

### **Half Time Draw No Bet**

You have to predict the result of the first half of the match. If the first half ends in a tie, the selection is considered void.

### **Half Time Handicap**

You have to predict the winner of the 1st half by adding or subtracting the spread offered from the half time score.

Example:

If the spread offered is (-6.5):



- Betting on 1H, the bet is won if the home team wins the 1st half with a margin of at least 7 points.

- Betting on 2H, the bet is won if the away team wins or loses the 1st half with a margin lower than 7 points.

### **Half Time Over / Under**

You have to predict if the total number of points scored during the 1st half only will be over or under the spread indicated.

### **Half Time Odd / Even**

You have to predict if the total number of points scored during the 1st half only are going to be odd or even.

### **Period X Draw No Bet**

You have to predict the result of the indicated period. If the indicated period ends in a tie, the selection will be void.

### **Period X 3Way**

You have to predict the result of the indicated period.

### **Period X Over/Under**

You have to predict whether the total points scored in the indicated period is over or under the spread.

### **Period X Handicap**

You have to predict the winner of the indicated period by adding or subtracting the spread offered from the score at the end of the indicated period.

Example:

If the spread offered is (-6.5):

- Betting on 1H, the bet is won if the home team wins the period with a margin of at least 7 points.

- Betting on 2H, the bet is won if the away team wins or loses the period with a margin lower than 7 points.

### **Period X Odd/Even**

You have to predict if the total number of points scored during the indicated period are going to be odd or even.

### **Period X - Which Team Wins Race to Y Points?**

You have to predict which team will score the indicated points total first. If a 'Neither' option is offered then this will be declared the winner if neither team reaches the points stated in the time period. If it is not offered then the market will be declared void if neither team reaches the total.

### **Highest Scoring Quarter**

You have to predict which quarter in the match will see the most points scored. There are 5 betting options: 1st quarter, 2nd quarter, 3rd quarter, 4th quarter & Equals. Equals is the winner if two or more quarters share the same number of points and are declared the highest scoring periods.

### **Matchbet and Totals**

You have to predict the combination of the final result of the match and whether the total points scored in the match are over or under the specified line.

### **Draw No Bet Second Half (Regular Time)**

You have to predict which team will win the second half of the match. Any overtime period is not included.

### **Odd or Even for Second Half (Regular Time)**

You have to predict if the total number of points scored during the second half are going to be odd or even. Any overtime period is not included.

### **Asian Handicap Second Half (Regular Time)**

You have to predict the winner of the second half by adding or subtracting the spread offered from the score at the end of the indicated period. Any overtime period are not included.

### **2nd Half 3way (Regular Time)**

You have to predict the result of the indicated half.

### **2nd Half Total Points Over / Under (Regular Time)**

You have to predict if the total number of points scored during the second half only will be over or under the spread indicated. Any overtime period are not included.

## **Boxing Live**

### **Article 1**

The outcome of a bet on boxing is based on the first results which are published officially. Decisions taken after the awards ceremony which are taken by the relevant sporting bodies and which eventually amend the said results will not be taken into consideration.

### **Article 2**

If an event in boxing is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match

### **Article 3**

## **Types of Bets**

### **Fight Outright**

You have to predict the outcome of the fight, independently from the method of victory.

### **Method of Victory**

You have to predict the outcome of the fight and the method of victory.

### **Total Round Over/Under (spread)**

You have to predict whether the total number of rounds fought during the match will be over or under the spread offered.

### **Knock Out in X Round**

You have to predict whether there will be a Knock Out (KO or TKO) in the indicated round.

### **Will the Fight Go the Distance**

You have to predict whether the fight will “go to the distance”, which means “fighting a full bout without being knocked out”.

## **Cricket Live**

### **Article 1**

The bet outcome of an event on Cricket is based on the result at the end of the match.

If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine a winner by a coin toss or drawing of lots, then all undecided markets will be considered void.

In the event of an over not being completed, all undecided markets on this specific over are considered void unless the innings has reached its natural conclusion. eg. declaration, team all out, etc.

All markets do not consider 'Super Overs' unless specified.

Bets will stand if at least one ball is bowled.

## **Article 2**

All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official results.

In the event of interruption of a match due external factors, undecided bets will be declared void, unless a winning team is determined according to the official rules of the tournament.

## **Article 3**

### **Types of bet**

**Match winner** - Bet on the team to win the match. Market will be settled in accordance with the official result.

**Total Runs** - Bet over or under the quoted line. Winner will be determined by the total amount of runs scored.

**Home Team Total Runs** - Bet over or under the quoted line on the total runs scored by the home team.

**Away Team Total Runs** - Bet over or under the quoted line on the total runs scored by the away team.

**Odd/Even Number of Runs** - Bet on whether the total runs will be an odd or even number

**Number of runs in the highest scoring over** - Bet on how many runs will be scored in the highest scoring over in the innings.

**Which team will have the highest scoring over** - Bet on the team to score the most runs in any one over.

**Will there be a tie** - Bet on whether the match will finish in a tie.

**Which team will lead after 'x' overs** - Bet on the team to be leading after the quoted amount of overs.

**Home Team runs after 'x' overs** - Bet over or under the quoted line for the amount of runs the home team will acquire after the given amount of overs.

**Away Team runs after 'x' overs** - Bet over or under the quoted line for the amount of runs the away team will acquire after the given amount of overs.

**Runs in an over** - Bet over or under the quoted line for the amount of runs to be scored in a given over.

**Twenty20** - all scheduled overs must be played for undecided markets to be settled unless the innings has reached its natural conclusion

**ODIs** - a minimum of 90 % of the entire overs allocated for an innings must be played at the time the bet was struck for markets to be settled unless the innings has reached its natural conclusion.

## **Cycling Live**

### **Article 1**

The outcome of a bet on cycling will be defined according to the official results published at the moment of the medals ceremony. Any eventual decision which will be taken by the competent sporting bodies after the ceremony will not be taken into consideration. If a competition is reduced in time or is characterised by suspensions due to adverse weather conditions, the bets will be paid according to the officially published results.

### **Article 2**

If a race is officially cancelled, all the relative bets on it will be declared null and void. If one of the legs of the whole race is suspended, all the relative bets will remain valid until the end of the leg or its eventual cancellation. When a single race is postponed or suspended, all relative bets will remain valid if the event is completed until midnight of the following day of the said event. If the event is not run or completed during this period, all the bets on the said event will be null and void.

### **Article 3**

## **Types of Bets**

### **Winner**

This means that the cyclist selected will win the event. If there is a draw the Dead heat rule applies (Art. 8 in the General Rules section).

If the "Any Other" selection is offered will be considered included into this all the runners that are not included into the list of runners at the start of the live betting event. Under no circumstances a runner that has previously offered during the live event will be included into the "Any Other" selection

### **Placing**

This means that the cyclist selected will reach the podium (first, second or third position). If there is a draw the Dead heat rule applies (Art. 8 in the General Rules section).

### **Head to Head**

One has to predict which one of the two cyclists specified in the bet reaches the best placing in the final classification during the race. If one of the cyclists is eliminated in the same phase this type of bet will be declared void.

### **Winning Margin**

One has to predict what will be the winning margin of the winner in the event.

### **Darts Live**

#### **Article 1**

The outcome of a bet on a darts match is based on the first published official results. If a competitor retires before the total number of legs needed to win the match has been reached, all settled bets will remain valid, whereas open bets will be refunded, except for bets on the match winner, which will be paid normally.

#### **Article 2**

If a match is officially cancelled, all the related bets will be declared void. If a match is suspended or postponed, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match

#### **Article 3**

## **Market types**

### **Head to Head**

You have to predict the winner of the match. If one of the competitors retires, he will be regarded as the loser of the match.

### **1X2.**

You have to predict the winner of the match. There are three possible outcomes: Player 1, Tie, Player 2.

### **Correct Score**

You have to predict the exact result of the indicated set or leg.

### **Handicap**

Depending whether the match is divided into sets and legs or only into legs, you have to predict the winner of the match by adding or subtracting the spread offered by Bet9ja from the final score.

Example:

If the offered spread is -2.5:

- Betting on Player 1, the bet will be winning if Player 1 wins the match with a margin of at least 3 sets or legs.
- Betting on Player 2, the bet will be winning if Player 2 wins the match or if he loses the match with a margin of less than 3 sets or legs.

### **Head to Head 180s**

You have to predict which player will achieve the highest number of 180s during the entire match.

### **Over/Under 180s 2 Bands**

You have to predict whether the number of 180s achieved during the match will be over or under the spread offered by Bet9ja.

### **Over/Under 180 3 Bands**

You have to predict whether the number of 180s achieved during the match will be over, under or equal to the spread offered by Bet9ja.

### **Highest Match Checkout (spread)**

You have to predict whether the highest checkout score achieved during the match will be over, under or included in the spread offered by Bet9ja.

### **Leg X Winner**

You have to predict the winner of the indicated leg.

### **Leg X 180**

You have to predict whether one of the two players will achieve a 180 during the indicated leg.

### **Leg X Winning Checkout**

You have to predict whether the checkout score achieved during the indicated leg will be over, under or included in the spread offered by Bet9ja.

### **Set X Winner**

You have to predict the winner of the indicated set.

### **Set X Leg Y Winner**

You have to predict the winner of a certain leg of the indicated set.

### **Set X Leg Y 180**

You have to predict whether one of the two players will achieve a 180 during a certain leg of the indicated set.

### **Set X Leg Y Winning Checkout**

You have to predict whether the checkout score achieved during a certain leg of the indicated set will be over, under or included in the spread offered by Bet9ja.

### **Formula One Live**

### **Article 1**



The outcome of a bet on a Formula 1 event is based on the first published official results. The decisions taken by official federation (including but not limited to FIA) and affecting or amending the result achieved on the race field will not be taken into consideration.

## **Article 2**

Whenever a race is officially postponed or suspended, all the related bets will remain valid if the event is resumed or finished within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all the bet typologies related to that event will be considered void.

## **Article 3**

If a decision taken by the race officials (including but not limited to FIA) after the completion of the practice/qualifying session directly influences the outcome of the race, Betjuego reserves the right to void all bets affected by such information.

## **Article 4**

Market Types

### **Winner (Race)**

You predict that the selected driver will be the winner of the race.

### **Winning Team (Race)**

You have to predict which team will the winning driver belong to.

### **Podium (Race)**

You have to predict that the selected driver will reach the podium (first, second or third position).

### **Winner (Pole)**

You predict that the selected driver will achieve the best position during the qualifying session.

### **Podium (Pole)**

You predict that the selected driver will conclude the qualifying session in first, second or third position.

### **Winning Team (Pole)**

You have to predict which team will the winning driver belong to.

## **FUTSAL LIVE**

### **Article 1**

The outcome of a bet on a futsal event is based on the result of the match after the scheduled regular time plus injury time. Unless otherwise stated for specific bets overtimes and penalty shoot outs will not affect the outcome of the bet.

### **Article 2**

Whenever a futsal match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all bets related to that event will be considered void.

### **Article 3**

#### **Market Types**

##### **3way**

You have to predict the outcome of the entire match.

##### **Asian Handicap**

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.

##### **Draw No Bet**

You have to predict which team will win the match. If the match ends in a draw the selection will be void

##### **1X2 Handicap**

You have to predict the final result of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the away team has one goal advantage, as for (1:0) indicates that the home team has one goal advantage.

##### **Total**

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

### **Double chance (1X - 12 - X2)**

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X (at the end of the match the home team wins or draws),

X2 (at the end of the match the away team wins or draws),

12 (at the end of the match the home team wins or the away team wins).

### **Halftime - Total**

You have to predict if the total number of goals scored during the first half of the match will be over or under the spread indicated.

### **Total (OT only!)**

You have to predict if the total number of goals scored during the overtime will be over or under the spread indicated.

### **Who Wins the Rest of the Match?**

You have to predict the outcome of the match not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Halftime - Who Wins the Rest of the Match?**

You have to predict the outcome of the first half of the match not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Overtime - Who Wins the Rest of the Match?**

You have to predict the outcome of the overtime not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Next Goal**

You have to predict the team that will score the next goal. There are three possible outcomes: 1 (the home team scores the next goal), 2 (the away team scores the next goal) and No Next Goal (no more goals are scored during the match).

### **Halftime - Next Goal**

You have to predict the team that will score the next goal in the first half. There are three possible outcomes: 1 (the home team scores the next goal in first half), 2 (the away team scores the next goal in first half) and No Next Goal (no more goals are scored during first half).

### **Overtime - Next Goal**

You have to predict the team that will score the next goal in the overtime. There are three possible outcomes: 1 (the home team scores the next goal in overtime), 2 (the away team scores the next goal in overtime) and No Next Goal (no more goals are scored during overtime).

### **Halftime - 3way**

You have to predict the outcome of the first half of the match.

### **3-way (OT only!)**

You have to predict the outcome of the overtime.

### **Correct Score flex**

You have to predict the correct score of the entire match.

### **Correct Score first half flex**

You have to predict the correct score of the first half of the match.

### **Total Goal Home / Away**

You have to predict the exact sum of goals scored by the home or away team (0-1 / 2-3 / 4-5 / 6+)

### **Goal/No goal**

You have to predict whether both teams score at least one goal each during the match or only one team or both teams do not score any goals during the match.

