

Version 28: Effective since 17.11.2020

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1. The minimum stake is NGN 100.
2. The maximum payout for Bet9Ja on any given day will not exceed NGN 10,000,000,000. If the cumulative payout on all Bet9ja tickets on any given day exceeds this figure, winnings on each ticket will be adjusted accordingly. eg. If the daily winnings paid out by Bet9Ja equals NGN 20 billion and your original ticket has a win amount of NGN 2,000,000, the amount paid to you will be NGN 1,000,000. All documentation will be made available.
3. A bet is not valid until a transaction code has been issued by Bet9ja prior to the betting event. All bets that have not been confirmed before the start of the betting event by the issuance of a code will be considered void. The printing of a bet that has not yet been confirmed by Bet9ja will not be considered as a valid receipt. Bet9ja only recognizes bets that appear as confirmed on the bet list of the betting account. Bets which do not directly appear on Bet9ja's files or records are not valid. If you are unsure about the validity of a bet please check your Account or contact our Customer Service.
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. All odds are subject to possible changes. The official odds are those indicated by Bet9ja in the bet receipt.
5. Bet9ja has the right to refuse, accept or partially accept the bet amount. Furthermore Bet9ja has the right to cancel all accepted bets before the betting event begins without any explanation. In such cases a communication informing the client of the cancellation of the bet will be sent to the client's registered email address or a private message will be sent to the User's betting account. In case of irregularities impacting upon the outcome of a betting event (e.g. team playing with youth squad because of strike/protest/illness etc.) Bet9ja has the right to declare the whole betting event void even after its termination.
6. It is possible to place single as well as multiple bets. Multiple bets which combine different selections within the same event or within different events are not accepted if the outcome of one affects or is affected by the outcome of the other, unless special odds are offered for the combined eventuality. Where such a bet is accidentally accepted, because of human or technical error, Bet9ja reserves the right to void part of or the whole of the bet.

Combined bets - Normally, combination bets are created according to the 'x/y' type, in which case the appropriate number of combinations will be created, with the amount of money being assigned to each combination separately. If, for example, you enter the amount of 100N for the combination bet of the '5/6' type, there will be a total of 600N placed (6 combinations, 100N each). It is also possible to bet on different game types regarding related betting events in the same combination bet. However, since it is not permitted to create multiple bets referring to related betting events, only the allowed number of combinations will be created in this case, with the entered amount of money being distributed to each of these combinations. It is the responsibility of the client to check if the number of combinations and the total amount of money staked corresponds with what he/she wants to bet before confirming the bet. Once the bet is confirmed, it can not be cancelled by the customer.

7. Bet9ja has the right to limit the maximum potential winning by bet, or by combination within a bet. If a Customer exceeds these limits, he/she will be warned about it prior to the bet confirmation by an on-screen warning within the bet slip. If the Customer confirms it anyway, he/she will lose the right to collect the winnings which are over and above the set limit. The valid potential winnings are those displayed in the actual bet within the Customer's bet list.

8. All the information, dates and timings published by Bet9ja are purely indicative. If the time or date of a betting event is brought forward, all bets placed before the beginning of the event and confirmed by Bet9ja shall be considered valid, whereas bets placed after will be considered void. In case of multiple bets only the selection involved will be voided. In such circumstances the multiple bet remains valid even if the minimum number of betting events required was not respected.

9. Unless otherwise stated in the Sport Betting Rules for certain sports/bet typologies, whenever an event is officially postponed, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) 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 deemed void within 24 hours.

10. Unless otherwise stated in the Sport Betting Rules for certain sports/bet typologies, whenever an event is officially interrupted according to the time written in the coupon, all the related bets will remain valid if the event is completed within midnight (WAT) of the day following the date originally set for the match. If it is not completed within the mentioned time frame, all the bet typologies related to that event will be considered void. Where the interruption takes place during extra time and, according to the Sport Betting Rules, extra time does not affect the outcome of the bet, all the bets related to regular time will stand.

11. Unless otherwise stated in the Sport Betting Rules for certain sports/bet typologies, if an event does not take place in the expected venue, or if one of the teams (for team sports) or one of the participants (for individual sports) does not coincide with those originally scheduled for the match Bet9ja reserves the right to void all the related bet typologies.

12. The team/player displayed on the left side is considered to be the home team/player and the one displayed to the right is considered to be playing away. If a match takes place in a neutral venue, the "n" mark or the name of the venue may be displayed and the displaying order of the teams/players will be irrelevant. If a home team, for whatsoever reason chooses to play on some venue other than their official one, it will be still considered as the home team and no "n" sign will be necessary. Finally, for some competitions, for logistical reasons, not always the team that first appears in the match plays on his home pitch (Country) but it could happen (check the official competition web site) that the match is played in another pitch and in these cases it is not necessary to insert the sign "n" in the match details.

13. Unless otherwise stated in the Sport Betting Rules for certain sports/bet typologies, the outcome of a bet is based on the result achieved on the game field. Following decisions taken by disciplinary, sports or legal bodies and affecting or amending the result achieved on the game field will not be taken into consideration.

14. 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).

15. All Void events will be validated by 12:00 a.m. (WAT) on the day following the validation of the result.

16. All the provisions established for Pre-Game Betting, where possible and unless otherwise stated, apply also to Live betting. Furthermore a dedicated section of the Sport Betting Rules regulates the existing Live Betting typologies.

17. Bet9ja will accept at the most 3 identical bets, placed by same account/customer. Bet9ja reserves the right to void all bets which exceed this rule.

18. 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.

19. The Customer has an obligation to inform Bet9ja as soon as possible of any amount wrongly credited on his/her account. Bet9ja may at any time set off any positive balance resulting from the erroneous operation, as well as cancel possible bets or transactions made with the erroneously credited funds.

20. Neither we (including our employees or agents) nor our partners or suppliers are liable for any loss resulting from any error made. Bets placed in order to cover flawed bets will stand valid if not impaired by errors.

21. In the event of any dispute the Customer agrees that the records of our server shall act as the final authority in determining the outcome of any claim.

22. Additional or new markets may be made available by Bet9ja from time to time. It is the responsibility of the Customer to read the "Market Rules" applicable before placing any bets.

23. All winning bets are subject to taxes and levies imposed by the provincial government. Taxes and Levies shall be retained by Bet9ja and paid over on behalf of the player

24. Bet9Ja reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: (i) the integrity of the event has been called into question; (ii) the price(s) or pool has been manipulated; or (iii) match rigging has taken place. Evidence of the above may be based on the size, volume or pattern of bets placed with Bet9Ja across any or all of our betting channels. A decision given by the relevant governing body of the sport in question (if any) will be conclusive. If any customer owes any money to Bet9Ja for any reason, we have the right to take that into account before making any payments to that customer.

25. Where there is evidence of a series of bets each containing the same selection(s) having been placed by or for the same individual or syndicate of individuals, Bet9Ja reserves the right to make bets void or withhold payment of returns pending the outcome of any subsequent investigation.

# Cut 1

- By ticking the 'Cut 1' box you agree to accept the lower maximum payout displayed on your betslip
- The 'Cut 1' feature will only be available on multiples of 5 legs or more
- The 'Cut 1' feature is available on any sports multiple
- The 'Cut 1' feature does not affect the Bet9ja up to 170% Multiple Boost
- The payout on a 'Cut 1' accumulator will be recalculated depending on the odds of the winning selections in the multiple
- For wagering requirements on prospective bonuses, the odds with which the bet pays out are the odds that will count towards the wagering requirements

## AMERICAN FOOTBALL

### Article 1

The outcome of a bet on an American Football event is based on the result of the match after the scheduled regular time and overtime where applicable. All results are settled based on NFL.com or the relevant competition's official website.

### Article 2

Whenever an American football 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 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 markets related to that event will be considered void.

### Article 3

#### Market Types

#### Head to Head (HH).

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

#### Handicap (spread).

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

**Example:** If you bet on "1H (8.5)" and the handicap is applied to the home team the bet will be winning if the home team wins with a margin of victory of at least 9 points.

If you bet on "2H (8.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 8 points to its opponent.

#### Over/Under (spread).

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 Over/Under (spread)**

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

**Double Chance**

You have to predict the result of the game excluding any extra time. There are 2 possible results: 1X (considering only the points scored in the regular time, wins or draws the home team), X2 (considering only the points scored in the regular time, the home team wins, the away team wins or draws ).

**HT/FT**

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

**Race to 10 points.**

You have to predict which team will get firstly up to 10 points. There are 3 possible outcomes:

"name\_team1", neither, "name\_team2".

**First Team to Score.**

You have to predict which team will have the first scoring play of the match.

**Highest Scoring Quarter**

You have to predict which quarter period of the match will have the most points scored.

**Over/Under Touchdown.**

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

**Winning Margins**

You have to predict the margin of victory in the match for the home or away team, or whether the match ends in a draw.

**Overtime Yes/No**

You have to predict whether there will be an overtime period in the game.

**Period Betting**

Period betting can apply to 1st half bets, 2nd half bets, specific quarter bets or Overtime. Each market will be labelled for the specific period in which the result will be determined Eg. 'First half – 3 way' – this means your bet is based on the 3 Way result of the first half period only.

