ZOOM TERMS & CONDITIONS

Version 3: Effective 30.03.2020

- 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.
- 1X2 + Over/Under (1X2 +O/U X.5)
  You have to predict the combination of the final result of the match and whether the total number of goals scored in the match will be over or under the spread indicated. There are 6 possible outcomes:
  1&Ov = The home team wins and total goals is over the spread
  1&Un = The home team wins and total goals is under the spread
  X&Ov = The match finishes in a draw and total goals is over the spread
  X&Un = The match finishes in a draw and total goals is under the spread
  2&Ov = The away team wins and total goals is over the spread
  2&Un = The away team wins and total goals is under the spread

- Double Chance + Over/Under (DC & O/U X.5)
  You have to predict the combination of the double chance of the match and whether the total number of goals scored in the match will be over or under the spread indicated. There are 6 possible outcomes:
  1X&Ov = The home team wins or draw and total goals is over the spread
  1X&Un = The home team wins or draw and total goals is under the spread
  X2&Ov = The away team wins or draw and total goals is over the spread
  X2&Un = The away team wins or draw and total goals is under the spread
  12&Ov = The home or away team wins and total goals is over the spread
  12&Un = The home or away team wins and total goals is under the spread
- Multi Goal
  You have to predict the number of goals scored during the match based on different ranges offered by Bet9ja in Zoom Soccer
- 1X2 + GG/NG
  You have to predict the combination of the final result of the match and the result of the both teams to score market.
- 1X2 or GG/NG
  You have to predict the winning outcome of the match OR whether both, one or nether teams will score in the match. Only one prediction has to occur for the bet to be a winner.
- 1X2 or Over/Under X.5
  You have to predict either the winning outcome of the match or whether the total amount of goals is over or under the given number.
- GG/NG + Over/Under 2.5
  You have to predict if both teams score together whether the number of goals in the match is over or under the indicated spread.