### **Odd/Even**

You have to predict if the number goals scored during the match is going to be odd or even. The score 0-0 is considered even.

### **Which team will win the penalty shootout?**

You have to predict the team will win the penalty shootout.

## **Handball Live**

### **Article 1**

Excluding indications on particular bets, the results of a Handball event is based on the final result of the game excluding extra time, unless otherwise specified in a single market. The official sites of the competitions in question will be those referred to until further notice.

### **Article 2**

If a game of handball is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If this is not the case, all bets relative to this event and which were open before the suspension will be considered null and void while those already made will be considered valid.

### **Article 3**

#### **Types of Bets**

##### **3way (Match Winner)**

You have to predict the winner of the match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

##### **Total (spread) (Total Match Goals - Over/Under)**

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

##### **Asian Handicap (spread) (Match Handicap)**

You have to predict the winner of the game by adding or subtracting the spread offered from the final score.

Example:

If the spread offered is (-6.5):

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 goals.
- Betting on 2H, the bet is won if the away team wins or loses with a margin lower than 7 goals.

### **Handicap (spread) (3way Handicap)**

You have to predict the outcome of the match taking into account the handicap offered.

#### Example:

The handicap offered is Home -2. If you bet on 1H your bet will be a winner if the home team wins the match by three or more goals. If you bet on XH your bet is a winner if the home team win by a two goal margin exactly. If you bet on 2H your bet will be a winner if the away team wins by any margin, the match finishes in a draw or if the away team lose by only one goal.

#### Example 2:

The handicap offered is Away -3. If you bet on 1H your bet will be a winner if the Home Team wins by any score, the match finishes in a draw or the home team lose by 2 goals or less. If you bet XH your bet will be a winner if the Away team win by 3 goals exactly. If you bet 2H your bet will be a winner if the Away team win by 4 or more goals.

### **Odd/Even (Total Match Goals Odd/Even)**

You have to predict whether the number of goals scored in the match is an odd or even number (0-0 is considered an even number of goals).

### **Halftime - 3way (1st Half - 3 way)**

You have to predict the winner of the 1st half only. There are 3 possible outcomes: 1 HT (the home team wins), X HT (the teams draw), 2 HT (the away team wins).

### **Halftime - Total (spread) (Total 1<sup>st</sup> Half Goals - Over/Under)**

You have to predict if the total number of goals scored during the 1st half only will be over or under the spread indicated.

### **Asian handicap first half (spread) (1<sup>st</sup> Half Handicap)**

You have to predict the winner of the 1st half by adding or subtracting the spread offered from the half time score.

### Example:

If the spread offered is Home (-6.5):

- Betting on 1H, the bet is won if the home team wins the 1st half with a margin of at least 7 goals.

- Betting on 2H, the bet is won if the away team wins or loses the 1st half with a margin lower than 7 goals.

### **Handicap for first half (spread) (Half Time 3 Way Handicap)**

You have to predict the result of the first half only, taking into account the handicap offered.

### Example:

The handicap offered is Home -2. If you bet on 1H your bet will be a winner if the home team wins the 1st half by three or more goals. If you bet on XH your bet is a winner if the home team win the 1st half by a two goal margin exactly. If you bet on 2H your bet will be a winner if the away team wins the 1st half by any margin, the 1st half finishes in a draw or if the away team lose the 1st half by only one goal.

### Example 2:

The handicap offered is Away -3. If you bet on 1H your bet will be a winner if the Home Team wins the 1st half by any score, the 1st half finishes in a draw or the home team lose the 1st half by 2 goals or less. If you bet XH your bet will be a winner if the Away team win the 1st half by 3 goals exactly. If you bet 2H your bet will be a winner if the Away team win the 1st half by 4 or more goals.

### **Odd/Even for first half (1<sup>st</sup> Half Goals - Odd/Even)**

You have to predict whether the number of goals scored in the 1st Half only is an odd or even number (0-0 is considered an even number of goals).

### **Who scores X point, including overtime**

You have to predict which team will score the indicated goal. Overtime period counts.

### **Which team wins race to X points, including overtime?**

You have to predict which team will reach the indicated number of goals first in a race situation. Overtime period counts.

### **2nd Half - 3 way**

You have to predict the result of the indicated half.

### **Halftime/Fulltime**

You have to predict the outcome of the 1st half of the match together with the outcome of the entire match.

### **Total 1st Half Home Team Goals Over/Under (Spread)**

You have to predict if the total number of goals scored by the home team during the 1st half only will be over or under the spread indicated.

### **Total 1st Half Away Team Goals Over/Under (Spread)**

You have to predict if the total number of goals scored by the away team during the 1st half only will be over or under the spread indicated.

### **X Half - Draw No Bet**

You have to predict which team will win the half indicated. If the teams will draw, the selections will be void.

### **Total Home Team Goals Over/Under (Spread)**

You have to predict if the total number of goals scored by the home team during the entire match will be over or under the spread indicated.

### **Total Away Team Goals Over/Under (Spread)**

You have to predict if the total number of goals scored by the away team during the entire match will be over or under the spread indicated.

### **Winning Margin**

You have to predict the winning margin of the winning team. In case of a draw, there is the outcome "Draw"

### **X Half - Winning Margin**

You have to predict the margin of victory for the winning team during the half indicated. In case of a draw, there is the outcome "Draw".

### **Horse Racing Live**



## **Article 1**

The outcome of a bet on a horse racing live event is based on the first published official results. Following decisions taken by disciplinary or legal bodies and affecting or amending the result achieved on the race field will not be taken into consideration.

## **Article 2**

Whenever a race is officially postponed or suspended, all the bets still open at the moment of the interruption will be considered void.

## **Article 3**

### **Market Types**

#### **Winner**

You predict that the selected horse will be the winner of the race. If the chosen horse does not take part into the competition the bet will be void.

#### **Podium**

You predict that the selected horse will reach the podium (first, second or third position).

#### **Matchups**

You have to predict which of the two horses specified in the bet will achieve the best position at the end of the race. In case of both horses either retiring or being disqualified this bet typology will be deemed void. If only one horse retires or is disqualified, the other horse will be considered the winner.

### **Ice Hockey Live**

#### **Article 1**

Unless otherwise stated for specific bet typologies the outcome of a bet on an Ice Hockey live event is based on the result of the match after regular time. Markets including Overtime and Penalty shootout scores will be specified.

For settlement purposes we will consider only the results of respective official competition websites.

#### **Article 2**

Whenever an ice hockey match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. All the bet typologies related to that event that were still open at the moment of the suspension will be considered void, while all the settled bets will stand valid.

### **Article 3**

In relation to Electronic Leagues Matches (e.g esports, elec league, liga pro or other) duration, the time could change depending on the specific tournament and the format is not the same as Ice Hockey

### **Article 4**

#### **Market Types**

##### **3way (Regular Time)**

You have to predict the winner of the match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

##### **Total (Regular Time)**

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

##### **Handicap (Regular Time)**

You have to predict the winner of the game by adding or subtracting the spread offered from the final score.

##### **Example:**

If the spread offered is (-6.5):

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 goals.
- Betting on 2H, the bet is won if the away team wins or loses with a margin lower than 7 goals.

##### **Handicap 3way (Regular Time)**

You have to predict the outcome of the match taking into account the handicap offered.

##### **Example:**

The handicap offered is Home -2. If you bet on 1H your bet will be a winner if the home team wins the match by three or more goals. If you bet on XH your bet is a winner if the home team

win by a two goal margin exactly. If you bet on 2H your bet will be a winner if the away team wins by any margin, the match finishes in a draw or if the away team lose by only one goal.

### **Example 2:**

The handicap offered is Away -3. If you bet on 1H your bet will be a winner if the Home Team wins by any score, the match finishes in a draw or the home team lose by 2 goals or less. If you bet XH your bet will be a winner if the Away team win by 3 goals exactly. If you bet 2H your bet will be a winner if the Away team win by 4 or more goals.

### **Which Team Will Win the Match Including Overtime & Penalties?**

You have to predict which team will win the match including any overtime or penalties required to determine the winner.

### **Draw No Bet (Regular Time)**

You have to predict which team will win the match. If the teams draw the selection will be void.

### **Rest of Match 1X2**

You have to predict the outcome of the match not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Team to Score Next Goal (Regular Time)**

You have to predict the team that will score the next goal. There are three possible outcomes: 1 (the home team scores the next goal), 2 (the away team scores the next goal) and No Next Goal (no more goals are scored during the match).

### **Double Chance**

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X (at the end of the match the home team wins or draws),

X2 (at the end of the match the away team wins or draws),

12 (at the end of the match the home team wins or the away team wins).

### **Correct Score**

You have to predict the correct score of the match during regular time.

### **Correct Score (Inc OT & Shootout)**

You have to predict the correct score of the match. Overtime and penalty shootouts are included.

In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score for settlement purposes.

### **Both Teams to Score**

You have to predict whether at least one goal will be scored by both team during the entire match.

### **Goals Home Team**

You have to predict the exact number of goals that will be scored by the home team during the entire match. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

### **Goals Away Team**

You have to predict the exact number of goals that will be scored by the away team during the entire match. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

### **Total Home Team (spread)**

You have to predict if the total number of goals scored during the entire match by the home team only will be over or under the spread indicated.

### **Total Away Team (spread)**

You have to predict if the total number of goals scored during the entire match by the away team only will be over or under the spread indicated.

### **Odd/Even**

You have to predict whether the number of goals scored in the match is an odd or even number (0-0 is considered an even number of goals).

### **Who Wins The Period?**

You have to predict the result of the indicated period.

### **Total for X Period (spread)**

You have to predict whether the total goals scored in the indicated period is over or under the spread.

### **Handicap for X Period (spread)**

You have to predict the winner of the indicated period by adding or subtracting the spread offered from the score at the end of the indicated period.

#### **Example:**

If the spread offered is (-1.5):

- Betting on 1H, the bet is won if the home team wins the period with a margin of at least 2 goals.

- Betting on 2H, the bet is won if the away team wins or loses the period with a margin lower than 2 goals.

### **Period X Odd/Even**

You have to predict if the total number of goals scored during the indicated period are going to be odd or even.

### **A Goal in the X Period**

You have to predict whether at least one goal will be scored during X period

### **Both Teams to Score Twice (Regular Time)**

You have to predict whether at least two goals will be scored by both team during the entire match.

### **Overtime Who Wins the Rest?**

You have to predict the outcome of the Overtime period only not considering possible goals scored in Overtime before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Next Goal Overtime**

You have to predict the team that will score the next goal in the Overtime period. There are three possible outcomes: 1 (the home team scores the next goal), 2 (the away team scores the next goal) and No Next Goal (no more goals are scored during the match).

### **To Win Penalty Shootout**

You have to predict the team that will win the match at the end of the penalty shootouts.

### **Next Goal Penalty Shootout**

You have to predict which team will score the next goal in the penalty shootouts.

### **Highest Scoring Period**

You have to predict which period in the match will see the most goals scored. There are 4 betting options: 1st period, 2nd period, 3rd period & Equals. Equals is the winner if two or more periods share the same number of goals and are declared the highest scoring periods.

### **Match Result & Both Teams to Score (Regular Time)**

You have to predict the combination of the result of the match plus whether both teams will score will at least one goal in the match. There are 6 possible outcomes:

Home & Yes (Home team to win the match and both teams to score in the match)

Home & No (Home team to win the match and only one or neither team to score in the match)

Draw & Yes (Match to end in a draw and both teams to score in the match)

Draw & No (Match to end in a draw and only one or neither team to score in the match)

Away & Yes (Away team to win the match and both teams to score in the match)

Away & No (Away team to win the match and only one or neither team to score in the match)

### **Race to X Goals (Regular Time)**

You have to predict which team will reach the indicated number of goals first.

### **Match to go to Penalties**

You have to predict if the winner of the match is decided by penalty shootouts.

### **Will there be Overtime**

You have to predict if any overtime period is played.

### **X Period Both Teams to Score**

You have to predict whether at least one goal will be scored by both team during the X period.

### **Total Spread Goals (Inc OT & Penalties)**

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated. Extra time and penalty shootout are included. Penalty shootout counts for 1 additional goal for the winning team.

### **Total Hometeam (Inc OT & Penalties)**

You have to predict if the total number of goals scored during the entire match by the home team will be over or under the spread indicated. Extra time and penalty shootout are included. Penalty shootout counts for 1 additional goal for the winning team

### **Total Awayteam (Inc OT & Penalties)**

You have to predict if the total number of goals scored during the entire match by the away team will be over or under the spread indicated. Exatratime and penalty shootout are included. Penalty shootout counts for 1 additional goal for the winning team

### **When Will The Game End**

You have to predict when the game will end. There are three possible scenarios:

- Three possible outcomes: regular time, overtime and penalty shootout.
- If there is no overtime period there are two possible outcomes: regular time and penalty shootout.
- If they will play repeat overtimes there are two possible outcomes: regular time and overtime

### **Martial Arts/MMA Live**

#### **Article 1**

The outcome of a bet on martial arts is based on the first results which are published officially. Decisions taken after

the awards ceremony which are taken by the relevant sporting bodies and which eventually amend the said results

will not be taken into consideration.

#### **Article 2**

If an event in martial arts is officially postponed or suspended, all the bets will remain valid if the event is completed

before midnight (WAT) of the following day from the actual one.