Eg. 'Second quarter – Point Spread' – this means your bet is based on the total points scored in the second quarter period only.

**Other markets offered as Period betting**

**3 Way** – you have to predict the final result of the named period

**Over/Under** – you have to predict the total amount of points scored within the named period

**Handicap** – you have to predict the winner of the named period adding or subtracting the indicated spread to the result of the named period.

**Draw no bet** – you have to predict the result of the named period. If the named period ends in a tie, the selection is considered void.

**Double Chance** - you have to predict the result of the named period. There are 3 possible options:

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win.

**MVP (Most Valuable Player).**

You have to predict which player will be named the match MVP (best player). Bets for this market are settled in accordance with NFL.com or the relevant competition organiser's official result.

**Total Touchdowns (Under/Over)**

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

**Total Sacks (Under/Over)**

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

**First Touchdown Scorer**

You have to predict the scorer of the first touchdown in the match. If no touchdown is scored the No Touchdown selection will be the winner.

Defence/Special Teams selections will also be offered.

**First Scoring Play**

You have to predict how the first points in the match will be scored.

**First Offensive Play**

You have to predict whether the first offensive play in the match will be a Pass or a Run.

**First Drive Result**

You have to predict the whether the result of the first offensive drive in the match will be a Touchdown, Field Goal attempt, Punt or Any Other Outcome.

**Coin Toss**

You have to predict which team in the match will win the coin toss to determine the first play.

**Total Passing Yards**

You have to predict whether the total passing yards of the selected player will be over or under the indicated spread.

**Total Receiving Yards**

You have to predict whether the total receiving yards of the selected player will be over or under the indicated spread.

**Total Rushing Yards**

You have to predict whether the total receiving yards by the selected player will be over or under the indicated spread.

### **First Field Goal**

You have to predict which team will score the first field goal in the match.

### **Field Goal Missed**

You have to predict whether there will be a field goal missed in the match.

### **Article 4**

#### **NFL Draft**

Draft details listed on [www.nfl.com](http://www.nfl.com) will be used for settlement purposes, including official draft orders and player positions published.

If your selected player withdraws prior to the start of the event, the selection will be considered void.

#### **1<sup>st</sup>/2<sup>nd</sup> /Last Overall Pick NFL Draft**

You have to predict which player will be selected with the 1<sup>st</sup>/2<sup>nd</sup>/Last overall pick in the NFL Draft.

#### **1<sup>st</sup> Drafted for Player Position (Quarterback; Running Back; Wide Receiver; Tight End; Linebacker; Offensive Lineman; Defensive Lineman; Cornerback; Safety)**

You have to predict which player will be selected first for the different player position (Quarterback; Running Back; Wide Receiver; Tight End; Linebacker; Offensive Lineman; Defensive Lineman; Cornerback; Safety)

#### **1<sup>st</sup> Round Number of Players for Player Positions (Under/Over)**

You have to predict if the total number of players for the indicated position on the name of the market, during the 1<sup>st</sup> Round of the NFL Draft, will be over or under the spread indicated.

#### **1<sup>st</sup> Round Number of Players from University College (Under/Over)**

You have to predict if the total number of players from the indicated university college on the name of the market, during the 1<sup>st</sup> Round of the NFL Draft, will be over or under the spread indicated.

#### **Team to Draft Player**

You have to predict which team will select the indicated player on the name of the market

#### **Draft List Position for Player (Under/Over)**

You have to predict if the Draft List position of the player indicated on the name of the market, will be over or under the spread indicated.

### **Article 5**

#### **American Football Antepost**

All antepost bets are based on the final outcome of the indicated competition.

NFC & AFC Conference winners are settled after the playoff stage and not on regular season standings.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

## **ANTEPOST SOCCER**

### **Article 1**

All antepost bets are based on the final outcome of the indicated competition.

### **Article 2**

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

### **Article 3**

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

### **Article 4**

#### **Market Types**

#### **Winner.**

You have to predict the winner of the given tournament.

#### **Relegation**

You have to predict which team or teams will be relegated from the division. This bet will only be settled after the official conclusion of any relevant playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of playoffs, they will not be considered.

#### **To Be Directly Relegated**

You have to predict which team or teams will be relegated directly from the division, without considering playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of league, they will not be considered.

#### **No Winner**

You have to predict if the selected team or player will not win the given tournament.



**Top 2 / Top 3 / Top 4 / Top 5**

You have to predict if the selected team or player will finish in the respective top position when the competition ends.

**Finish Bottom**

You have to predict if the indicated team or player will finish in last place when the competition ends

**Bottom two**

You have to predict if the indicated team or player will finish in one of the bottom two positions when the competition ends

**To be promoted.**

You have to predict that the selected team will be promoted to the higher division of its national league. This bet will be settled and paid only after the official conclusion of any relevant playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of playoffs, they will not be considered.

**HH Team.**

You have to predict which of the two teams indicated will achieve the best positioning at the end of the given tournament or season, considering real points as well as possible spreads offered by Bet9ja. If the two teams complete the competition with the same amount of points the official standings published by the Football League of the respective country will be considered in order to determine the winner.

**Goalscorer Season Match Bets.**

You have to predict which player will score the most League goals over the course of the specific season. Players must make at least 5 appearances during the season or the match will be void. League goals only apply. Own goals do not count. Goals scored in other competitions do not count towards the final total.

**Top Goalscorer.**

You have to predict the player that will score the most goals during the given tournament. Goals scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, the bet will be valid. If the chosen player changes team/league during the season, the bet will be valid. If the player who scores the most goals was not included among the betting options offered by Bet9ja the winning selection will be "other". If the option "other" was not included among the possible selections the bet will be lost.

**Player Tournament Goals 1X2**

You have to predict which player in the specific tournament will score the most goals. If the named players score an equal amount of goals in the tournament, the selection 'X' will be the winner. If a named player is included in the final squad but does not play, the bet is still considered valid. Goals scored in penalty shoot outs do not count.

**Top Team Goalscorer.**

You have to predict the player that will score more goals in his team during the given

tournament. Goals scored in other competitions are not taken into consideration in this market. Other players are available on request. If the winning selection was not listed in the market the bet will be considered a loser. In a tournament like World Cup, if a player is not a part of the squad/team, the selection is deemed void. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section): If two or more competitors reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two competitors whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 (2.80/2) and 0.95 (1.90/2). Own goals do not count for this market. e.g. if Italy beat Germany 1-0 with an own goal but fail to score any other goals before elimination, the winning selection will be No goalscorer.

### **Player Tournament Goals Over/Under**

You have to predict whether the amount of goals scored for the named player will be over or under the spread throughout the tournament. If the player does not play any part in the tournament the selection will be void. Extra time goals count towards the final total, but goals scored in penalty shootouts do not count.

### **Top Tournament Scorer by League**

You have to predict which player from the selected league will be the top goalscorer in the named tournament. Players named in the market count even if they move club. Extra time goals count but goals scored in penalty shootouts do not count.

### **Team to Score the Fastest Goal**

You have to predict which team will score the fastest goal in the entire tournament. The winner will be determined by which team scores in the earliest minute of any match in the tournament. If two or more teams score the fastest goal in the same minute, dead heat rules will apply and the odds will be divided by the total amount of winning selections.

### **Team Points Over/Under (spread).**

You have to predict if the total amount of points collected by the selected team at the end of the given tournament will be over or under the spread indicated. Only points collected within the tournament indicated in the bet are taken into consideration.

### **Winning group.**

You have to predict the group of the winning team of the named competition.

### **Straight Forecast.**

Straight Forecast bet is one where you choose two selections which will finish first and second in the correct order and will qualify into next round. In order to get a return you must pick both the first and second placed selections which need to be in the correct order of placement.

### **Tricast.**

Tricast bet is one where you choose three selections which will finish first, second and third in the correct order. In order to get a return you must pick the first, the second and the third placed selections which need to be in the correct order of placement.

### **Advancing Double**

Advancing Double bet is one where you choose two selections which will finish first and

second in any order and will qualify into next round. In order to get a return, you must pick both the first and second placed selections which needn't to be in the correct order of placement.

**Continent of Winner.**

You have to predict from which continent will the winning team come from (eg. Brazil - South America).

**Exact Group Points.**

You have to predict exactly how many points will the selected team win in the group stage.

**To Qualify**

You have to predict if the indicated team will qualify to the following phase of the tournament.

**Not to Qualify**

You have to predict if the indicated team will not qualify to the following phase of the tournament.

**To Reach the Final/Semi-Finals/Quarter-Finals**

You have to predict if the indicated team or player will qualify for the specific round of the named competition.

**Golden Ball World Cup.**

You have to predict which player will be named as the best player of the tournament. Results on FIFA.com will be used for settlement purposes.

**World Cup Golden Glove**

You have to predict which goalkeeper will win the Golden Glove award at the World Cup. Results on FIFA.com will be used for settlement purposes.

**World Cup Best Young Player**

You have to predict who will be named the best young player at the World Cup. Results on FIFA.com will be used for settlement purposes.

