

Zoom Virtual Soccer T&Cs

Version 1: Effective as of 09.12.2019

- Zoom soccer is a virtual soccer game featuring real team names and real league names, but with entirely simulated results and outcomes.
- The Zoom scores page, that contains live scores, results and league tables, are all related strictly to the Zoom virtual game ONLY.
- The outcome of the match displayed on the results section is the result that Bet9ja will determine winning and losing bets from.
- Zoom bets can be combined with selections from any other real life events
- Multiple boost will apply to bets on Zoom.
- Zoom bets can be combined across leagues.
- If the Bet9ja site undergoes any technical problems during a zoom fixture, undergoes maintenance, or becomes unable to access for any reason, games will still be played and the result will be unaffected.
- Zoom Soccer is unrelated to any real-life matches or leagues, and any Zoom Soccer virtual fixtures that correspond with a real-life equivalent is strictly coincidence
- [Bet9ja general terms and conditions](#) apply.
- [Bet9ja sports terms and conditions](#) apply.

Zoom Market Rules

- 1X2
You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).
- Double Chance (DC)
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)
- Goal Goal / No Goal (GG/NG)
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).
- Correct Score
You have to predict the correct score of the entire match
- Over/Under (O / U) X.5
You have to predict whether the total goals scored in the match will be over or under

the spread indicated. For example; if you bet on 'over 2.5', the match would have to contain 3 goals or more to be a winner.

- Home/Away Under/Over (H/A O/U) X.5

You have to predict whether the total goals scored by either the home team or the away team is over or under the spread indicated. For example; if you bet on 'home under 2.5', the home team would have to score 2 goals or fewer for the bet to win.