### **Article 3**

#### **Types of Bets**

##### **Fight Outright**

You have to predict the outcome of the fight, independently from the method of victory.

##### **Method of Victory**

You have to predict the outcome of the fight and the method of victory.

##### **Total Round Over/Under (spread)**

You have to predict whether the total number of rounds fought in the match will be over or under the spread offered.

##### **Will the Fight Go the Distance**

You have to predict whether the fight will “go to the distance”, which means “fighting a full bout without being knocked out”

#### **Motor Sports Live**

##### **Article 1**

The outcome of a bet on a motor or auto racing live event is based on the first published official results. Following decisions taken by disciplinary or legal bodies (including but not limited to FIA, DORNA, NASCAR, FIM, etc.) and affecting or amending the result achieved on the race field will not be taken into consideration.

##### **Article 2**

Whenever a race is officially postponed or suspended, all the related bets will remain valid if the event is resumed or finished within 24 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all the bets still open at the moment of the interruption will be considered void.

##### **Article 3**



If a race is for whatsoever reason abandoned before the completion of the 75% of the planned distance (rounded down to the nearest whole number of laps) the event will be considered void, even though the federation might regard the race as completed and assign points to drivers/teams.

#### **Article 4 - Qualifying sessions**

The outcome of a bet on live events related to the qualifying sessions (Pole Position), is based on the first official results provided by the official authorized federation. Will not considered any eventually penalties.

If a driver does not obtain an official lap time, he will be considered lost.

In order to consider valid all bets related to Head to Head, the drivers must take part into the qualifying session obtaining at least an official lap time.

On the contrary all bets related to Head to Head will be declared Void.

In the event of a referral after midnight of the same day, all bets till open will be refunded.

#### **Article 5 - Free Practice**

The outcome of a bet on live events related to any free practice session, is based on official timing provided by the by the official authorized federation.

If a driver does not obtain an official lap time, he will be considered lost.

In order to consider valid all bets related to Head to Head, the drivers must take part into the free practice session obtaining at least an official lap time.

On the contrary all bets related to Head to Head will be declared Void.

#### **Article 6**

##### **Market Types**

##### **Winner**

You predict that the selected driver will be the winner of the race.

If the "Any Other" selection is offered will be considered included into this all the runners that are not included into the list of runners at the start of the livebetting event. Under no circumstances a runner that has previously offered during the live event will be included into the "Any Other" selection

## **Podium**

You predict that the selected driver will reach the podium (first, second or third position).

## **Head to Head**

You have to predict which of the two drivers specified in the bet will achieve the best position in the race. In case of both drivers either retiring or being disqualified at the same lap this bet typology will be deemed void.

## **Winning Margin**

You have to predict the winning margin of the race winner, choosing among the alternatives proposed.

## **Rugby Live**

### **RUGBY UNION and RUGBY LEAGUE**

#### **Article 1**

The outcome of a bet on a rugby union/league live event is based on the score at the end of regular playing time. For settlement purpose will be considered the competition's official websites results.

#### **Article 2**

Whenever a rugby union/league match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the bets already settled will stand valid

#### **Article 3**

### **Market Types**

#### **3way**

You have to predict the winner of the match at the end of regular playing time.

#### **Handicap (3ways)**

You have to predict the winner of the match by adding or subtracting the spread offered by Bet9ja from the final score.

Example:

If the spread offered is -5:

- Betting on "Home", the bet is won if the home team wins with a margin of at least 6 points.
- Betting on "Tie", the bet is won if the home team wins with a margin of exactly 5 points.
- Betting on "Away", the bet is won if the home team wins with a margin lower than 5 points or loses the game by any margin.

### **Asian Handicap**

You have to predict the winner of the match by adding or subtracting the spread offered by Bet9ja from the final score.

Example:

If the spread offered is -6,5:

- Betting on "Home", the bet is won if the home team wins with a margin of at least 7 points.
- Betting on "Away", the bet is won if the home team wins by any margin or loses with a margin lower than 7 points.

### **Over/Under points**

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

### **Who Wins the rest of the Match**

You have to predict the outcome of the match not considering points scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Draw No Bet**

You have to predict which team will win the match. If the match ends in a draw the selection will be void

### **Total Points**

You have to predict if the total number of points scored during the entire match will be over, under or included in the range offered.

### **Next Try**

You have to predict which team will get the next try. If there won't be scored any try (or if that specific try won't be scored), the bet will be considered void.

### **Next Try to be converted**

You have to predict if the kick consequent the next try will be scored. If there won't be scored any try the bet will be considered void.

### **Over/Under total tries**

You have to predict if the total number of tries scored during the entire match will be over, under or included in the range offered.

### **Over/Under team tries (3ways)**

You have to predict if a Team's (Home or Away) total number of tries scored during the entire match will be over, under or included in the range offered.

### **Double chance (1X - 12 - X2)**

You have to predict the outcome of the entire match. There are 3 possible outcomes:

-1X (at the end of the match the home team wins or draws),

-X2 (at the end of the match the away team wins or draws),

-12 (at the end of the match the home team wins or the away team wins).

### **Odd / Even**

You have to predict whether the number of points scored in the match is an odd or even number (0-0 is considered an even number of points)

### **Total Hometeam**

You have to predict if the total number of points scored during the entire match by the home team only will be over or under the spread indicated.

### **Total Awayteam**

You have to predict if the total number of points scored during the entire match by the away team only will be over or under the spread indicated.

### **Matchbet and Totals**

You have to predict the combination of the final result of the match and whether the total points scored in the match are over or under the specified line.

### **Total range Rugby**

You have to predict which range the total points scored in the game will be.

### **Halftime – 3way**

You have to predict the winner of the 1st half only. There are 3 possible outcomes: 1 HT (the home team wins), X HT (the teams draw), 2 HT (the away team wins).

### **Halftime - Who wins the rest?**

You have to predict the outcome of the the first half not considering points scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Draw No Bet first half**

You have to predict which team will win the first half. If the first half ends in a draw the selection will be void

### **Halftime - Double chance (1X - 12 - X2)**

You have to predict the outcome of the first half of the match. There are 3 possible outcomes:

1X (at the end of the first half of the match the home team wins or draws),

X2 (at the end of the first half of the match the away team wins or draws),

12 (at the end of the first time of the match the home team wins or the away team wins).

### **Odd/Even for first half**

You have to predict whether the number of points scored in the first half of the match is an odd or even number (0-0 is considered an even number of points)

### **Halftime - Winning margins Rugby**

You have to predict the margin of victory for the winning team during the first half of the match. In case of a draw, there is the outcome "Draw".

### **Halftime - Total range Rugby**

You have to predict which range the total points scored in the first half will be.

### **1st Half - Total hometeam**

You have to predict if the total number of points scored during the first half of the match by the home team only will be over or under the spread indicated.

### **1st Half - Total awayteam**

You have to predict if the total number of points scored during the first half of the match by the away team only will be over or under the spread indicated.

### **Snooker Live**

#### **Article 1**

The outcome of a bet on a snooker event is based on the first published official results. If a competitor retires before the total number of frames needed to win the match has been reached, all settled bets will remain valid, whereas open bets will be refunded, except for bets on the match winner, which will be paid normally.

#### **Article 2**

If a match is officially cancelled, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match.

#### **Article 3**

### **Market types**

#### **Which team will win the match?**

You have to predict the winner of the match. If one of the competitors retires, he will be regarded as the loser of the match.

#### **Correct Score Frames**

You have to predict the exact result of the match, based on the number of frames won by each of the competitors.

### **Total (spread)**

You have to predict whether the final score of the entire match will be over or under the spread indicated.

### **Who wins the rest of the match?**

You have to predict the outcome of the match not considering the result before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes:

1 (the home player wins);

X (the players draw);

2 (the away player wins)

### **Asian Handicap (spread)**

You have to predict which player will win the most number of frames by adding or subtracting the spread offered from the total number of frames won by players or teams.

Example:

If the offered spread is -2.5:

- Betting on Player 1, the bet will be winning if Player 1 wins the match with a margin of at least 3 frames.

- Betting on Player 2, the bet will be winning if Player 2 wins the match or if he loses the match with a margin of less than 3 frames.

### **Top Break**

You have to predict if the highest break will be achieved by Player 1 or by Player 2 or if both players will achieve the same score.

### **Who will win the frame? (Frame X)**

You have to predict the winner of the indicated frame.

### **X frame - First colour potted**

You have to predict the first coloured ball (Black, Blue, Pink, Yellow, Green or Brown) to be potted during the indicated frame.

**X frame - Highest break**

You have to predict the score of the highest break in the indicated frame among the bands offered.

**X frame – Player with highest break**

You have to predict which player will score the highest break in the indicated frame.

**X frame - Total points (spread)**

You have to predict if the total number of points scored during the indicated frame will be over or under the spread offered.

**X frame - Any player with a break 100+**

You have to predict whether at least one player will score a break of 100 or more points in the indicated frame.

**X frame – Player Y with a break 100+**

You have to predict whether the indicated player will score a break of 100 or more points in the indicated frame.

**X frame - Any player with a break 50+**

You have to predict whether at least one player will score a break of 50 or more points in the indicated frame.

**X frame – Player Y with a break 50+**

You have to predict whether the indicated player will score a break of 50 or more points in the indicated frame.

**X frame - Asian Handicap (spread)**

You have to predict which player will score the most number of points by adding or subtracting the spread offered from the total number of points scored by players or teams in the indicated frame.

**X frame - Last points scored**



You have to predict how the last points of the indicated frame will be scored (colour of last ball potted or foul).

**X frame – Odd/even number of points**

You have to predict whether the number of points scored during the indicated frame will be odd or even.

**X frame – Player to pot first ball**

You have to predict which player will pot the first ball in the indicated frame.

**X frame – Player to pot last ball**

You have to predict which player will pot the last ball in the indicated frame.

**X frame – Race to 30**

You have to predict which player will score 30 points first.

**X frame – Will there be a foul**

You have to predict whether there will be a foul during the indicated frame.

**Leader after X frames**

You have to predict which player will have the leadership after the indicated number of frames.

**Match will go to a deciding frame**

You have to predict whether the match will end to the deciding frame.

**Odd/even number of frames**

You have to predict whether the number of frames played during the match will be odd or even.

**Any player to win next X consecutive frames (Y-Z)**

You have to predict whether one of players will win the indicated consecutive frames.

**Race to X frames**

You have to predict which player will win the indicated number of frames first.

## **Soccer Live**

### **Article 1**

The outcome of a bet on a football (soccer) live event is based on the scheduled minutes of play plus injury time. Unless otherwise stated for specific bet typologies overtimes and penalty shoot outs will not affect the outcome of the bet.

### **Article 2**

Whenever a football match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the settled bets will stand valid.

### **Article 3**

In relation to Electronic Leagues Matches (e.g esports, elec league, liga pro or other) duration, the time could change depending on the specific tournament and the format is not the same as Soccer.

Simulated Reality League: Bets are all virtual, based on real team names and real football leagues, but the games and results are virtual

### **Article 4**

#### **Market Types**

##### **1X2 (3way)**

You have to predict the winner of the match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

##### **Over/Under (spread) (Total)**

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

##### **3 Way Handicap (spread) (Handicap)**

You have to predict the outcome of the match taking into account the handicap offered.

Example:

The handicap offered is Home -2. If you bet on 1H your bet will be a winner if the home team wins the match by three or more goals. If you bet on XH your bet is a winner if the home team win by a two goal margin exactly. If you bet on 2H your bet will be a winner if the away team wins by any margin, the match finishes in a draw or if the away team lose by only one goal.

#### Example 2:

The handicap offered is Away -3. If you bet on 1H your bet will be a winner if the Home Team wins by any score, the match finishes in a draw or the home team lose by 2 goals or less. If you bet XH your bet will be a winner if the Away team win by 3 goals exactly. If you bet 2H your bet will be a winner if the Away team win by 4 or more goals.

#### **Halftime/Fulltime**

You have to predict the outcome of the 1st half of the match together with the outcome of the entire match.

#### **1st Half 3 Way Handicap (spread) (Halftime - 3 Way Handicap)**

You have to predict the final result of the first half only taking into consideration the handicap spread offered.

#### **2nd Half 3 Way Handicap (spread)**

You have to predict the final result of the second half only taking into consideration the handicap spread offered.

#### **Draw No Bet (DNB)**

You have to predict which team will win the match. If the teams draw the selection will be void.

#### **1st Half Draw No Bet (DNB 1HT)**

You have to predict which team will win the 1st half. If the teams draw the 1st half the selection will be void.

#### **2nd Half Draw No Bet (DNB 2HT)**

You have to predict which team will win the 2nd half. If the teams draw the 2nd half the selection will be void.

#### **Rest of Match 1X2 (Who wins the rest of the match?)**

You have to predict the outcome of the match not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Next Goal**

You have to predict the team that will score the next goal. There are three possible outcomes: 1 (the home team scores the next goal), 2 (the away team scores the next goal) and No Next Goal (no more goals are scored during the match).

### **Halftime Next Goal**

You have to predict the team that will score the next goal in the 1st half of the match. There are three possible outcomes: 1 (the home team scores the next goal), 2 (the away team scores the next goal) and No Next Goal (no more goals are scored during the 1st half).