**Winner & Top Goalscorer.**

You have to predict which team will win the tournament and the player which will score most goals. Winner and Top Goalscorer rules apply for the selected market

**Name the Finalists.**

You have to predict, which two teams will meet in the final match of the tournament.

**Tournament Total Goals, Team Total Goals, Group Total Goals, Total Own Goals.**

You have to predict how many goals will be scored depending on the type of the market (Tournament, Team, Group, Own Goal). For each market, same rules are applied; goals scored in 90 minutes or in extra-time will count. For markets referring to a particular set of fixtures on a given date(s), only goals scored in 90 minutes count. Goals scored in penalty shootouts do not count. If a game is postponed, Total Goals (for a group of games on given date(s)) will be made void.

**Tournament Highest/Lowest Scoring Team.**

You have to predict which will be the highest/lowest scoring team during the tournament. For markets applying to the whole tournament, only goals scored in 90 minutes or in extra-time will count. Goals scored in penalty shootouts do not count. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section):

**Stage of Elimination.**

You have to predict when the selected team will finish the tournament, based on the round where a team exits the competition - regardless of extra-time, replays etc. A team winning the final would be deemed furthest progressing.

**Tournament Totals/Specials****Total Tournament Yellow/Red Cards.**

The maximum number of cards per player per match is one yellow and one red (e.g. a second yellow card leading to a red card does not count). Cards awarded in extra-time do not count. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count for these markets).

**Total Group Stage Cards**

You have to predict how many cards will be awarded to your selection in the group stage of the given tournament. The maximum number of cards per player per match is two (one yellow and one red). A second yellow card leading to a red card does not count. A straight red card counts as two. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count).

**Top (x) Club**

You have to predict which of the named teams will be the winner of the named tournament (for example which Premier League team from London will finish highest in the Premier League).

**W/O Markets**

You have to predict winner of the named competition (which team in the market will finish highest in the named tournament) without taking into consideration the named team(s). For example Bundesliga 2019/20 - w/o Bayern Munich would mean whichever team finished highest in the Bundesliga in the 2019/20 season without considering Bayern Munich.

**W/O the Big Six**

You have to predict winner of the named competition (which team in the market will finish highest in the named tournament) without taking into consideration the named team(s). For example Premier League 2019/20 – w/o the Big Six would mean whichever team finished highest in the Premier League in the 2019/20 season without considering Arsenal, Chelsea, Liverpool, Manchester City, Manchester Utd and Tottenham.

**Tournament - Top Country Club**

You have to predict which of the teams of the same country will achieve the best position at the end of the given tournament or season.

If two or more teams will reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who will share the same result.

(Eg. Real Madrid and Barcelona whose odds were 3.25 and 1.85 share the same result (they are both declared winners), the final odds will be 1.625 (3.25/2) and 0.925 (1.85/2).

### **Tournament - Winning Nation**

You have to predict from which Nation will the winning team come from (eg. Liverpool - England).

### **Best Promoted Team**

You have to predict which newly promoted team will finish in the highest position in the given tournament. If there is a tie situation, the official league table at the conclusion of the final match of the scheduled season will determine the settlement of bets. End of season play-offs will count. If two teams are eliminated at the same stage/round the bets will be settled as void.

### **All English Final**

You have to predict if both teams reaching the final game are English teams.

### **All Italian Final**

You have to predict if both teams reaching the final game are Italian teams.

### **All French Final**

You have to predict if both teams reaching the final game are French teams.

### **All German Final**

You have to predict if both teams reaching the final game are German teams.

### **All Spanish Final**

You have to predict if both teams reaching the final game are Spanish teams.

### **Highest Scoring Team**

You have to predict which team will score more goals during the tournament. If two or more teams score the same number of goals, the original odds at the time of bet acceptance will be divided by the number of competitors who will share the same result.

Eg. Real Madrid and Barcelona whose odds were 3.25 and 1.85 share the same result (they are both scored 90 goals), the final odds will be 1.625 (3.25/2) and 0.925 (1.85/2).

### **Head to Head (including playoffs/playout)**

You have to predict which team will finish higher in the league. End of season play-offs will count. If two teams are eliminated at the same stage/round the bets will be settled as void.

## **Head to head (reg. season)**

You have to predict which team will finish higher in the league. End of season play-offs will not count. If there is a tie situation, the official league table at the conclusion of the final match of the scheduled season will determine the settlement of bets.

## **Winning Group**

You have to predict which Group in the Group Stage will contain the eventual tournament winner

## **Who will go the furthest?**

You have to predict which team in a head-to-head matchup will advance the furthest in the tournament. If the two teams are eliminated at the same stage, the bets will be voided.

## **To Be Directly Promoted**

You have to predict which team or teams will be promoted directly from the division, without considering playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of league, they will not be considered.

## **ATHLETICS**

### **Article 1**

The outcome of a bet on athletics is based on first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

### **Article 2**

Whenever a competition 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 selections related to that event will be considered void.

### **Article 3**

If the effective conditions of the competition are different from those originally published by the official competition body, Bet9ja reserves the right to deem void any related bets.

### **Article 4**

If one or more participants retire before the beginning of the competition all the selections related to their performance will be deemed void.

### **Article 5**

If an athlete retires before the beginning of the event and his/her quote as a winner is equal or inferior to 5.0, Bet9ja reserves the right to declare all the types of bets in conjunction with this event as void.

### **Article 6**

## **Market Types**

**Winner.**

You have to predict the winner of the competition.

**Podium.**

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

**HH.**

You have to predict which of the two athletes specified in the bet will achieve the best position in the overall event. If one or both of them are disqualified this selection will be deemed void

**AUSSIE RULES****Article 1**

All match markets will be settled including overtime if played unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

**Article 2**

Whenever an Aussie rules 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 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 markets related to that event will be considered void.

**Article 3****Market Types****Head to Head (HH).**

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

**Handicap (spread).**

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

**Example:** If you bet on "1H (8.5)" and the handicap is applied to the home team the bet will be winning if the home team wins with a margin of victory of at least 9 points.

If you bet on "2H (8.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 8 points to its opponent.

**Over/Under (spread).**

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

**Odd/Even.**

You have to predict if the number points scored during the match is going to be odd or even.

**BADMINTON****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 before midnight the following day, all the markets related to that event will be considered void.

**Article 2**

If a player withdraws or is disqualified before or after the start of the match, all markets related to the match will be void, with the exception of markets where the outcome has already been determined.

**Article 3**

If a tournament is postponed or suspended all outright bets will stand and will be paid out on conclusion of the tournament. If a tournament is cancelled all outright bets will be considered void, unless the selected player has already been eliminated, in which case they are deemed as a loser.

**Article 4**

Outright bets on a player to win a tournament or reach a certain phase will be void if the player withdraws prior to the start of the tournament.

**Article 5****Market Types****Match Result**

You have to predict the winner of the match. If the match is cancelled or a player withdraws after the match has started, all bets on the match will be void.

**Points Over/Under**

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

**Odd/Even Points**

You have to predict if the number of point scored during the match is going to be odd or even.

**Set 1 Winner**

You have to predict the winner of the 1st set. If a player retires or is disqualified before the completion of the first set, this market will be considered void.

**Set 1 Over/Under**

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



### **Set 1 Odd/Even**

You have to predict whether the total points scored in the first set only is an odd or even number

## **BANDY**

### **Article 1**

Whenever a Bandy match is officially postponed or suspended, all related bets will remain valid if the event is resumed or completed by midnight of the original start time. If it is not resumed or completed in that time frame, all bets related to that event will be made void.

### **Article 2**

The outcome of a Bandy match is based on the result at the end of regular time. No overtime periods are considered unless specified.

### **Article 3**

#### **Markets Types**

#### **1X2**

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

#### **Double Chance**

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

1X - home team win or match ends in a draw

X2 - away team win or match ends in a draw

12 - either home or away team win

#### **Draw no Bet**

You have to predict which team will win the match. If the match ends in a draw at the end of regular time, the selection will be void.

## **BASEBALL**

### **Article 1**

Unless otherwise stated for specific bets the outcome of a bet on a baseball event is based on the result of the match after the scheduled regular time plus possible extra innings. Where Mercy Rule is applied, all bets will stand on score at the time.

Note: In Japanese baseball the match can finish as a tie after extra innings. In this case all bets on the Head to Head market would be deemed void. Bets on over/under and handicap markets will be settled based on the result after extra innings.

### **Article 2**

#### **4,5 innings rule**

If a match is suspended (called) by the officials, only the score achieved after 5 completed innings will be considered, unless the home team is winning after 4,5 innings.

### **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 is not resumed or if it is not completed within the mentioned time frame, all the selections related to that event will be considered void

#### **Article 4 .**

When not specified within the bet, if two matches involving the same teams are being played the same day, only the result of the first match is considered unless the specified by the start time of the event.

#### **Article 5 Market Types**

##### **Head to Head (HH).**

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

##### **Handicap (spread).**

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

**Example:** If you bet on "1H (4.5)" and the handicap is applied to the home team the bet will be winning if the home team wins with a margin of victory of at least 5 points.

If you bet on "2H (4.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 4 points to its opponent.

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

You have to predict if the total number of runs gained during the match will be over or under the spread indicated. Markets which include a draw/tie option are considered regular time only.

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

You have to predict if the number points scored during the match is going to be odd or even. Zero is considered even.

##### **Odd/Even Home/Away**

You have to predict whether the total points scored in the match by the home or away team is an odd or even number. Zero is considered even.

##### **Over/Under Home/Away**

You have to predict whether the total points scored by either the home or away team is over or under the spread indicated.

##### **Extra Inning YES-NO**

You need to predict whether extra innings will be played or not. There are two selections to choose from;

YES – there will be an extra inning  
NO – there won't be an Extra Innings in the match.

In case the match is not played or suspended, all bets will be voided.

### **Winning Margins**

You have to predict the margin of victory in the match for the home or away team, or whether the match ends in a draw.

### **1x2**

You have to predict the outcome of the entire match.

### **First/Last Points**

You have to predict which team will score the first point of the match.

You have to predict which team will score the last point of the match.

### **1-2 + Over/Under Points**

You have to predict the winner of the match and whether the number of points played is over or under the indicated spread.

### **Total Runs**

You have to predict the correct runs band in which the total number of runs scored in the match will finish. There are 5 bands to choose from, 1-5, 6-7,8-9,10-11 and 12+.

### **Over/Under Until 1<sup>st</sup>/3<sup>rd</sup> / 5<sup>th</sup> / 7<sup>th</sup> Innings (spread)**

You have to predict if the total number of runs gained after 1/3/5/7 full Innings will be over or under the spread indicated.

### **Asian Handicap Until 1<sup>st</sup> /3<sup>rd</sup> / 5<sup>th</sup> / 7<sup>th</sup> Innings (spread)**

You have to predict the result after the first 1/3/5/7 innings of a game have been completed, adding or subtracting the indicated spread to the result of the match at the specific moment.

### **DNB Until 1<sup>st</sup> / 3<sup>rd</sup> / 5<sup>th</sup> / 7<sup>th</sup> Innings**

You have to predict the result after the first 1/3/5/7 innings of a game have been completed. Draw is considering void.

### **1X2 Until 1<sup>st</sup>/ 3<sup>rd</sup> / 5<sup>th</sup> / 7<sup>th</sup> Innings**

You have to predict the result after the first 1/3/5/7 innings of a game have been completed

### **Odd/Even Until 1<sup>st</sup>/ 3<sup>rd</sup> / 5<sup>th</sup> / 7<sup>th</sup> Innings**

You have to predict if the number points scored after the first 1/3/5/7 innings of a game have been completed, is going to be odd or even. Zero is considered even.

### **Until 5<sup>th</sup> Inning/FT**

You have to predict the outcome after the 5<sup>th</sup> inning completed together the outcome of the entire match.

### **Home/Away First Score & Win (Yes-No)**

You have to predict if the Home/Away team will score the first point and win the match. There are two selections to choose from;

Yes – The same team to score the first point will win the match

No – The team will score the first point will not win the match

### **Baseball Players Special**

#### **Player Hit Under/Over Home Runs**

You have to predict whether the named player will hit over or under the given number of Home Runs

Bets are valid if the named player is in the starting lineup of the match.

Extra Inning are included

#### **Article 6**

##### **Baseball Antepost**

All antepost bets are based on the final outcome of the indicated competition.

MLB Conference winners are settled after the playoff stage and not on regular season standings unless specified.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner, they will not be considered.

### **BASKETBALL**

#### **Article 1**

The outcome of a bet on a basketball event is based on the scheduled regular time plus overtime, extra time/times played subsequently after a draw during regular time, unless specified.

If the competition format considers the aggregate score of two legged tie matches in order to qualify, all matches and connected bets will be resulted accordingly.

Therefore it could be possible to have some matches ending with a draw, with no extra time played. Moreover, it's also possible to have some return matches where an extra match is played after regular time result was different from a draw.

Example given:

First leg: Denver Nuggets-Chicago Bulls 85-80  
Second Leg: Chicago Bulls-Denver Nuggets 78-73

In this case an extra time will be played in the second match, as there's a tie in the aggregate score.

Only the results published on the official website for each competition will be considered valid for the bet settlement.

## **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 is not resumed or if it is not completed within the mentioned time frame, all selections related to that event will be considered void.

## **Article 3**

### **Market Types**

#### **Head to Head (HH).**

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

#### **1X2 Basket**

You have to predict the result of the game excluding any extra time. There are 3 possible results: 1 (considering only the points scored in the regular time, the home team wins), X (considering only the points scored in the regular time, the two teams draw and the extra ones will be played time), 2 (considering only the points scored in the regular time, the away team wins).

#### **1X2 1<sup>st</sup> Quarter**

You have to predict the outcome of the 1<sup>st</sup> quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is uncompleted this market will be void.

#### **1X2 2<sup>nd</sup> Quarter**

You have to predict the outcome of the 2<sup>nd</sup> quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is uncompleted this market will be void.

#### **1X2 3<sup>rd</sup> Quarter**

You have to predict the outcome of the 3<sup>rd</sup> quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is uncompleted this market will be void.

#### **1X2 4<sup>th</sup> Quarter**

You have to predict the outcome of the 4<sup>th</sup> quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is uncompleted this market will be void.

**1X2 1<sup>st</sup> Half**

You have to predict the outcome of the 1<sup>st</sup> half, selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void.

**1X2 2<sup>nd</sup> Half**

You have to predict the outcome of the 2<sup>nd</sup> half (not including overtime), selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void.

**1X2 (5.5)**

You have to predict the whether the home or away winning margin will be above or below 6 points. Selections are 1-home wins by 6 or more points, X-either team wins by 5 or less points and 2-away team wins by 6 or more points.

**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 spread (including overtime). Selections are Home/Over, Home/Under, Away/Over and Away/Under.

**HH Half Time (2 way)**

You have to predict which team will be in the lead at the end of first half. In the event of draw, the bets will be declared void.

**Halftime/Fulltime (regular time only)**

You have to predict the outcome of the 1<sup>st</sup> half combined with the outcome of the match.

**Odd/Even.**

You have to predict if the total number points scored during the match (regular time only) is going to be odd or even.

**Odd/Even Home**

You have to predict if the total number points scored (regular time only) by the home team will be odd or even.

**Odd/Even Away**

You have to predict if the total number points scored (regular time only) by the away team will be odd or even.

**Odd/Even 1<sup>st</sup> Quarter**

You have to predict if the total number points scored in the 1<sup>st</sup> quarter will be odd or even, if the quarter is uncompleted this market will be void.

**Odd/Even 2<sup>nd</sup> Quarter**

You have to predict if the total number points scored in the 2<sup>nd</sup> quarter will be odd or even, if the quarter is uncompleted this market will be void.

**Odd/Even 3<sup>rd</sup> Quarter**

You have to predict if the total number points scored in the 3<sup>rd</sup> quarter will be odd or even, if the quarter is uncompleted this market will be void.

**Odd/Even 4<sup>th</sup> Quarter**

You have to predict if the total number points scored in the 4<sup>th</sup> quarter will be odd or even, if the quarter is uncompleted this market will be void.

**Odd/Even 1<sup>st</sup> Half**

You have to predict if the total number points scored in the 1<sup>st</sup> half will be odd or even, if the half is uncompleted this market will be void.

**Odd/Even 2<sup>nd</sup> Half**

You have to predict if the total number points scored in the 2<sup>nd</sup> half (not including over time) will be odd or even, if the half is uncompleted this market will be void.

**Over/Under (spread).**

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

**Over/Under 1<sup>st</sup> Quarter**

You have to predict if the total number of points scored during the 1<sup>st</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be void.

**Over/Under 2<sup>nd</sup> Quarter**

You have to predict if the total number of points scored during the 2<sup>nd</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be void.

**Over/Under 3<sup>rd</sup> Quarter**

You have to predict if the total number of points scored during the 3<sup>rd</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be void.

**Over/Under 4<sup>th</sup> Quarter**

You have to predict if the total number of points scored during the 4<sup>th</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be void.

**Over/Under 1<sup>st</sup> Half**

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, if the half is uncompleted this market will be void.

**Over/Under 2<sup>nd</sup> Half**

You have to predict if the total number of points scored during the 2<sup>nd</sup> half (not including overtime) will be over or under the spread indicated, if the half is uncompleted this market will be void.

**Over/Under Home/Away 1<sup>st</sup> Quarter**

You have to predict if the total number of points scored by the named team (Home or Away) during the 1<sup>st</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be made void.

**Over/Under Home/Away 2<sup>nd</sup> Quarter**

You have to predict if the total number of points scored by the named team (Home or Away) during the 2<sup>nd</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be made void.

**Over/Under Home/Away 3<sup>rd</sup> Quarter**

You have to predict if the total number of points scored by the named team (Home or Away) during the 3<sup>rd</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be made void.

**Over/Under Home/Away 4<sup>th</sup> Quarter**

You have to predict if the total number of points scored by the named team (Home or Away) during the 4<sup>th</sup> quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be made void.