### **Halftime Odd/Even (Odd/Even goals)**

You have to predict if the number of goals during the first half only is going to be odd or even. If the half time score is 0-0 then this is considered even.

### **Double Chance (1X- 12 -X2)**

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X (at the end of the match the home team wins or draws),

X2 (at the end of the match the away team wins or draws),

12 (at the end of the match the home team wins or the away team wins).

### **1st Half Double Chance**

You have to predict the outcome of the 1st half of the match only. There are 3 possible outcomes:

1X (at the end of the 1st half the home team wins or draws),

X2 (at the end of the 1st half the away team wins or draws),

12 (at the end of the 1st half the home team wins or the away team wins).

### **2nd Half - Double chance (1X - 12 - X2)**

You have to predict the outcome of the 2nd half of the match only. There are 3 possible outcomes:

1X (at the end of the 2nd half the home team wins or draws),

X2 (at the end of the 2nd half the away team wins or draws),

12 (at the end of the 2nd half the home team wins or the away team wins).

### **Correct Score**

You have to predict the correct score of the entire match.

### **Goals Home Team (Total Goals Home)**

You have to predict the exact number of goals that will be scored by the home team during the entire match. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

### **Goals Away Team (Total Goals Away)**

You have to predict the exact number of goals that will be scored by the away team during the entire match. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

### **Total Home Team (spread) (Over/Under Home Team)**

You have to predict if the total number of goals scored during the entire match by the home team only will be over or under the spread indicated.

### **Total Away Team (spread) (Over/Under Away Team)**

You have to predict if the total number of goals scored during the entire match by the away team only will be over or under the spread indicated.

### **Kick Off (Which team has kick off?)**

You have to predict which team will be awarded the kick off of the match.

### **Goal/No Goal**

You have to predict whether both teams will score in the match. There are two possible outcomes:

GG (both teams score at least one goal each during the whole match),

NG (one or both the teams do not score any goal during the whole match).

### **1st Half Goal/No Goal (1st Half - Both teams to score)**

You have to predict whether both teams will score in the 1st Half. There are two possible outcomes:

GG (both teams score at least one goal each during the 1st half),

NG (one or both the teams do not score any goal during the 1st half).

### **2nd Half Goal/No Goal (2nd Half - Both teams to score)**

You have to predict whether both teams will score in the 2nd half. There are two possible outcomes:

GG (both teams score at least one goal each during the 2nd half),

NG (one or both the teams do not score any goal during the 2nd half).

### **Matchbet & Totals (spread) (Matchbet And Totals)**

You have to predict the combination of the result of the match plus whether the total goals scored will be over or under the indicated spread. There are 6 possible outcomes:

1 & Over (home team win and total goals in the match is over the indicated spread)

1 & Under (home team win and total goals in the match is under the indicated spread)

X & Over (match ends in a draw and total goals in the match is over the indicated spread)

X & Under (match ends in a draw and total goals in the match is under the indicated spread)

2 & Over (away team win and total goals in the match is over the indicated spread)

2 & Under (away team win and total goals in the match is under the indicated spread)

### **1st Half Matchbet & Totals (spread) (First Half - Matchbet and Totals)**

You have to predict the combination of the 1st half of the match plus whether the total goals scored in the first half will be over or under the indicated spread. There are 6 possible outcomes:

1 & Over (home team win the 1st half and total goals in the 1st half is over the indicated spread)

1 & Under (home team win the 1st half and total goals in the 1st half is under the indicated spread)

X & Over (1st half ends in a draw and total goals in the 1st half is over the indicated spread)

X & Under (1st half ends in a draw and total goals in the 1st half is under the indicated spread)

2 & Over (away team win the 1st half and total goals in the 1st half is over the indicated spread)

2 & Under (away team win the 1st half and total goals in the 1st half is under the indicated spread)

### **2nd Half Matchbet & Totals (spread)**

You have to predict the combination of the result of the 2nd half plus whether the total goals scored in the 2nd half will be over or under the indicated spread. There are 6 possible outcomes:

1 & Over (home team win the 2nd half and total goals in the 2nd half is over the indicated spread)

1 & Under (home team win the 2nd half and total goals in the 2nd half is under the indicated spread)

X & Over (2nd half ends in a draw and total goals in the 2nd half is over the indicated spread)

X & Under (2nd half ends in a draw and total goals in the 2nd half is under the indicated spread)

2 & Over (away team win the 2nd half and total goals in the 2nd half is over the indicated spread)

2 & Under (away team win the 2nd half and total goals in the 2nd half is under the indicated spread)

### **Matchbet & Both Teams To Score (1X2 & both teams to score)**

You have to predict the combination of the result of the match plus whether both teams will score will at least one goal in the match. There are 6 possible outcomes:

Home & Yes (Home team to win the match and both teams to score in the match)

Home & No (Home team to win the match and only one or neither team to score in the match)

Draw & Yes (Match to end in a draw and both teams to score in the match)

Draw & No (Match to end in a draw and only one or neither team to score in the match)

Away & Yes (Away team to win the match and both teams to score in the match)

Away & No (Away team to win the match and only one or neither team to score in the match)

### **1st Half Matchbet & Both Teams To Score**

You have to predict the combination of the result of the first half plus whether both teams will score will at least one goal in the first half. There are 6 possible outcomes:

Home & Yes (Home team to win the 1st half and both teams to score in the 1st half)

Home & No (Home team to win the 1st half and only one or neither team to score in the 1st half)

Draw & Yes (1st half to end in a draw and both teams to score in the 1st half)

Draw & No (1st half to end in a draw and only one or neither team to score in the 1st half)

Away & Yes (Away team to win the 1st half and both teams to score in the 1st half)

Away & No (Away team to win the 1st half and only one or neither team to score in the 1st half)

### **2nd Half Matchbet & Both Teams To Score (2nd Half - 1X2 + Both Teams To Score)**

You have to predict the combination of the result of the 2nd half only plus whether both teams will score will at least one goal in the match. There are 6 possible outcomes:

Home & Yes (Home team to win the 2nd half and both teams to score in the 2nd half)

Home & No (Home team to win the 2nd half and only one or neither team to score in the 2nd half)

Draw & Yes (2nd half to end in a draw and both teams to score in the 2nd half)

Draw & No (2nd half to end in a draw and only one or neither team to score in the 2nd half)

Away & Yes (Away team to win the 2nd half and both teams to score in the 2nd half)

Away & No (Away team to win the 2nd half and only one or neither team to score in the 2nd half)

### **Double Chance & Totals (Double Chance (1X - 12 - X2) and Totals)**



You have to predict the combination of the result of the match and whether the total goals scored will be over or under the indicated spread. There are 6 possible outcomes:

1X & Under (The match finishes in a home win or a draw and the total goals scored are under the indicated spread)

1X & Over (The match finishes in a home win or a draw and the total goals scored are over the indicated spread)

X2 & Under (The match finishes in an away win or a draw and the total goals scored are under the indicated spread)

X2 & Over (The match finishes in an away win or a draw and the total goals scored are over the indicated spread)

12 & Under (The match finishes in a home win or an away win and the total goals scored are under the indicated spread)

12 & Over (The match finishes in a home win or an away win and the total goals scored are over the indicated spread)

### **Double Chance & Both Teams to Score (Double chance (1X - 12 - X2) and both teams to score)**

You have to predict the combination of the result of the match and whether the both teams will score in the match. There are 6 possible outcomes:

1X & Yes (The match finishes in a home win or a draw and both teams score in the match)

1X & No (The match finishes in a home win or a draw and only one team or neither team score in the match)

X2 & Yes (The match finishes in an away win or a draw and both teams score in the match)

X2 & No (The match finishes in an away win or a draw and only one team or neither team score in the match)

12 & Yes (The match finishes in a home win or an away win and both teams score in the match)

12 & No (The match finishes in a home win or an away win and only one team or neither team score in the match)

### **Matchbet and First Team to Score**

You have to predict whether the final result of the match will be 1, X or 2 and which team will score the first goal of the match.

Home Win and Home to Score First – The home team will win the match and the home team will score the first goal of the match.

Home Win and Away to Score First – The home team will win the match and the away team will score the first goal of the match.

Draw and Home to Score First – The match will end in a draw and the home team will score the first goal of the match.

Draw and Away to Score First – The match will end in a draw and the away team will score the first goal of the match.

Draw and Neither Team to Score – The match will end in a draw and neither team will score a goal.

Away Win and Home to Score First – The away team will win the match and the home team will score the first goal of the match.

Away Win and Away to Score First – The away team will win the match and the away team will score the first goal of the match.

### **Who scores most goals in X minute's interval Y-Z?**

You have to predict which team will score the most goals during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A goal scored at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who scored most goals in 5 minutes interval 11-15

All goals taken into consideration are those scored from 10:00 to 14:59. A Goal scored at 15:00 will not be considered.

### **Total (spread) in X minutes interval Y-Z**

You have to predict if the total number of goals scored during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A goal scored at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 in 15 minutes interval 1-15

All goals taken into consideration are those scored from 00:00 to 14:59. A Goal scored at 15:00 will not be considered.

### **Who scores the N goal in X minutes interval Y-Z?**

You have to predict which team will score the N goal during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A goal scored at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who scores the 1 goal in 15 minutes interval 1-15

All goals taken into consideration are those scored from 00:00 to 14:59. A Goal scored at 15:00 will not be considered.

### **Total Goal Bands**

You have to predict the total number of goals to be scored during the match.

### **Total Goals**

You have to predict the exact amount of goals that will be scored in the entire match.

### **Exact number of goals**

You have to predict the total number of goals in the match with the following outcomes:

- 0
- 1
- 2
- 3
- 4
- 5
- 6+

### **Odd/Even (Odd/Even goals)**

You have to predict whether the number of goals scored in the match is an odd or even number (0-0 is considered an even number of goals).

### **Halftime Odd/Even (Odd/Even goals)**

You have to predict whether the number of goals scored in the Halftime is an odd or even number (0-0 is considered an even number of goals).

### **Home Team Odd/Even (Odd/Even Home)**

You have to predict whether the number of goals scored by the home team is an odd or even number (0 is considered an even number of goals).

### **Away Team Odd/Even (Odd/Even Away)**

You have to predict whether the number of goals scored by the away team is an odd or even number (0 is considered an even number of goals).

### **Home Win to Nil**

You have to predict whether or not the home team will win conceding any goals to their opponent. There are two possible outcomes: Yes (the home team wins without conceding any goal) and No (any other outcome).

### **Away Win to Nil**

You have to predict whether or not the away team will win conceding any goals to their opponent. There are two possible outcomes: Yes (the away team wins without conceding any goal) and No (any other outcome).

### **Clean Sheet**

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict if either teams will keep a clean sheet during the match.

### **Clean Sheet Home**

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict if the home team will keep a clean sheet during the entire match.

### **Clean Sheet Away**

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict if the away team will keep a clean sheet during the entire match.

### **Highest Scoring Half**

You have to predict which half in the match will see the most goals. There are 3 possible options:

First half HSH – the 1st half will see the most goals

Second Half HSH – the 2nd half will see the most goals

Equals HSH – an equal amount of goals scored in the 1st and 2nd halves.

### **Halftime 1X2 (Halftime - 3way) (1st Half - 1X2)**

You have to predict the winner of the 1st half only. There are 3 possible outcomes: 1 HT (the home team wins), X HT (the teams draw), 2 HT (the away team wins).

### **1<sup>st</sup> Half - Total Goals**

You have to predict the exact amount of goals that will be scored in the first half of the match.

### **1st Half Correct Score (Half Time Correct Score)**

You have to predict the correct score of the first half.

### **Halftime Over/Under (spread) (1st Half - Over/Under) (Halftime – Total)**

You have to predict if the total number of goals scored during the 1st half only will be over or under the spread indicated.

### **1st Half Over/Under Home (spread) (Halftime - Over/Under Home)**

You have to predict if the total number of goals scored by the home team during the 1st half only will be over or under the spread indicated.

### **1st Half Over/Under Away (spread) (Halftime - Over/Under Away)**

You have to predict if the total number of goals scored by the away team during the 1st half only will be over or under the spread indicated.

### **Halftime Who Wins The Rest?**

You have to predict the outcome of the 1st half only not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 HT (the home team wins), X HT (the teams draw), 2 HT (the away team wins).

### **1st Half - Exact number of goals**

You have to predict the total number of goals in the first half with the following outcomes:

- 0
- 1
- 2
- 3+

### **1st half Goals Home Team (Halftime - Total Goals Home)**

You have to predict the exact number of goals that will be scored by the home team during the 1st half only. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

### **1st half Goals Away Team (Halftime - Total Goals Away)**

You have to predict the exact number of goals that will be scored by the away team during the 1st half only. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

### **Second Half 1X2 (2nd Half - 3way)**

You have to predict the winner of the match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Second Half Over/Under (spread) (2nd Half - Total)**

You have to predict if the total number of goals scored during the 1st half only will be over or under the spread indicated.

### **When Will The Next Goal Be Scored?**

You have to predict when the next goal in the match will be scored using the offered time periods.

### **To Qualify (Who advances to next round)**

You have to predict which team will advance to the next round of the indicated competition.

### **Winning Method**

You have to predict the winning team and whether the match will end in regular time, extra time or with a penalty shootout.

### **15 Minutes - Which Team Will Score the Most Goals?**

You have to predict which team will score the most goals in the indicated 15 minute period.

### **15 Minutes - Which Team Will Score ?**

You have to predict which team will score the named goal in the indicated 15 minute period.

### **15 Minutes - Totals**

You have to predicted whether the total goals scored in the indicated 15 minute period is over or under the indicated spread.

### **Team to Score Last Goal**

You have to predict which team will score the last goal of the match.

### **Winning margin**

You have to predict the winning margin of the winning team (Home or Away). In case of draw, there are the outcomes "0-0 Draw" or "Score Draw".

### **Both Teams to Score in Both Halves**

You have to predict whether both teams will score at least one goal in both halves.

### **Home to Score Both Halves**

You have to predict whether the home team will score at least one goal in both halves.

### **Away to Score Both Halves**

You have to predict whether the home team will score at least one goal in both halves.

### **Number of teams to score**

You have to predict how many teams will score in the match. There are three possible outcomes:

- None : the match will end 0-0
- One : only one team will score
- Both: both teams will score at least one goal

### **Home to score**

You have to predict whether the home team will score at least one goal.

### **Away to score**

You have to predict whether the away team will score at least one goal.

### **Exact Total Goals**

You have to predict the exact number of goals scored during the match.

### **Time of First Goal**

You have to predict when the first goal will be scored in the match using the offered time periods.

### **X Half - Time of First Goal**

You have to predict when the first goal of the half will be scored, using the offered time periods.

### **Time of X Match Goal**

You have to predict when the X goal will be scored in the match using the offered time periods.

### **Time of X Home Goal**

You have to predict when the X goal will be scored in the match by the home team using the offered time periods.

### **Time of X Away Goal**

You have to predict when the X goal will be scored in the match by the away team using the offered time periods.

### **Time of X Match Goal – Under/Over/No Goal**

You have to predict when the X goal will be scored in the match with three possible outcomes:

- Under 30 min: the X goal will be scored between 0:00 and 29:59
- Over 30 min: the X goal will be scored between 30:00 and the end of the match
- No Goal: there will be no goals

### **Time of X Home Goal – Under/Over/No Goal**

You have to predict when the X goal will be scored in the match by the home team with three possible outcomes:

- Under 30 min: the X goal will be scored by the home team between 0:00 and 29:59



- Over 30 min: the X goal will be scored by the home team between 30:00 and the end of the match
- No Goal: there will be no goals scored by the home team

### **Time of X Away Goal – Under/Over/No Goal**

You have to predict when the X goal will be scored in the match by the away team with three possible outcomes:

- Under 30 min: the X goal will be scored by the away team between 0:00 and 29:59
- Over 30 min: the X goal will be scored by the away team between 30:00 and the end of the match
- No Goal: there will be no goals scored by the away team

### **Which Half Will the X Goal Be Scored?**

You have to predict when the X goal of the match will be scored. There are three possible outcomes:

- First half: the X goal will be scored during the first half
- Second half: the X goal will be scored during the second half
- No Goal: there will be no X goal

### **Which Half Will the X Home Goal Be Scored?**

You have to predict when the X home team goal will be scored. There are three possible outcomes:

- First half: the X home team goal will be scored during the first half
- Second half: the X home team goal will be scored during the second half
- No Goal: there will be no X home team goal

### **Which Half Will the X Away Goal Be Scored?**

You have to predict when the X away team goal will be scored. There are three possible outcomes:

- First half: the X away team goal will be scored during the first half
- Second half: the X away team goal will be scored during the second half
- No Goal: there will be no X away team goal

### **Home Win Both Halves**

You have to predict whether the home team will win both halves of the match.

**Away Win Both Halves**

You have to predict whether the away team will win both halves of the match.

**X Goal Own Goal?**

You have to predict whether the X goal scored in the match will be an own goal.

**Last Goal Own Goal?**

You have to predict whether the last goal scored in the match will be an own goal.

**Match Winning Margin**

You have to predict the margin of victory for the winning team. In case of a draw, there is the outcome "Draw".

**Home to Win Either Half**

You have to predict whether the home team will win at least an half in the match.

**Away to Win Either Half**

You have to predict whether the away team will win at least an half in the match.

**Goal in Both Nets**

You have to predict whether a goal will be scored in both nets of the field.

**Home No Bet**

You have to predict whether the match will end in a draw or away team will win. If home team will win the match, the selections will be void.

**Away No Bet**

You have to predict whether the match will end in a draw or home team will win. If away team will win the match, the selections will be void.

**Time of First Corner**

You have to predict when the first corner will be taken.

**Time of First Home Corner**

You have to predict when the first home team corner will be taken.

#### **Time of First Away Corner**

You have to predict when the first away team corner will be taken.

#### **First Team to Be Booked**

You have to predict which team will receive the first card in the match.

#### **Sending Off Home**

You have to predict whether there will be a red card for home team during the match.

#### **Sending Off Away**

You have to predict whether there will be a red card for away team during the match.

#### **Who Receives the X Card**

You have to predict which team will receive the X indicated card during the match.

#### **Will There Be a Penalty Awarded?**

You have to predict whether a penalty will be awarded during the match.

#### **Will There Be a Penalty Scored?**

You have to predict whether a penalty will be scored during the match.

#### **X Home Goalscorer**

You have to predict which player will score the X indicated home team goal.

#### **X Away Goalscorer**

You have to predict which player will score the X indicated away team goal.

#### **Last Goalscorer**

You have to predict which player will score the last goal of the match.

#### **Own Goal?**

You have to predict whether there will be an own goal scored during the match

### **X Half Sending Off?**

You have to predict whether there will be a red card during the X indicated half only of the match.

### **X Half Penalty Awarded**

You have to predict whether a penalty will be awarded during the X indicated half only of the match.

### **A Goal to be Scored in X-Y Minutes**

You have to predict whether a goal will be scored during the indicated interval.

### **Home to Score a Goal in X-Y Minutes**

You have to predict whether the home team will score a goal during the indicated interval.

### **Away to Score a Goal in X-Y Minutes**

You have to predict whether the away team will score a goal during the indicated interval.

### **Total Corners Range**

You have to predict the number of corners taken in the match, with 4 possible outcomes:

- 0-5
- 6-10
- 11-15
- 16+

### **X Half Total Corners Range**

You have to predict the number of corners taken in the X indicated half of the match, with 4 possible outcomes:

- 0-3
- 4-6
- 7-9
- 10+

### **Both Teams to Score No Draw**

You have to predict which outcome will happen:

- GG No Draw: both teams will score at least one goal and the match will not end in a draw.
- NG Or Draw: at least one team will not score a goal or the match will end in a draw.

### **Home Team to Score a Goal Between X:00-X:59**

You have to predict whether the home team will score a goal during the indicated interval.

### **Away Team to Score a Goal Between X:00-X:59**

You have to predict whether the away team will score a goal during the indicated interval.

### **Home Win From Behind**

You have to predict whether the home team will win the match having been in a losing position.

### **Away Win From Behind**

You have to predict whether the away team will win the match having been in a losing position.

### **Goal in Both Halves**

You have to predict whether there will be at least one goal scored in both halves.

### **Cornerbet**

You have to predict which team will take the most corners in the match. The corner must be taken for it to count. Corners awarded but not taken are not considered.

### **Total Corners (Spread)**

You have to predict whether the total amount of corners taken in the match is over or under the indicated spread. The corner must be taken for it to count. Corners awarded but not taken are not considered.

### **Total Corners (aggregated)**

You have to predict the number of corners taken in the match with three outcomes:

- 0-8
- 9-11
- 12+

### **Total Corners (Bands)**

You have to predict the total number of corners that will be awarded in the match. The corner must be taken for it to count. Corners awarded but not taken are not considered.

### **Corner Handicap**

You have to predict which team will take the most corners in the match taking into consideration the handicap offered. The corner must be taken for it to count. Corners awarded but not taken are not considered.

### **Corners Odd/Even**

You have to predict whether the total amount of corners taken in the match is an odd or even number. The corner must be taken for it to count. If no corners are taken in the match it is considered an even number. Corners awarded but not taken are not considered.

### **Total Corners Hometeam/Awayteam (spread)**

You have to predict whether the total amount of corners taken in the match by the home/away team only is over or under the indicated spread.

### **Corners Hometeam/Awayteam**

You have to predict the number of corners taken in the match by the home/away team only with four outcomes:

- 0-2

- 3-4

- 5-6

- 7+

### **1st Half Cornerbet (1st Half - Corner Matchbet)**

You have to predict which team will take the most corners in the 1<sup>st</sup> half only. The corner must be taken for it to count. Corners awarded but not taken are not considered.

### **1st Half - Corner Handicap (spread)**

You have to predict the team who takes the most corners in the first half period taking into consideration the handicap spread offered.

### **1st Half - Total Corners (aggregated)**

You have to predict the number of corners taken in the first half with three outcomes:

- < 5
- 5-6
- 7+

### **1<sup>st</sup> Half Corners Odd/Even**

You have to predict whether the total amount of corners taken in the 1<sup>st</sup> half only is an odd or even number. The corner must be taken for it to count. If no corners are taken in the 1<sup>st</sup> half it is considered an even number. Corners awarded but not taken are not considered.

### **1st Half - Corner Handicap**

You have to predict the team who takes the most corners in the first half period taking into consideration the handicap spread offered.

### **1st Half - Corners Hometeam/Awayteam**

You have to predict the number of corners taken in the first half by the home/away team only with four outcomes:

- 0-1
- 2
- 3
- 4+

### **1st Half - Total Corners Hometeam/Awayteam (spread)**

You have to predict whether the total amount of corners taken in the first half by the home/away team only is over or under the indicated spread.

### **Which team wins race to X corners**

You have to predict which team will reach the indicated number of corners first, in a race situation. 'None' option is offered, then this will be declared the winner if neither team will reach the indicated number of corners.

### **1st Half - Which team wins race to X corners**

You have to predict which team will reach the indicated number of corners in the first half first, in a race situation. 'None' option is offered, then this will be declared the winner if neither team will reach the indicated number of corners in the first half.

### **Who takes most Corners in X minutes interval Y-Z?**

You have to predict which team will take the most corners during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who takes most Corners in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

### **Who takes 1st Corner in X minutes interval Y-Z?**

You have to predict which team will take the 1st corner during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. If the first corner will be taken at Z:00 minute, it will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who takes 1st Corner in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered

### **Total (spread) corners in X minutes interval Y-Z?**

You have to predict if the total of taken corners during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 Corners in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered

### **Odd/Even Corners in X minutes interval Y-Z**

You have to predict if the number of corners taken during the indicated interval Y-Z will be odd or even. The score line 0-0 is considered even. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.



Example: Odd/Even Corners in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

**Total (spread) corners home team in X minutes interval Y-Z**

You have to predict if the total corners taken by the home team during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 Corners home team in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

**Total (spread) corners away team in X minutes interval Y-Z**

You have to predict if the total corners taken by the away team during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 Corners away team in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

**Away Team Goals (Bands)**

You have to predict the total number of goals the away team will score in the match.

**Home Team Goals (Bands)**

You have to predict the total number of goals the home team will score in the match.

**Which Team to Score**

You have to predict which team will score.

The following options are available:

Only Home - Only the home team scores.

Only Away - Only the away team scores.

Both - Both teams score at least one goal in the match.

Neither - Neither the home or away team scores in the match.

### **Result after X Minutes (X Minutes - 1X2)**

Any injury time added in the first half will not be considered in the minute count, therefore for example 49:59 will include 4 minutes and 59 seconds that are played in the second half.

### **Result after 5 Minutes (5 Minutes - 1X2)**

You have to predict the outcome of the 5 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 5 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 04:59 to be classed in the first 05 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 10 Minutes (10 Minutes - 1X2)**

You have to predict the outcome of the 10 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 10 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 09:59 to be classed in the first 09 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 15 Minutes (15 Minutes - 1X2)**

You have to predict the outcome of the 15 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 15 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 14:59 to be classed in the first 15 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 20 Minutes (20 Minutes - 1X2)**

You have to predict the outcome of the 20 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 20 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 19:59 to be classed in the first 20 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 25 Minutes (25 Minutes - 1X2)**

You have to predict the outcome of the 25 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 25 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 24:59 to be classed in the first 25 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 30 Minutes (30 Minutes - 1X2)**

You have to predict the outcome of the 30 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 30 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 29:59 to be classed in the first 30 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 35 Minutes (35 Minutes - 1X2)**

You have to predict the outcome of the 35 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 35 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 34:59 to be classed in the first 35 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 40 Minutes (40 Minutes - 1X2)**

You have to predict the outcome of the 40 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 40 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 39:59 to be classed in the first 40 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 50 Minutes (50 Minutes - 1X2)**

You have to predict the outcome of the 50 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 40 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 49:59 to be classed in the first 50 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 55 Minutes (55 Minutes - 1X2)**

You have to predict the outcome of the 55 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 55 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 54:59 to be classed in the first 55 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 60 Minutes (60 Minutes - 1X2)**

You have to predict the outcome of the 60 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 60 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 59:59 to be classed in the first 60 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 65 Minutes (65 Minutes - 1X2)**

You have to predict the outcome of the 65 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 65 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 64:59 to be classed in the first 65 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 70 Minutes (70 Minutes - 1X2)**

You have to predict the outcome of the 70 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 70 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 69:59 to be classed in the first 70 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 75 Minutes (75 Minutes - 1X2)**

You have to predict the outcome of the 75 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 75 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 74:59 to be classed in the first 75 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 80 Minutes (80 Minutes - 1X2)**

You have to predict the outcome of the 80 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 80 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 79:59 to be classed in the first 80 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Result after 85 Minutes (85 Minutes - 1X2)**

You have to predict the outcome of the 85 minutes. There are 3 possible outcomes: 1 X 2.