**Over/Under Home/Away 1<sup>st</sup> Half**

You have to predict if the total number of points scored by the named team (Home or Away) during the 1<sup>st</sup> half will be over or under the spread indicated, if the half is uncompleted this market will be made void.

**Over/Under Home/Away 2<sup>nd</sup> Half**

You have to predict if the total number of points scored by the named team (Home or Away) during the 2<sup>nd</sup> half (not including overtime) will be over or under the spread indicated, if the half is uncompleted this market will be made void.

**Draw No Bet**

You have to predict the result of the game excluding overtime. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.

**DNB 1<sup>st</sup> Quarter**

You have to predict the winner of the 1<sup>st</sup> quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.

**DNB 2<sup>nd</sup> Quarter**

You have to predict the winner of the 2<sup>nd</sup> quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.

**DNB 3<sup>rd</sup> Quarter**

You have to predict the winner of the 3<sup>rd</sup> quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.

**DNB 4<sup>th</sup> Quarter**

You have to predict the winner of the 4<sup>th</sup> quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.

**DNB 1<sup>st</sup> Half**

You have to predict the winner of the 1<sup>st</sup> half, if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.

**DNB 2<sup>nd</sup> Half**

You have to predict the winner of the 2<sup>nd</sup> half (not including overtime), if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.



**Double Chance**

You have to predict the result of the game excluding any overtime. There are 2 possible results: 1X-home win or draw and X2-away win or draw.

**Double Chance 1<sup>st</sup> Quarter**

You have to predict the result of the 1<sup>st</sup> quarter. There are 2 possible results: 1X-home or draw and X2-draw or away win. If the quarter is uncompleted this market will be made void.

**Double Chance 2<sup>nd</sup> Quarter**

You have to predict the result of the 2<sup>nd</sup> quarter. There are 2 possible results: 1X-home or draw and X2-draw or away win. If the quarter is uncompleted this market will be made void.

**Double Chance 3<sup>rd</sup> Quarter**

You have to predict the result of the 3<sup>rd</sup> quarter. There are 2 possible results: 1X-home or draw and X2-draw or away win. If the quarter is uncompleted this market will be made void.

**Double Chance 4<sup>th</sup> Quarter**

You have to predict the result of the 4<sup>th</sup> quarter. There are 2 possible results: 1X-home or draw and X2-draw or away win. If the quarter is uncompleted this market will be made void.

**Double Chance 1<sup>st</sup> Half**

You have to predict the result of the 1<sup>st</sup> half. There are 2 possible results: 1X-home or draw and X2-draw or away win. If the half is uncompleted this market will be made void.

**Double Chance 2<sup>nd</sup> Half**

You have to predict the result of the 2<sup>nd</sup> half (not including overtime). There are 2 possible results: 1X-home or draw and X2-draw or away win. If the half is uncompleted this market will be made void.

**Handicap (spread)**

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

**Example:** If you bet on "1H (8.5)" and the handicap is applied to the home team the bet will be winning if the home team wins with a margin of victory of at least 9 points.

If you bet on "2H (8.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 8 points to its opponent.

**Handicap (spread) 1<sup>st</sup> Quarter**

You have to predict the winner of the 1<sup>st</sup> quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.

**Handicap (spread) 2<sup>nd</sup> Quarter**

You have to predict the winner of the 2<sup>nd</sup> quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.

**Handicap (spread) 3<sup>rd</sup> Quarter**

You have to predict the winner of the 3<sup>rd</sup> quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.

**Handicap (spread) 4<sup>th</sup> Quarter**

You have to predict the winner of the 4<sup>th</sup> quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.

**Handicap (spread) 1<sup>st</sup> Half**

You have to predict the winner of the 1<sup>st</sup> half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

**Handicap (spread) 2<sup>nd</sup> Half**

You have to predict the winner of the 2<sup>nd</sup> half (not including overtime) adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

**1-2 Race to markets**

You have to predict which team will score the named number of points first. If neither team reaches the named points total all bets will be made void for that selection. These markets include race to 5, 10, 15, 20, 30, 40 and 50 points.

**Winning Margin.**

You have to predict the correct points margin the match is won by the end of the match (including any overtime)

**Winning Margin Home.**

You have to predict by which points margin the home team will win the game including any overtime.

**Winning Margin Away.**

You have to predict by which points margin the away team will win the game including any overtime.

**Margin 1X2**

You have to predict the winning margin of the match (including overtime). The Sections are 1 – Home to win by 6 or more, 2 – Away to win by 6 or more and X – Either team to win by 0 to 5 points.

**Margin Fulltime**

You have to predict the winning margin of the match for either team (including overtime). The Sections are 1-5 points, 6-10 points, 11-15 points, 16-20 points, 21-25 points and 26 or more points.

**Margin Home Fulltime**

You have to predict the winning margin of the match for the home team (including overtime). The Sections are 1-5 points, 6-10 points, 11-15 points, 16-20 points, 21-25 points and 26 or more points.

**Margin Away Fulltime**

You have to predict the winning margin of the match for the away team (including overtime). The Sections are 1-5 points, 6-10 points, 11-15 points, 16-20 points, 21-25 points and 26 or more points.

**To Score 1st Point.**

You have to predict which team will score the last basket of the match

**To Score Last Point.**

You have to predict which team will score the last basket of the match.

**Overtime (Yes/No).**

You need to predict whether extra time will be played or not. There are two selections to choose from; YES – there will be an overtime or NO – there won't be an overtime in the match. In case the match is not played or suspended, all bets will be voided.

**Article 4****Basketball Antepost Markets****Winner.**

You have to predict the winner of the given tournament according to the official ranking of the competition.

**Top Tournament Point Scorer.**

You have to predict the player that will score more points during the given tournament. Points scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, this bet will stand.

**HH Tournament Scorer.**

You have to predict which of the two players will score more points during the given tournament. Points scored in other competitions are not taken into consideration. If the two players score the same number of points this bet will be void.

**HH Team**

You have to predict which of the two teams indicated will achieve the best positioning at the end of the REGULAR SEASON (without playoffs) according to the official ranking position taken from official league website.

**Best player of the Tournament (MVP).**

You have to predict which player will be elected BEST PLAYER (MVP) of the event. Only the official result from the named competition website count. If a winner is not officially announced, all bets on the market will be made void.

**Correct score Playoff Series.**

You have to predict the final result of the series of matches between the 2 teams indicated. If the series is not completed before the winner of the tie is announced, the bet will be void. If the series is not completed but a winner is announced, the team declared the winner will be paid.

**Best coach**

You have to predict which coach will be voted as the best in the named championship.

Only the result published on the official website of the competition will be considered valid for the bet settlement.

### **Series Winner**

You have to predict the winner of the playoff series between the 2 teams indicated.

If the series is not completed but a winner is announced, the team declared the winner will be paid.

### **Article 5**

#### **Fantasy Bets**

Fantasy Bets are related to duels between two teams or players who are not playing against each other in the real match, but against different opponents in two different matches with the outcome of both being combined together to produce the result of the fantasy bet.

Unless otherwise stated; when a fantasy bet refers to a fictional duel between teams and at least one of the matches involved is deemed void, also the resulting fantasy bet will be void.

Unless otherwise stated; when a fantasy bet refers to a fictional duel between players and at least one of the players involved does not play on the current match day, the resulting fantasy bet will be considered void. The fantasy bet will stand only if the players involved start the match from the first minute.

## **BASKETBALL SPECIALS**

### **Article 1**

#### **Market Types**

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

You have to predict whether the named player will score over or under the given number of points. Bets are valid if the named player participates in the match.

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

You have to predict whether the named player will score over or under the given number of assists. Bets are valid if the named player participates in the match.

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

You have to predict whether the named player will score over or under the given number of rebounds. Bets are valid if the named player participates in the match.

#### **Race to x Points**

You have to predict which team will reach the named number of points first in the match.

## **BASKETBALL 3x3**

### **Article 1**

The outcome of a bet on a basketball 3x3 event is based on the scheduled regular time plus overtime, extra time/times played subsequently after a draw during regular time, unless specified.

If the competition format considers the aggregate score of two legged tie matches in order to qualify, it could be possible to have some matches ending with a draw, with no extra time played. Moreover, it's also possible to have some return matches where an extra time is

played after regular time result was different from a draw. Only the results published on the official website for each competition will be considered valid for the bet settlement.

### **Article 2**

Whenever a basketball 3x3 match is officially postponed or suspended according to the time written in the coupon, 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**

#### **Head to Head (HH)**

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins)

#### **BEACH SOCCER**

#### **Article 1**

The outcome of a bet on a beach soccer event is based on the scheduled minutes of play plus injury time. Unless otherwise stated, overtimes and penalty shoot outs will not affect the outcome of the bet.

#### **Article 2**

Whenever a beach soccer 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 bets will be considered void.

#### **Article 3**

#### **Market types**

#### **Match Result (1X2)**

You have to predict the outcome of the entire match.

#### **Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

#### **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.

#### **Both Teams to Score**

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.

**Handicap 1X2**

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.