#### Example:

You have to predict the outcome of the first 85 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 84:59 to be classed in the first 85 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **Total Over/Under after X Minutes (X Minutes - Over/Under)**

Any injury time added in the first half will not be considered in the minute count, therefore for example 49:59 will include 4 minutes and 59 seconds that are played in the second half.

### **Totals Over/Under after 5 Minutes (5 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 5 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 60 minutes of the match. (0:00 – 04:59) is over or under the indicated spread.

### **Totals Over/Under after 10 Minutes (10 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 10 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 10 minutes of the match. (0:00 – 09:59) is over or under the indicated spread.

### **Totals Over/Under after 15 Minutes (15 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 15 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 15 minutes of the match. (0:00 – 14:59) is over or under the indicated spread.

### **Totals Over/Under after 20 Minutes (20 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 20 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 20 minutes of the match. (0:00 – 19:59) is over or under the indicated spread.

**Totals Over/Under after 25 Minutes (25 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 25 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 25 minutes of the match. (0:00 – 24:59) is over or under the indicated spread.

**Totals Over/Under after 30 Minutes (30 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 30 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 30 minutes of the match. (0:00 – 29:59) is over or under the indicated spread.

**Totals Over/Under after 35 Minutes (35 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 35 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 35 minutes of the match. (0:00 – 34:59) is over or under the indicated spread.

**Totals Over/Under after 40 Minutes (40 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 40 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 40 minutes of the match. (0:00 – 39:59) is over or under the indicated spread.

**Totals Over/Under after 50 Minutes (50 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 50 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 50 minutes of the match. (0:00 – 49:59) is over or under the indicated spread.

**Totals Over/Under after 55 Minutes (55 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 55 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 55 minutes of the match. (0:00 – 54:59) is over or under the indicated spread.

**Totals Over/Under after 60 Minutes (60 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 60 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 60 minutes of the match. (0:00 – 59:59) is over or under the indicated spread.

**Totals Over/Under after 65 Minutes (65 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 65 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 65 minutes of the match. (0:00 – 64:59) is over or under the indicated spread.

**Totals Over/Under after 70 Minutes (70 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 70 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 70 minutes of the match. (0:00 – 69:59) is over or under the indicated spread.

**Totals Over/Under after 75 Minutes (75 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 75 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 75 minutes of the match. (0:00 – 74:59) is over or under the indicated spread.

**Totals Over/Under after 80 Minutes (80 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 80 minute period is over or under the indicated spread.



You have to predict the total goals that will be scored in the first 80 minutes of the match. (0:00 – 79:59) is over or under the indicated spread.

### **Totals Over/Under after 85 Minutes (85 Minutes - Over/Under)**

You have to predict whether the total goals scored in the indicated 85 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 85 minutes of the match. (0:00 – 84:59) is over or under the indicated spread.

### **General Booking Markets**

Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards. Cards for non-players (already substituted players, managers, players on bench which are not substituted in) are not considered. Cards shown to players before the kick off, or after the final whistle of regular time, will not be taken into consideration. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

### **1X2 Bookings**

You have to predict which team will be shown the most cards in the match.

### **Total Bookings (spread)**

You have to predict whether the total number of cards shown to the players of both teams will be over or under the indicated spread.

### **Sending off? (Red Card)**

You have to predict if one or more players will be sent off in the match.

A card awarded after the end of the match will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Bookings Hometeam (spread)**

You have to predict whether the total number of bookings awarded to the home team in the match will be over or under the indicated spread.

A card awarded after the end of the match will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Bookings Awayteam (spread)**

You have to predict whether the total number of bookings awarded to the away team in the match will be over or under the indicated spread.

A card awarded after the end of the match will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Total Bookings (exactly)**

You have to predict the exact number of cards shown to the players of both teams selecting one of the offered options (4, 5, 6, 7, 8, 9, 10, 11, 12+).

### **1st Half - Total Bookings (exactly)**

You have to predict the exact number of cards awarded during the first half period only. A card awarded after the end of the first half will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **1st Half - Bookings Hometeam (spread)**

You have to predict whether the total number of bookings awarded to the home team in the first half period only will be over or under the indicated spread. A card awarded after the end of the first half will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **1st Half - Bookings Awayteam (spread)**

You have to predict whether the total number of bookings awarded to the away team in the first half period only will be over or under the indicated spread. A card awarded after the end of the first half will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Who receives most bookings in X minutes interval Y-Z?**

You have to predict which team will receive the most bookings during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who receives most bookings in 15 minutes interval 1-15

All cards taken into consideration are those awarded from 00:00 to 14:59. A card awarded at 15:00 will not be considered.

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Sending off in X minutes interval Y-Z?**

You have to predict if one or more players will be sent off during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A red card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Sending off in 15 minutes interval 1-15

All red cards taken into consideration are those awarded from 00:00 to 14:59. A red card awarded at 15:00 will not be considered

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Sending off home team in X minutes interval Y-Z?**

You have to predict if one or more home team players will be sent off during the indicated Y-Z interval. Possible X outcomes are 5, 10 or 15 minutes. A red card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Sending off home team in 15 minutes interval 1-15

All red cards taken into consideration are those awarded from 00:00 to 14:59. A red card awarded at 15:00 will not be considered

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Sending off away team in X minutes interval Y-Z?**

You have to predict if one or more away team players will be sent off during the indicated Y-Z interval. Possible X outcomes are 5, 10 or 15 minutes. A red card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Sending off away team in 15 minutes interval 1-15

All red cards taken into consideration are those awarded from 00:00 to 14:59. A red card awarded at 15:00 will not be considered

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

### **Next Goalscorer**

You have to predict which player will score the next goal of the match. Own goals do not count towards settlement of this market. If an own-goal is scored, for settlement purposes the bet will apply to the next goal.

To give an example:

If you place a bet when the score is 1-0 on Ronaldo next goalscorer, If the 2nd goal is an own goal but Ronaldo scores the 3rd goal, your bet will be considered a winner.

All players who started the match are considered valid. All players who are currently taking part are listed. If for any reason an unlisted player scores a goal all bets on listed players stand.

### **Anytime Goalscorer**

You have to predict if your selected player will score at anytime during the match. 90mins only. Own goals do not count towards settlement of this market. All bets on players who take part to the match are valid.

If one player does not take part to the match, all bets on that player will be paid as void.

### **2 or More**

You have to predict if your selected player will score at least two goals during the match. 90mins only. Own goals do not count towards settlement of this market. All bets on players who take part to the match are valid.

If one player does not take part to the match, all bets on that player will be paid as void.

### **3 or More**

You have to predict if your selected player will score at least three goals during the match. 90mins only. Own goals do not count towards settlement of this market. All bets on players who take part to the match are valid.

If one player does not take part to the match, all bets on that player will be paid as void.

### **1X2 Extra Time**

You have to predict the outcome of the extra time of the match. There are 3 possible outcomes: 1 (considering only the goals scored during the extra time, the home team wins), X (considering only the goals scored during the extra time, the two teams draw), 2 (considering only the goals scored during the extra time, the away team wins).

### **Over/Under ET (spread)**

You have to predict whether the total goals scored in the Extra Time period only is over or under the indicated spread. Goals scored outside of the extra time period do not count.

### **Extra Time Who Wins the Rest?**

You have to predict the outcome of the Extra Time period only not considering possible goals scored in Extra Time before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **Next Goal Extra Time**

You have to predict the team that will score the next goal in the Extra Time period. There are three possible outcomes: 1 (the home team scores the next goal), 2 (the away team scores the next goal) and No Next Goal (no more goals are scored during the match).

### **Extra Time Correct Score**

You have to predict the correct score of the Extra Time period only.

### **1st Half Extra Time 1X2**

You have to predict who wins the 1st half of Extra Time. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

### **To Win Penalty Shootout**

You have to predict the team that will win the match at the end of the penalty shootout.

### **Next Goal Penalty Shootout**

You have to predict which team will score the next goal in the penalty shootout.

### **Swimming Live**

#### **Article 1**

The outcome of the betting on swimming is based on the first official results published. Decisions taken after the awards ceremony which are taken by the relevant sporting bodies and which eventually amend the said results will not be taken into consideration.

#### **Article 2**

If a swimming event is officially postponed or suspended, all the bets will remain valid if the event is completed before midnight (CET) of the following day from the actual one.

#### **Article 3**

### **Types of Bets**

#### **Winner**

This means that the swimmer or national team selected will win the race. If there is a draw the Dead heat rule applies (Art. 8 in the General Rules section)

#### **Placing**

This means that the swimmer or national team selected will reach the podium (first, second or third position). If there is a draw the Dead heat rule applies (Art. 8 in the General Rules section)

#### **Head to Head**

One has to predict which one of the two swimmers or one of the two nations specified in the bet reaches the best placing in the final classification. If one of the swimmers or teams retires or is disqualified, this type of bet will be declared void.

### **Table Tennis Live**

#### **Article 1**

Whenever a table tennis match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the settled bets will stand valid.

If a player is disqualified during the match, only settled bets and all bets placed on the market "Match Winner", will be paid. All other bets placed and not yet settled will be considered Void.

## **Article 2**

Unless otherwise stated for specific bet typologies, if a player withdraws during a match all the bets still open at the moment of the withdrawal will be void, while the settled bets will stand valid.

## **Article 3**

### **Market Types**

#### **Which team will win the match? (Match Winner)**

You have to predict which player or team win the match

#### **Which team will win the set? (Game X Winner)**

You have to predict which player or team win the indicated set/game

#### **Total**

You have to predict if the total points scored in the match will be over or under the spread indicated.

#### **Total X period (Game X Total Points Over/Under)**

You have to predict if the total points scored in the named set will be over or under the spread indicated.

#### **Asian Handicap**

You have to predict the winner of the match by adding or subtracting the spread offered from the total point scored by players or teams.

#### **Asian Handicap for X period (Game X Handicap)**

You have to predict the winner of the set by adding or subtracting the spread offered from the total point scored by players or teams in the indicated set.

### **Race to Points Set X**

You have to predict which player or team will reach the indicated number of points first.

### **Who scores Xth point Y set**

You have to predict which player or team will score the indicated point in named set.

### **Final Result (in sets - best of 7/5) (Correct Match Score)**

You have to predict what will be the correct score in terms of sets in the entire match (could be best of 5 or 7 sets).

### **Exact number of Sets**

You have to predict how many sets will be played during the entire match (could be best of 5 or 7 sets).

### **Odd/Even**

You have to predict if the total number of points scored in the entire match will be odd or even.

### **Odd/Even Set X (Game X Total Points Odd/Even)**

You have to predict if the total number of points scored in the indicated set will be odd or even.

### **How many sets will exceed score limit?**

You have to predict how many sets will exceed score limit (could be best of 5 or 7 sets).

### **Competitor X Total Points Odd or Even**

You have to predict if the total number of points scored by the X competitor will be odd or even.

### **Competitor X Total Point Over / Under**

You have to predict if the total points scored in the match by the X competitor will be over or under the spread indicated.

### **Game X Extra Points**



You have to predict if the X Game will be decided by the Extra Points. Going to the Extra Points means that at least one team must score 12 points.

### **Match Game Handicap**

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match in terms of games won by each team.

### **Total Games Over / Under**

You have to predict if the total Games played in the match will be over or under the spread indicated.

### **Tennis Live**

#### **Article 1**

Whenever a tennis match is officially postponed or suspended, all the related bets will remain valid if the event is resumed or is completed within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the settled bets will stand valid.

If a player is disqualified during the match, only settled bets and all bets placed on the market "Match Winner", will be paid. All other bets placed and not yet settled will be considered Void. If a player should win a whole game by referee's decision (f.e. warning for his opponent), all the bets related to that game will be Void.

#### **Article 2**

Unless otherwise stated for specific bet typologies, if a player withdraws during a match all the bets still open at the moment of the withdrawal will be void, while the settled bets will stand valid.

#### **Article 3**

If the player indicated as serving is not the correct one, all the bets related to the current or next game, current or next score, handicap and next game's first point will be voided, independently from their outcome.

#### **Article 4**

In relation to Electronic Leagues Matches (e.g esports, elec league, liga pro or other) duration, the time could change depending on the specific tournament and the format is not the same as Tennis.

Simulated Reality League: Bets are all virtual, based on real names and real leagues, but the games and results are virtual

## **Article 5**

### **Market Types**

#### **Which player will win the match?**

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the first player wins), 2 HH (the second player wins).

#### **Which player will win the set? (Set X)**

You have to predict the winner of the given set. If the set is not completed the selection will be void. There are 2 possible outcomes: 1 (the first player wins the set), 2 (the second player wins the set).

#### **Final Result [in sets – best of X] (Set Betting)**

You have to predict the correct score of the match in terms of sets won by each player. If one player retires during the match the selection will be void

#### **Correct score in set Tennis (Set X)**

You have to predict the correct score of the indicated set in terms of games won by each player. If the set is not completed this selection will be void.