**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.

**Home No Bet (HNB)**

You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

**Away No Bet (ANB)**

You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

**BEACH VOLLEY****Article 1**

If any player is replaced with another player before the start of the match, all bets will be void. If a match starts but is not completed, all bets on based on the final result will be deemed void, with the exception of markets where the outcome has already been determined.

**Article 2**

Whenever a beach volley 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 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****2 Way Match Result (Head-to-Head)**

You have to predict the winner of the match. If the match ends with a draw, all related bets will be deemed void.

**3 Way Match Result (1X2)**

You have to predict the winner of the match.

**Totals (Over/Under)**

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

**Handicap**

You have to predict the winner adding or subtracting the indicated spread of points scored by each team.

The handicap, if positive or negative is always associated with the first team.

Example:

If you bet on "(H.-4.5) Home" the bet will be winning if the first team scores the most points with a margin of victory of at least 5 points.

**Odd/Even**

You have to predict if the number points scored during the match is going to be odd or even.

**Number of Sets**

You have to predict how many sets are completed over the course of the match.

**Correct Set Score**

You have to predict the exact final score in sets for the match.

**Set Winner**

You have to predict the winner of the named set.

**Set Totals**

You have to predict whether the number of points scored in the named set is over or under the indicated spread.

**Set Handicap**

You have to predict the winner of the named set taking into account the indicated spread.

**Set Odd Even**

You have to predict if the number of points scored in the match is an odd or even number.

**BOXING****Article 1**

The outcome of a bet on Boxing is based on first published official results.

**Article 2**

Whenever a fight 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 bets related to that event will be considered void.

**Article 3**

If one combatant withdraws before the beginning of the match, all the related bets will be void. If the withdrawal takes place after the beginning of the match, his/her opponent will be deemed winner.

## **Article 4**

### **Market Types**

#### **1X2.**

You have to predict the outcome of the fight, independently from the method of victory (Knock Out, Technical Knock Out or points victory). There are 3 possible outcomes: 1 (the first competitor wins), X (the match ends in a draw), 2 (the second competitor wins).

#### **Head to Head (HH).**

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the first competitor wins), 2 HH (the second competitor wins). If the match ends in a draw the selection will be void and will not be included in the computation of a possible bonus.

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

You have to predict whether the total number of rounds will be over or under the indicated spread. For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the half to determine under or over. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is changed then bets on Over/Under Round already placed will be void and stakes returned.

#### **Method of Victory**

You have to predict which fighter will win and by what method.

The result is settled on the official result announced by the match referee.

KO – Knockout, Technical Knockout or Disqualification.

DEC – Points Decision or Technical Decision

Draw – Either a Draw after the completed scheduled rounds or a Technical Draw.

#### **Round Betting**

You have to predict which round the selected fighter will win the fight in. For betting purposes betting on rounds is for a fighter to win by KO, TKO or disqualification during that round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

For example:

1-Rnd 1 is the first fighter to win in round 1.

2-Rnd 1 is the second fighter to win in round 1.

1-Dec is the first fighter to win by any points decision whether that be a Technical Decision or Decision at the scheduled end of the fight.

2-Dec is the second fighter to win by any points decision whether that be a Technical Decision or Decision at the scheduled end of the fight.

Draw – Any draw whether that be a Technical Draw or a Draw at the scheduled end of the fight.

#### **Multi Rounds**

You have to predict which group of rounds the selected fighter will win the fight in. For



betting purposes betting on grouped rounds is for a fighter to win by KO, TKO or disqualification during that group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

## **CRICKET**

### **Article 1**

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 result. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)

If a match is cancelled before any play has taken place and not replayed within 24 hours of the original start time, all markets will be made void.

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**

#### **Interruption/Postponements**

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**

#### **Matches not played as listed**

If a match venue is changed, bets already placed will stand valid (if the home team is still those scheduled). In the event that the home and away team scheduled are reversed, all bets related to the original listing will be declared void. If a team replaces those originally scheduled, all bets will be declared void.

### **Article 4**

#### **Market Types**

##### **Head to Head (HH).**

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

##### **Totals**

You have to predict how many runs will be scored by both teams in the match.

**Odd/Even**

You have to predict whether the total runs scored in the match will be an odd or even number.

**First Over Total Runs**

You have to predict whether the total runs scored in the first over of the innings only will be over or under the indicated spread.

**First Over Odd/Even**

You have to predict whether the total runs scored in the first over of the innings only will be an odd or even number. Zero is considered even.

**Totals Home/Away**

You have to predict whether the total runs scored by the home or away team in their respective innings will be over or under the spread indicated.

**Different Types of Cricket Matches**

**-One Day Matches/Twenty20 Matches** – matches played in one day with a specific number of overs

**-Test First/Class Matches** – matches played over a number of days until a result is determined

**-County Championship Matches** – matches played over a number of days until a result is determined

**Article 5****Cricket Antepost Markets****Winner.**

You have to predict the winner of the given tournament according to the official ranking of the competition.

**Top Tournament Run Scorer.**

You have to predict the player that will score more runs during the given tournament. Runs scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, this bet will stand.

**Top Tournament Wicket Taker.**

You have to predict the bowler that will take the most wickets during the given tournament. Wickets taken in other competitions are not taken into consideration. If the chosen bowler plays at least once during the season, this bet will stand.

**CYCLING****Article 1**

The outcome of a bet on a cycling competition is based on first published official results. If a race is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

**Article 2**

If a race is officially cancelled all the related bets will be deemed void. Whenever a stage race

is postponed or suspended, all the related bets will stand valid until the race is completed or cancelled. Whenever a single-day race is postponed or suspended, all the related bets will stand 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 bets related to that event will be considered void.

### **Article 3**

If one of the participants indicated in the bet does not take part in the named competition, all bets on the selection will be voided.

### **Article 4**

If one of the participants retires before the beginning of the race or the first stage of a "tour" and his odd for winning the race is equal or fewer than 5.0, Bet9ja reserves the right to void all bets affected by this happening.

### **Article 5**

**Market Types – all markets can be offered for specific races or stages AND antepost.**

#### **Winner.**

You have to predict the winner of the race or competition.

#### **Group winner.**

You have to predict which of the named cyclists included in the bet will reach the best positioning within the group. If one or more cyclists of the group retire before the beginning of the race, all the bets will be voided.

#### **1st and 2nd.**

You have to predict which two cyclists will finish the event in first and second position in the correct order.

#### **Podium.**

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

#### **Top 6.**

You have to predict that the selected cyclist will complete the race within the first six positions.

#### **Top 10.**

You have to predict that the selected cyclist will complete the race within the first ten positions.

#### **Head to Head (HH).**

You have to predict which of the two cyclists specified in the bet will achieve the best position in the overall event. Whenever in a stage one of the two cyclists is disqualified during an advanced stage of the competition that his opponent has not even reached, the disqualified participant will be considered the winner.

If one of two riders retire or are disqualified during one of the race stages, the rider who remains in the race will be considered as the winner.

If both competitors do not reach the following stage the bet will be void.

If both competitors reach the following phase but they do not complete the competition, the winner will be the one that obtained the best timing during the previous stage.

### **Winner's Team**

You have to predict the team of the winner (race or stage). Any withdrawal won't be considered.

### **U/O Race Stages Win**

You have to predict whether the named cyclists or team will win over or under the given number of race stages.

If the named cyclists retire before the beginning of the race, all the bets will be voided.

If during the competition the total number of stages will be changed, the bets still valid.

### **Exact number of Race Stages Win**

You have to predict the exact number of race stages win by the named cyclists or team.

If the named cyclists retire before the beginning of the race, all the bets will be voided.

If during the competition the total number of stages will be changed, the bets still valid.

## **DARTS**

### **Article 1**

Whenever a darts 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 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 2**

If one player withdraws before the beginning of the match, all the related bets will be void. If the withdrawal takes place after the beginning of the match, his/her opponent will be deemed winner.

### **Article 3**

Bets on a player winning a given tournament or reaching a certain phase of it will be void if the player withdraws before the first match of such tournament; otherwise, they will stand.

### **Article 4**

#### **Market Types**

#### **Head to Head (HH).**

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).

If the match ends with a draw, all related bets will be deemed void.

#### **1X2.**

You have to predict the winner of the match. There are 3 possible outcomes: 1 (the first player wins), X (the match ends with a draw), 2 (the second player wins).

### **Most 180s**

You have to predict which player will score the most 180s in the entire match. If both players score the same number of 180s, the selection will be considered void.

### **Total 180s**

You have to predict whether the number of 180s scored in the match by both players is over or under the indicated spread.

### **First 180**

You have to predict which player will score the first 180 in the match. If no 180s are scored in the match, the selection will be made void.

### **First Leg Winner**

You have to predict which player will win the first leg of the match.

### **Correct Score**

You have to predict the exact correct score in the match. This can apply to both number of games or number of sets, depending on the requirement of the tournament.

### **Article 5**

#### **Darts Antepost**

#### **Winner.**

You have to predict the winner of the competition.

#### **Most Tournament 180s**

You have to predict which player will score the most 180s in the entire tournament. If one or more players achieves the most 180s in the tournament, dead heat rules will apply.