#### **Number of sets (best of X)**

You have to predict how many sets will be played to completion in the entire match.

#### **Double Result (1st Set / Match)**

You have to predict the combined result of who will win the 1st set and the overall match. There are 4 possible options:

1/1 – Player 1 wins the first set in the match and the match overall

1/2 – Player 1 wins the first set in the match and Player 2 wins the match overall

2/1 – Player 2 win the first set in the match and Player 1 wins the match overall

2/2 – Player 2 wins the first set in the match and the match overall

### **Who Wins Game X of Set Y? (Game Winner Set Y, Game X)**

You have to predict the winner of the indicated game played in the indicated set. There are 2 possible outcomes: 1 (the first player wins the game), 2 (the second player wins the game).

### **Total number of games (spread)**

You have to predict whether the number of games played in the entire match will be over or under the indicated spread.

### **Total number of games in set X (Set Total Games Over/Under [spread] Set X)**

You have to predict whether the total number of games played in the indicated set is over or under the indicated spread. A tie break is regarded as one game.

### **Odd/Even number of games**

You have to predict whether the number of games played in the match is an odd or even number.

### **Score of Game X of Set Y or Break**

You have to predict the score of the indicated game. There are 5 possible options:

Player X to 0 – The server wins the game without conceding a point

Player X to 15 – The server wins the game with the receiver scoring 15

Player X to 30 – The server wins the game with the receiver scoring 30

Player X to 40 – The server wins the game after the game went to deuce

Break – The receiver wins the game by breaking serve

### **Exact Number of Points in Game X of Set Y**

You have to predict the exact number of points played in the named game of the specific set.

### **Who wins X point in game Y of set Z? (Point Winner Set Z, Game Y, Point X)**

You have to predict which player will win the named point in the specific game of the set.

**Any set will end 6:0 or 0:6**

You have to predict whether any set in the match will end with a 6:0 or 0:6 score line.

**Correct Score in Tie Break**

You have to predict the correct score of the indicated Tie Break.

**Total Points in Tie Break (spread)**

You have to predict whether the total amount of points scored in the indicated tie break is over or under the indicated spread.

**Total Number of Games of Player 1 (spread)**

You have to predict whether the number of games won by Player 1 in the entire match will be over or under the indicated spread. A tie break is regarded as one game. If the match is not completed, the bet will be considered void unless already determined.

**Total Number of Games of Player 2 (spread)**

You have to predict whether the number of games won by Player 2 in the entire match will be over or under the indicated spread. A tie break is regarded as one game. If the match is not completed, the bet will be considered void unless already determined.

**Race to [X] points in game [Y] of set [Z]**

You have to predict which player will reach the indicated number of points first in named game and set.

**Who will win first [X] points of game [Y] of set [Z]**

You have to predict which player will win the most points for an indicated number of points in named game and set. The available selections are 1, X or 2.

**Race to X games of set Y**

You have to predict which player will reach the indicated number of games first in named set.

**Player 1 to win a set**

You have to predict if the Player 1 will win at least one set

**Player 2 to win a set**

You have to predict if the Player 2 will win at least one set

**Odd/Even number of games in set (Set X)**

You have to predict whether the number of games played in the indicated set is an odd or even number.

**Odd/Even points in game X of set Y**

You have to predict whether the number of points played in the indicated game of the indicated set is an odd or even number.

**Tiebreak in match**

You have to predict if a tiebreak will be played in the match.

**Set Handicap (spread)**

You have to predict which player will win the most number of sets taking into account the handicap offered.

**Total number of sets (spread)**

You have to predict whether the number of set played in the match will be over or under the indicated spread.

**Match Handicap Games 2way (spread)**

You have to predict which player will win the most number of games taking into account the handicap offered.

**Match Handicap Games 3way (spread)**

You have to predict which player will win the most number of games taking into account the handicap offered.

Example:

The handicap offered is Player 1 “-2”. If you bet on 1H your bet will be a winner if Player 1 will win three or more games than Player 2. If you bet on XH your bet is a winner if the Player 1 will win exactly two games more than Player 2. If you bet on 2H your bet will be a winner if the Player 2 will win more games than Player 1, if two Players will win the same number of games or if the Player 2 will lose only one game more than Player 1.

### **Will Set Go To Tie Break? (Set X)**

You have to predict whether the indicated set will end on a tiebreak.

### **Player to win on a Tiebreak (Set X)**

You have to predict whether one of players will win the set on Tiebreak or not.

### **Set X Score After Y Games**

You have to predict the score of the indicated set after an indicated number of games.

### **Set X Total Deuce Games (spread)**

You have to predict whether the number of games finished to Deuce in the indicated set will be over or under the indicated spread.

### **Score of game X of set Y (Game Correct Score Set Y, Game X)**

You have to predict the score of the indicated game. There are 8 possible outcomes:

Player 1 wins to 0 – Player 1 wins the game without conceding a point

Player 1 wins to 15 – Player 1 wins the game to 15

Player 1 wins to 30 – Player 1 wins the game to 30

Player 1 wins to 40 – Player 1 wins the game to deuce

Player 2 wins to 0 – Player 2 wins the game without conceding a point

Player 2 wins to 15 – Player 2 wins the game to 15

Player 2 wins to 30 – Player 2 wins the game to 30

Player 2 wins to 40 – Player 2 wins the game to deuce

### **Set X Game Y Deuce Betting (Will Game Go To Deuce? Set X, Game Y)**

You have to predict whether the indicated game will end after at least one Deuce situation (40-40) or not.

### **Set X Game Y Total Points (Game Total Points Over/Under [spread] Set X, Game Y)**

You have to predict whether the number of points scored in the indicated game will be over or under the indicated spread.

### **Which player will win games X and Y of set Z**

You have to predict which player will win both of indicated games. If players will win one game each, the winning outcome will be "Neither".

### **Set X Games Y & Z Total Points (spread)**

You have to predict whether the number of points scored in indicated games will be over or under the indicated spread.

### **Player To Win & Both Players to Win a Set**

You have to predict the combination of the result of the match and if both players will win at least one set in the match. There are 4 possible outcomes:

1&Yes (Player 1 wins and both players win at least one set)

1&No (Player 1 wins and Player 2 doesn't win any set)

2&Yes (Player 2 wins and both players win at least one set)

2&No (Player 2 wins and Player 1 doesn't win any set)

### **Setcast (set exacta)**

You have to predict which player will win the match and the correct outcome of each set.

Example: Player 1 wins the match, but loses the second set (match at best of 3 sets).

The winning outcome will be "Player 1 – WLW".

### **Player to Win First Set & Win**

You have to predict the combination of the result of the first set plus the result of the match.

There are 4 possible outcomes:

Player 1&1 (Player 1 wins the first set and the match)

Player 1&2 (Player 1 wins the first set and Player 2 wins the match)

Player 2&1 (Player 2 wins the first set and Player 1 wins the match)

Player 2&2 (Player 2 wins the first set and the match)

**Player to Win & Total Games (spread)**

You have to predict the combination of the result of the match plus whether the total of games played will be over or under the indicated spread. There are 4 possible outcomes:

1 & Over (Player 1 wins and total of games in the match is over the indicated spread)

1 & Under (Player 1 wins and total of games in the match is under the indicated spread)

2 & Over (Player 2 wins and total of games in the match is over the indicated spread)

2 & Under (Player 2 wins and total games in the match is under the indicated spread)

**Set X Champions Tiebreak Correct Score**

You have to predict the correct score of the Champions Tiebreak of the indicated set.

**Set X Champions Tiebreak Total Points (spread)**

You have to predict whether the number of points scored during the Champions Tiebreak of the indicated set will be over or under the spread indicated.

**Set X Tiebreak Correct Score**

You have to predict the correct score of the Tiebreak of the indicated set.

**Set X Tiebreak Total Points (spread)**

You have to predict whether the number of points scored during the Tiebreak of the indicated set will be over or under the spread indicated.

**Set X Game Y Total Points Exact**

You have to predict the total number of points scored in the indicated game of the indicated set.

**Player to Win Most Games**

You have to predict which player will win most games during the entire match.

**Set Game Handicap (Set X) (spread)**



You have to predict which player will win the most number of games in the indicated set, taking into account the handicap offered.

### **Set Winner and Total Set Games (spread) (Set X)**

You have to predict combination of the result of the indicated set and if the number of games played in the indicated set will be over or under the indicated spread.

## **Beach Volleyball Live**

### **Article 1**

Unless otherwise stated for specific bet typologies the outcome of a bet on volleyball live event is based on the result of the match after the scheduled regular time. For settlement purpose will be considered only the competition's official websites results.

### **Article 2**

If a volleyball match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. Otherwise all the bet typologies related to that event that were still open at the moment of the suspension will be considered void, while all the settled bets will stand valid.

### **Article 3**

## **Market Types**

### **Match Winner**

You have to predict which team will win the match.

### **Total Points (spread)**

You have to predict whether the total points scored in the match is over or under the indicated spread.

### **Set Winner**

You have to predict which team will win the indicated set.

### **Asian Handicap**

You have to predict the winner of the game by adding or subtracting the spread offered from the final score.

Example:

If the spread offered is Home -6.5:

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 points.
- Betting on 2H, the bet is won if the away team wins by any margin or loses with a margin lower than 7 points.

### **Asian Handicap for X period**

You have to predict the winner of the indicated set by adding or subtracting the spread offered from the final set score.

If the spread offered is Home -3.5:

- Betting on 1H, the bet is won if the home team wins the set with a margin of at least 4 goals.
- Betting on 2H, the bet is won if the away team wins by any margin or loses the set with a margin lower than 4 goals.

### **Set X - Which Team Wins Race to Y Points?**

You have to predict which team will score the indicated point first in a race situation. If the nominated point is not scored in the indicated set, the selection will be void.

### **Set X Team to Score Point Y**

You have to predict which team will score the indicated point in the set. If the indicated point is not scored, the selection will be made void.

### **Set X Total Points (spread)**

You have to predict whether the total points scored in the set is over or under the indicated spread.

### **Final Results (in sets – best of 3)**

You have to predict the correct score of the match in terms of sets won by each team.

### **Number of Sets**

You have to predict how many sets will be played to completion in the entire match.

### **Set X Odd/Even**

You have to predict if the total number of points scored during the indicated set are going to be odd or even.

### **How Many Sets Will Exceed Score Limit?**

You have to predict how many completed sets in the match will go to a sudden death scenario.

## **Volleyball Live**

### **Article 1**

Unless otherwise stated for specific bet typologies the outcome of a bet on volleyball live event is based on the result of the match after the scheduled regular time. For settlement purpose will be considered only the competition's official websites results.

### **Article 2**

If a volleyball match is officially postponed or suspended, all the related bets will remain valid if the event is completed within midnight (CET) of the day of the match. Otherwise all the bet typologies related to that event that were still open at the moment of the suspension will be considered void, while all the settled bets will stand valid.

### **Article 3**

In relation to Electronic Leagues Matches (e.g esports, elec league, liga pro or other) duration, the time could change depending on the specific tournament and the format is not the same as Volleyball

## **Market Types**

### **Which Team will win the Match**

You have to predict which team will win the match.

### **Total Points Over / Under spread**

You have to predict whether the total points scored in the match is over or under the indicated spread.

### **Which Team will win the X set**

You have to predict which team will win the indicated set.

## **Asian Handicap**

You have to predict the winner of the game by adding or subtracting the spread offered from the final score.

Example:

If the spread offered is Home -6.5:

- Betting on 1H, the bet is won if the home team wins with a margin of at least 7 points.
- Betting on 2H, the bet is won if the away team wins by any points margin, or loses with a margin lower than 7 points.

### **Asian Handicap for X period**

You have to predict the winner of the indicated set by adding or subtracting the spread offered from the final set score.

If the spread offered is Home -3.5:

- Betting on 1H, the bet is won if the home team wins the set with a margin of at least 4 points.
- Betting on 2H, the bet is won if the away team wins by any margin, or loses the set with a margin lower than 4 points.

### **Set X - Race to Y Points**

You have to predict which team will score the indicated point first in a race situation. If the nominated point is not scored in the indicated set, the selection will be void.

### **Who scores the Y point in the X Set**

You have to predict which team will score the indicated point in the set. If the indicated point is not scored, the selection will be made void.

### **Total for X Set (spread)**

You have to predict whether the total points scored in the set is over or under the indicated spread.

### **Final Result (in sets - best of 5)**

You have to predict the correct score of the match in terms of sets won by each team.

### **Number of Sets**

You have to predict how many sets will be played to completion in the entire match.

### **Odd / Even for X period**

You have to predict if the total number of points scored during the indicated set are going to be odd or even.

### **How Many Sets Will Exceed Score Limit?**

You have to predict how many completed sets in the match will go to an extra points scenario.

### **Match Set Handicap**

You have to predict the winner of the match by adding or subtracting the set spread offered from the final score.

### **Set X Correct Score**

You have to predict the correct score of the indicated set.

### **Set X Extra Points**

You have to predict whether the indicated set will go to an extra points scenario.

### **Total Points Odd or Even**

You have to predict if the total number of points scored during the match are going to be odd or even.

### **Set X Leader after Y Points**

You have to predict which team will be ahead after Y points during the X set.

### **Home Team Total Points Over / Under (spread)**

You have to predict whether the total points scored in the match scored by the home team is over or under the indicated spread.

### **Away Team Total Points Over / Under (spread)**

You have to predict whether the total points scored in the match scored by the away team is over or under the indicated spread.

### **Odd / Even Home Team**

You have to predict if the total number of points scored by the home team during the match are going to be odd or even.

### **Odd / Even Away Team**

You have to predict if the total number of points scored by the away team during the match are going to be odd or even

### **Waterpolo Live**

#### **Article 1**

The outcome of a bet on a live waterpolo event is based on the result obtained at the end of normal time plus eventual extra time and penalties.

For reference purposes, the final results published on the official website will be retained as valid.

#### **Article 2**

If an event in waterpolo is officially postponed or suspended, all the bets will remain valid if the event is completed before midnight (CET) of the following day from the actual one.

If the event does not take place or is not completed in the stipulated time, all the bets which are open at the moment of suspension will be declared void while those which have been made before will remain valid.

#### **Article 3**

### **Types of Bets**

#### **Winner**

The winning bet will be on the selected team which will be the winner

#### **Placing**

This means that the selected team will reach the podium (first, second or third position). If there is a draw the Dead heat rule applies (Art. 8 in the General Rules section)

#### **Head to Head**

One has to predict which one of the two teams specified in the bet reaches the best placing in the final classification. If one of the teams is eliminated in the same phase this type of bet will be declared void.

## **Winter Sports Live**

### **Article 1**

The outcome of a bet on skiing (alpine skiing, nordic skiing) is based on the first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the results published by the tournament officials.

### **Article 2**

If a competition is officially postponed or suspended, all related bets will remain valid if the event is resumed and finished within 72 hours from the official start time. If the competition is not resumed or if it is not completed within the mentioned time frame, all bet typologies related to that event will be deemed void. Bets which have already been settled (Head to Head) will remain valid.

### **Article 3**

If one or more competitors retire before the beginning of the competition, all bet typologies affected by their performance will be deemed void.

### **Article 4**

#### **Market types**

- **Winner**

You predict that the selected competitor will win the competition. In case of a draw the Dead heat rule will apply (Art. 8 in the General Rules section).

If the selection "Any Other" is offered, it will include all the competitors who are not included in the initial list of competitors. Under no circumstances the selection "Any Other" will include a competitor that has been previously offered as a single option during the live event.

- **Winner First Run**

You predict that the selected competitor will win the first run.

- **Placed**

You predict that the selected competitor will reach the podium (first, second or third place). In case of a draw the Dead heat rule will apply (Art. 8 in the General Rules section).

- **Head to Head**

You have to predict which of the two competitors specified in the bet will achieve the best position in the event. If, during a competition consisting of one run only, one of the two competitors does not reach the finish line or is disqualified, he will be regarded as the loser.

If both competitors do not complete the competition, the bet will be deemed void.

- **Head to Head Run**

You have to predict which of the two competitors specified in the bet will achieve the best position in the run. If both competitors do not complete the run, the bet will be deemed void. If one of the two competitors does not reach the finish line or is disqualified, he will be regarded as the loser. The results of the previous or following runs will not be considered.

## **Cinema and Music Live**

### **Article 1**

The outcome of a bet on Music and Entertainment is based on the final result of the competition.

### **Article 2**

All the bets will be reported and paid only after the official conclusion of the relevant competition or phase. In no case the payment will be made before this time.

### **Article 3**

Any decision taken by disciplinary or legal entities, before or during the course of the competition / phase will be taken into account in the evaluation of the outcome of the bet (for example, any penalties or disqualification). In the event that such decisions are taken after the official announcement of the winner, they will not be considered.

### **Article 4**

#### **Types of market**

#### **Winner**



You predict which entrant will win the competition. In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

### **Placing**

You predict which entrant will reach the podium (first, second or third position). In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

### **Head to Head**

You predict which one of the two teams specified in the bet reaches the best placing in the classification. If both of the selections were to achieve the same result or be eliminated at the same stage of the competition, this type of bet will be void.

### **Elections Live**

#### **Article 1**

The outcome of a bet on Elections will be set according to the official results announced by the relevant Electoral Commission. Any decisions that will affect the result, taken after the official announcement, will not be taken into account.

#### **Article 2**

All the bets will be reported and paid only after the official conclusion of the relevant competition or phase. In no case the payment will be made before this time.

#### **Article 3**

### **Types of market**

#### **Winner**

You predict which political party or politician will win the competition. In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

#### **Placing**

You predict which political party or politician reach the first, second or third place. In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

#### **Head to Head**

You predict which of the two political parties or politicians specified in the bet will get the best placing in the event.

## **eSports LIVE**

### **General rules.**

#### **Article 1**

Where an event involves the same two players or teams playing multiple games or maps, for example “best of 3”, and one or more games or maps are not played because the result of the event has already been determined, bets on unplayed games or maps are void and stakes refunded.

#### **Article 2**

Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.

#### **Article 3**

Bets are settled based on the official broadcast of the game by the publisher or event organizer. Where the broadcast shows a counter of rounds won, kills, dragons, towers etc., this will generally be used to settle relevant bets. If the result of a bet is unclear from the broadcast, or if there is no broadcast, then the statistics API for the game will be used where available.

#### **Article 4**

In the case of indexed or numbered markets (such as the winner of a specific round in Counter Strike: GO, or the team to score a particular numbered kill in League of Legends or DOTA2), the index determines the objective that counts. Words such as “next” in the market name are not guaranteed to be correct, as broadcasts may be delayed and we may not always advance the index precisely when an objective is scored or a round completed. All bets are therefore settled on the particular numbered round or objective specified, regardless of any other wording in the market name or its timing in relation to when the bet was placed.

#### **Article 5**

If the scheduled number of rounds or maps is changed, or if markets are erroneously offered based on a different number of rounds or maps from the actually scheduled number, then bets

on the winning margin (including handicap), total rounds / maps, correct scores etc. are void and stakes refunded. Map winner and matchup winner bets stand.

## **DOTA 2**

Where one team surrenders (calls a "GG"), bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving Roshans, barracks, kills and towers are settled based on the situation at the time the ancient was destroyed (either by player or after "GG" countdown as concluded and it destroys the ancient

### **Map X Game Time Over/Under**

You have to predict whether the time of the indicated map will be under or over the indicated spread.

Markets are resulted according to ingame clock. Prehorn duration does not count towards total game time (since when players spawn the timer starts at about -01:00 (minus 1 minute) and horn is sounded when the timer reaches 00:00 and the game time starts recording). If the game time is exactly xx:00, as was the market, then those bets are voided and stakes refunded.

### **Map X Race to Y Kills**

You have to predict which team will get firstly up to Y kills during the X map.

### **Map X Team to Destroy the Next Barracks**

You have to predict which team destroy the next Barracks during the X map.

All destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a minion or denied by the player whose tower was destroyed. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.

### **Map X Team to Score the Most Kills Handicap**

You have to predict which team will score the most kills handicap during the X map.

### **Map X Team to Slay the Next Roshan**

You have to predict which team will the next Roshan during the X map.

### **Map X Total Barracks Destroyed**

You have to predict whether the Barracks destroyed total of the indicated map will be under or over the indicated spread during the X map.

#### **Map X Total Roshans Slain Over/Under**

You have to predict whether the Roshans slain total of the indicated map will be under or over the indicated spread during the X map.

#### **Team to Score a Rampage**

You have to predict if the indicated team will score a Rampage.

#### **Team to Score an Ultra Kill**

You have to predict if the indicated team will score an Ultra Kill.

#### **X Map – First Aegis**

You have to predict which team will get the Aegis power first.

#### **X Map – First Barracks**

You have to predict which team will destroy a Barracks first.

#### **X Map – First Tower**

You have to predict which team will will destroy a Tower first.

#### **Match Up Handicap (Asian Map Handicap)**

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match in terms of maps won by each team.

#### **Counter-Strike: Global Offensive**

##### **Draw No Bet**

You have to predict the winner of the match. If the match ends in a tie, the selection is considered void.

##### **Match Up Winner**

You have to predict the winner of the match.

##### **Match Up Winner (3 way)**

You have to predict the final result of the match.

### **Match Up Handicap**

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match in terms of maps won by each team.

### **Map X Team to Win the Next Round**

You have to predict which team will win the next round of the X map.

### **Map X Winner**

You have to predict which team will win the X map.

### **Map X Rounds Handicap**

You have to predict the winner of the map adding or subtracting the indicated spread to the result of the map in terms of Rounds won by each team.

### **Map X Total Number of Rounds**

You have to predict whether the total number of Rounds of the indicated map will be under or over the indicated spread.

### **League of Legends**

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving dragons, barons and kills are settled based on the situation at the time the surrender takes place. Bets involving towers and inhibitors are settled as if the winning team had destroyed the minimum number of additional towers and / or inhibitors theoretically required to win the game normally from the position when the surrender occurred. For example, if any inhibitor of the losing team is down at the time of surrender then no additional inhibitor is deemed to have been destroyed. If no inhibitor of the losing team is down then the winning team is deemed to have destroyed one additional inhibitor, with priority given to an inhibitor that has already been destroyed if such an inhibitor exists and has respawned. If the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total),

since it would have needed to destroy at least one tier 3 tower and the two nexus towers to have won the game normally from that position.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

### **Match Up Winner**

You have to predict the winner of the match.

### **Match Up Winner (3 way)**

You have to predict the final result of the match.

### **Map X Winner**

You have to predict which team will win the X map.

### **Match Up Handicap (Asian Map Handicap)**

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match in terms of maps won by each team.

### **X Map – 3 way**

**You have to predict the winner of the map. If the map goes to extratime (15-15 tie) the X will be the winner outcome.**

### **X Map – Will there be overtime**

**You have to predict whether the map will need an extratime to proclaim a winner. An extratime starts when the two teams are tied at 15-15.**

### **Best of 2 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated. There are 3 possible outcomes: 2-0, 0-2, 1-1.

### **Best of 3 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated.

### **Best of 5 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated.

### **Draw No Bet**

You have to predict the winner of the match. If the match ends in a tie, the selection is considered void.

### **Map X Both Teams to Destroy an Inhibitor**

You have to predict whether both teams slay at least one inhibitor each during the X map.

All destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion.

### **Map X Both Teams to Slay a Baron**

You have to predict whether both teams slay at least one Baron each during the X map.

### **Map X Both Teams to Slay a Dragon**

You have to predict whether both teams slay at least one Dragon each during the X map.

### **Map X Game Time Over/Under**

You have to predict whether the time of the indicated map will be under or over the indicated spread.

For bets on Game Time markets (over/under), markets are resulted according to ingame clock. If the game time is exactly xx:00, as was the market, then those bets are voided and stakes refunded.

### **Map X Race to Y Kills**

You have to predict which team will get firstly up to Y kills during the X map.

### **Map X Team to Destroy the Next Inhibitor**

You have to predict which team will destroy the next inhibitor of the X map.

All destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion.

### **Map X Team to Destroy the Next Tower**

You have to predict which team will destroy the next tower of the X map.

All destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

### **Map X Team to Draw First Blood**

You have to predict which team will draw blood first during the X map.

### **Map X Team to Score the Most Kills**

You have to predict which team will score most Kills during the X map.

### **Map X Team to Score the Next Kill**

You have to predict which team will score the next kill during the X map.

### **Map X Total Barons Slain**

You have to predict exactly how many Barons will be killed during the X map.

### **Map X Total Inhibitors Destroyed Over/Under**

You have to predict whether the Inhibitors destroyed of the X map will be under or over the indicated spread.

All destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion.

### **Map X Total Kills Odd/Even**

You have to predict if the number Kills scored during the X map is going to be odd or even.

### **Map X Total Kills Scored Over/Under**

You have to predict whether the total Kills scored of the X map will be under or over the indicated spread.

### **Map X Total Towers Destroyed**

All destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

### **Map X Total Towers Destroyed Over/Under**

You have to predict whether the total Towers destroyed of the X map will be under or over the indicated spread.



All destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

### **Team to Score a Penta Kill**

You have to predict if the indicated team will score a Penta Kill during the match.

### **Team to Score a Quadra Kill**

You have to predict if the indicated team will score a Quadra Kill during the match.

### **Total Maps Played Over/Under**

You have to predict whether the total maps played of the match will be under or over the indicated spread.

## **FIFA**

### **Article 1**

In relation to duration of matches, the time could change depending on the specific tournament.

### **Article 2**

The outcome of a bet on a FIFA live event is based on the scheduled minutes of play plus injury time. Unless otherwise stated for specific bet typologies overtimes and penalty shoot outs will not affect the outcome of the bet.

### **Article 3**

Whenever a FIFA match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the settled bets will stand valid.

In case of multiple matches played by two teams in the same day, the number of the game will be specified in the market description.

### **Article 4**

## **Market Types**

**Match Up Winner (3 way)**

You have to predict the winner of the match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

**Total Goals Over/Under (spread)**

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

**Next Team To Score**

You have to predict the team that will score the next goal. There are three possible outcomes: 1 (the home team scores the next goal), 2 (the away team scores the next goal) and Neither (no more goals are scored during the match).