## **ESPORTS**

### **Esports General Rules**

All below general rules apply to ALL esports games

#### **Article 1**

Official results and statistics are used for settling. In the event where no statistics are provided by the governing body, independent agencies will be used to support settlement of bets.

#### **Article 2**

All outright/long term bets will be deemed void if the specific team or player (if it's a single player game) doesn't participate in a single match in the tournament.

Any pre-match bets that are placed after official starting times will be deemed void.

Any match/map/game two way markets are deemed void in case a match finished in a draw, if the draw option is not available. If a draw option has not been made available, then extra time will count, if played.

In the case of an event being cancelled, postponed or interrupted and not played within 48 hours from the original time, bets will be voided.

In the case of an event starting but then is not completed, undetermined markets will be deemed void.

In the case of a team/player forfeiting or being disqualified before the match started, all match markets will be voided.

### **Article 3**

If the announced number of maps/rounds is changed or the match is offered with an incorrect map/round format, all bets will be voided. Bets on the moneyline will stand if odds were correct.

If the name of a player or team is misspelled, all bets will stand if the name is a clear indication of the game or match being played on.

In the case of a team changing their roster but playing under the same team name, or a player changing his name, bets will stand.

In the case of a team changing its team name but remains with the same roster (players/coach), bets will stand.

### **Article 4**

In the case of victory by in-play disqualification of an opponent or retirement, already determined bets will be settled according to the result. For moneyline, handicap, over/under and all the prop markets, the full match must be played for bets to stand if not yet determined.

If a team starts with less than equal players, for example a 5v5 team match starts with less than 10 players, or if a 6v6 team match starts with less than 12 players, all bets on the map and series will be voided.

In the case of a team starting with a map advantage as part of the tournament format, the 1<sup>st</sup> map markets always refer to the first map actually played, 2<sup>nd</sup> map referring to the second map played and so on. If the advantage comes from a walkover/default win that was awarded by admin decision for example due to one team showing up late to their match this does not apply.

Should performance be hindered in any way, we reserve the right to void all bets on that game. For example, if a server change leads to a team's performance being hindered in such a way they are not able to play at a competitive level

### **Article 5**

## **CS:GO – Markets Types**

### **Antepost Winner**

You have to predict the winner of the given tournament.

#### **1-2**

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

#### **1X2**

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

### **Maps Handicap**

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

Example: If you bet on -1.5 maps handicap and the handicap is applied to the home team, the bet will be winning if the home team wins with a margin of 2 maps. In a best of three (3) match the home team has to win 2 – 0 for the bet to be a winner, if the match ends in 2 – 1 the bet is lost.

### **Maps Total**

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

Example: If you bet on over 2.5, in a best of three (3) match, 3 maps need to be played for the bet to be a winner. If the score was 2-1 or 1-2, the bet is a winner, if the score was 2-0 or 0-2, the bet is lost.

### **Maps 1/2/3 Winner**

You have to predict the winner of that particular map. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

### **Correct Score (B03)**

You have to predict the final result of the match of matches between the 2 teams indicated. If the match is not completed the bet will be void.

### **Correct Score (B05)**

You have to predict the final result of the match of matches between the 2 teams indicated. If the match is not completed the bet will be void.

### **Article 6**

## **League of Legends - Markets Types**

### **Antepost Winner**

You have to predict the winner of the given tournament.

### **1-2**

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

### **1X2**

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

### **Maps 1/2/3 Winner**

You have to predict the winner of that particular map. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

### **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. There are 4 possible outcomes: 2-0, 2-1, 0-2, 1-2.

### **Best of 5 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated. There are 6 possible outcomes: 3-0, 3-2, 3-1, 0-3, 1-2, 2-3.

### **Maps Total**

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

Example: If you bet on over 2.5, in a best of three (3) match, 3 maps need to be played for the bet to be a winner. If the score was 2-1 or 1-2, the bet is a winner, if the score was 2-0 or 0-2, the bet is lost.

## **Article 7**

## **DOTA 2 – Markets Types**

### **Antepost Winner**

You have to predict the winner of the given tournament.



## **1-2**

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

## **1X2**

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

## **Maps 1/2/3 Winner**

You have to predict the winner of that particular map. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

## **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. There are 4 possible outcomes: 2-0, 2-1, 0-2, 1-2.

## **Best of 5 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated. There are 6 possible outcomes: 3-0, 3-2, 3-1, 0-3, 1-2, 2-3.

## **Article 8**

### **Rainbow 6 - Market Types**

## **1-2**

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

## **Article 9**

### **Esoccer**

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.

### **Esoccer Market Types**

## **1X2**

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

### **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.

### **Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 - either home or away team win

### **Home To Score**

You have to predict whether the home team will score at least one goal during the match.

### **Away To Score**

You have to predict whether the away team will score at least one goal during the match

### **Home No Bet**

You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

### **Away No Bet**

You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

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

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

### **Goal/No Goal (GG/NG)**

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 line 0-0 is considered even.

### **Article 10**

## **EBasket - Market Types**

In relation to EBasket Matches, the duration time is subject to change depending on the specific tournament.

### **Match Winner**

You have to predict the winner of the entire match. Overtimes are included.

### **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.

Overtimes are included.

### **Handicap (spread)**

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

Example:

If you bet on "1H (8.5)" and the handicap is applied to the home team the bet will be winning if the home

team wins with a margin of victory of at least 9 points.

If you bet on "2H (8.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 8 points to its opponent.

## **Article 11**

### **ESport StarCraft**

#### **1-2**

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

#### **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. There are 4 possible outcomes: 2-0, 2-1, 0-2, 1-2.

### **Best of 5 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated. There are 6 possible outcomes: 3-0, 3-2, 3-1, 0-3, 1-2, 2-3.

### **Best of 7 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated.

### **Best of 9 Correct Score**

You have to predict the final result of the series of maps between the 2 teams indicated.

### **Maps X Winner**

You have to predict the winner of X map. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

### **Maps Total**

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

Example: If you bet on over 2.5, in a best of three (3) match, 3 maps need to be played for the bet to be a winner. If the score was 2-1 or 1-2, the bet is a winner, if the score was 2-0 or 0-2, the bet is lost.

### **Match Handicap X.5**

You have to predict the winner of the entire match adding or subtracting the indicated spread (X.5) to the result of the match in terms of maps won by each team.

Example: If you bet on -1.5 maps handicap and the handicap is applied to the home team, the bet will be winning if the home team wins with a margin of 2 maps. In a best of three (3) match the home team has to win 2 – 0 for the bet to be a winner, if the match ends in 2 – 1 the bet is lost.

## **Article 12**

### **ESport Hearthstone**

#### **1-2**

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

## **Article 13**

## **ESport Call of Duty**

**1-2**

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

## **Article 14**

### **ESport Overwatch**

**1-2**

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

## **Article 15**

### **ESport Street Fighter V**

**1-2**

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

## **Article 16**

### **ESport Rocket League**

**1-2**

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

## **Article 17**

### **ESport PlayerUnknowns Battlegrounds**

**1-2**

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

## **Article 18**

### **ESport Arena of Valor**

**1-2**

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

## **Article 19**

### **Etennis**

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 'real' Tennis.

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

To determine if a bet wins or loses, the Etennis match needs to be completed. If the match is not completed, the bet will be considered void. For the markets not otherwise otherwise specified, the rules and terms & conditions of 'real' Tennis will be applied.

### **Market Types**

#### **Head to Head (HH).**

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). If the match is not completed, the bet will be considered void.

#### **Over/Under Games (spread).**

You have to predict if the total number of games played in the match will be over or under the spread indicated. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, the bet will be considered void.

## **FLOORBALL**

All games must start on the scheduled date for bets to be valid. If a game has been postponed or cancelled before its due start time or is not completed in full according to regulation time then all bets are deemed void. All match markets will be settled on the score at the end of regulation time and will exclude overtime if played, unless stated otherwise.

### **Article 1**

The outcome of a bet on a Floorball event is based on the scheduled minutes of play plus injury time. Unless otherwise stated, overtimes and penalty shoot outs will not affect the outcome of the bet.

### **Article 2**

Whenever a Floorball match is officially postponed or suspended, all related bets will remain valid if the event takes starts or resumes before midnight of the day of the match, otherwise bets will be considered void.

### **Article 3**

#### **Market Types**

#### **Match Result (1X2)**

You have to predict the outcome of the entire match

#### **Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

#### **Draw No Bet**

You have to predict the result of the game excluding any extra time. There are 2 possible results: 1DNB (considering only the points scored in the regular time, the home team wins in a draw, the bet will be void), 2DNB (considering only the points scored in the regular time, the away team wins in case to draw the bet will be void).

### **FORMULA 1- NASCAR - INDY CAR**

#### **Article 1**

The outcome of a bet on a Formula 1/Nascar/Indy Car 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 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 official federation (including but not limited to FIA) might regard the race as completed and assign points to drivers/teams.

#### **Article 4**

If one or more drivers retire before the beginning of the first practice session of the race and at least one of them has odds for winning the race equal or fewer than 5, Bet9ja reserves the right to void all the bet typologies affected by this happening. If a driver is not able to take part to the qualifying sessions, all bets directly related to that driver will be void. If a driver is not able to take part to the main race after complete the qualifying, all bets directly related to that driver concerning the main race will be void (bets concerning qualifying sessions will stand). A driver participating in the warm-up lap is considered to have participated in the race if the same (warm-up lap) has been completed.

## **Article 5**

If a driver is not able to complete at least one lap of a practice session, all bets directly related to that driver for this session will be void.

## **Article 6**

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, Bet9ja reserves the right to void all bets affected by such information.

## **Article 7**

### **Market Types**

#### **Winner (Race).**

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

#### **Winning Constructor (Race).**

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

#### **1st and 2nd (Race).**

You have to predict that the two drivers selected will conclude the race in first and second position in the correct order.

#### **1st or 2nd (Race).**

You have to predict that the selected driver will reach the first or the second position at the end of the race.

#### **Top (Race).**

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

#### **Top 6 (Race).**

You have to predict that the selected driver will end the Race within the first six positions. In order to be considered winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

#### **Top 10 (Race).**

You have to predict that the selected driver will end the Race within the first ten positions. In order to be considered winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

#### **HH (Race).**

You have to predict which among the two drivers specified in the bet will achieve the best position in the race. Should these drivers retire or being disqualified at the same lap this bet typology will be considered void. If one or more of the drivers listed in the bet are not able to take part in the race this bet typology will be deemed void.

#### **Winner (Pole).**

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



**1st and 2nd (Pole).**

You predict that the two drivers selected will achieve the first and second position in the correct order in the qualifying session.

**Podium (Pole).**

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

**HH (Pole).**

You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.

**Classified/Non Classified.**

You have to predict whether the driver will be classified or not according to the official federation report (including but not limited to FIA), published after the main race. In order to be considered as classified, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

**Number of Classified Drivers.**

You have to predict how many cars/drivers will be classified according to the official federation report (including but not limited to FIA) published after the main race.

**Point Finish (1-10).**

You predict that the selected driver during the current event will get at least one point, i.e. that he will complete the race within the first ten positions.

**No Point.**

You predict that the selected driver during the current event will not get any point, i.e. that he will complete the race from the 11th position downwards.

**Fastest Lap.**

You have to predict which driver will perform the fastest lap during the Grand Prix main race.

**First Driver Retirement.**

You have to predict which driver will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired.

**First constructor retirement.**

You have to predict which team will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired

**Cars not to Complete First Lap.**

You have to predict how many cars/drivers will not complete for whatever reason the first lap of the race.

**Safety Car.**

You have to predict if the safety care will come out onto the track during the race.

**Antepost****Winner Constructor Championship**

You predict the winner of the Constructors Championship. If at least one of the regular driver of the Team doesn't join the first qualifying session of the season, and the Winner Constructor Championship's odd is equal or lower than 5.0, Bet9ja reserves the right to void all the bets related to the above odd. If all the regular drivers of the Team join the first qualifying session of the season all the bets related to the above odd will be considered as valid.

**Winner Drivers Championship**

You predict the winner of the current Winner Drivers Championship. If the selected Driver doesn't join the first qualifying session of the season, and the Winner Drivers Championship odd is equal or lower than 5.0, Bet9ja reserves the right to void all the bets related to the above odd. If the named Driver joins the first qualifying session of the season, all the bets related to the above odd will be considered as valid.

**Driver Championship Head to Head Overall**

You predict which driver will set the best placement in the current Driver Championship. If both of the drivers achieve the same points in the season, the winner will be declared with the same criteria used by the official federation (including but not limited to FIA; which means that only the best placements in the seasons will be considered to determine the winner.

**FUTSAL****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 and is completed within midnight (WAT) 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****Match Result (1X2)**

You have to predict the outcome of the entire match.

**Double Chance**

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

1X - home team wins or draw  
X2 - away team wins or draw  
12 – either home or away team win

### **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.

### **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.

### **Both Teams to Score**

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.

### **Handicap 1X2**

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.

### **Asian Handicap**

You have to predict the final two-way result of the match taking into account the handicap offered.

Please refer to the following examples regarding settlement of bets:

### **Handicap Line 0 Ball**

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

### **Handicap Line 0,0.5 Ball**

Team giving a 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.
- Lose by any score - All bets on the selection are losers.

Team receiving 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

- Lose by any score - All bets on the selection are losers.

### **Handicap Line 0.5 Ball**

Team giving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.

- Draw - All bets on this selection are losers.

- Lose by any score - All bets on this selection are losers.

Team receiving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.

- Draw - All bets on this selection are winners.

- Lose by any score - All bets on this selection are losers.

### **Handicap Line 0.5,1 Ball**

Team giving a 0.5,1 ball start:

- Win by 2 or more - All bets on this selection are winners.

- Win by exactly 1 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

- Draw or lose by any score - All bets on this selection are losers.

Team receiving a 0.5,1 ball start:

- Draw or win by any score - All bets on this selection are winners.

- Lose by exactly 1 - Half the stake is refunded to the customer. The other half is classed as a loser.

- Lose by 2 or more - All bets on this selection are losers.

### **Handicap Line 1 Ball**

Team giving a full ball start:

- Win by 2 or more - All bets on this selection are winners.

- Win by exactly 1 - All bets on this selection are void and refunded to the customer.

- Draw or lose - All bets on this selection are losers.

Team receiving a full ball start:

- Win by any score or draw - All bets on this selection are winners.
- Lose by exactly 1 - All bets on this selection are void and refunded to the customer.
- Lose by 2 or more - All bets on this selection are losers.

### **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.

### **Correct Score**

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

## **GOLF**

### **Article 1**

The outcome of a bet on a golf tournament is based on official results from the governing organisation of the tournament. If a tournament is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials, but only if 36 holes have been completed. Should 36 holes not be completed all bets on that event will be deemed void.

For the purposes of settlement, only the rankings published on the official website of the related tournament will be considered.

### **Article 2**

If a tournament is postponed or suspended all bets will stand and will be paid out after its conclusion. If a tournament is cancelled prior to the start, all bets will be considered void.

### **Article 3**

If there are any changes to the 2/3 ball pairings for that round, bets will be settled on the original pairings/groups.

### **Article 4**

#### **Market Types**

#### **Tournament Winner**

You have to predict the winner of the tournament.

#### **Group winner**

You have to predict which of the named players included in the bet will achieve the best finishing position in the tournament.

#### **2 Way Tournament Matchbets**

You have to predict which of the two players indicated will achieve the best position at the end of the tournament. If the two players achieve the same positioning in the tournament, the bet will be voided.

### **Podium**

You have to predict whether your selected player will finish in the top 3 in the tournament, including ties.

### **Top 6**

You have to predict whether your selected player will finish in the top 6 in the tournament, including ties.

### **Top 10**

You have to predict whether your selected player will finish in the top 10 in the tournament, including ties.

### **2 Way Round Matchbets**

You have to predict which of the two players indicated will achieve the best score in the named round of the tournament. If the two players achieve the same score in the round, the bet will be voided.

### **3 Way Round Matchbets**

You have to predict which of the three players indicated will achieve the best score in the named round of the tournament. If two or more of the players achieve the same score in the round, dead heat rules will apply.

## **HANDBALL**

### **Article 1**

The outcome of a bet on a handball event is based only on regular time only. Unless otherwise stated for specific markets, overtimes and penalty shootouts do not count towards final settlement.

### **Article 2**

Whenever a handball match is officially postponed or suspended, all the related bets will remain valid if the event is resumed or starts before midnight of the day following the date originally set for the match, otherwise all bets will be deemed void.

### **Article 3**

#### **Market Types**

#### **Match Result (1X2)**

You have to predict the outcome of the match in regular time.

#### **Match Result (Head to head)**

You have to predict the outcome of the match. If the match finishes in a draw (including OT), this selection will be considered void.

#### **Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

**Goal spreads (Handicap)**

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

The handicap, if positive or negative is always associated with the home team.

Example:

If you bet on "(H.-2.5) Home" the bet will be winning if the home team after regular time wins with a margin of victory of at least 3 goals.

**Total Spreads (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.

**HT/FT**

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

**Odd/Even**

You have to predict if the number of goals scored is odd or even.

**Winning Margin**

You have to predict the margin of victory for either the home or away team.

**Highest Scoring Half**

You have to predict which half will have the most goals scored.

**Win Both Halves**

You have to predict if the selected team win both halves of the match.

**1st/2nd Half betting****3 Way (1X2)**

You have to predict the result of the indicated half of the match only.

**Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

**Draw No Bet**

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

**Totals Home/Away**

You have to predict whether the total goals scored by either the home or away team is over or under the spread indicated.

**Odd/Even Home/Away**

You have to predict whether the total goals scored in the match by the home or away team is an odd or even number. Zero is considered even.

### **1st Half Odd/Even**

You have to predict if the number of goals scored in the 1st Half is odd or even.

### **Article 4**

#### **Handball Antepost**

All antepost bets are based on the final outcome of the indicated competition.

All bets unless specified are settled after the playoff stage and not on regular season standings.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

## **ICE HOCKEY**

### **Article 1**

The outcome of a bet on an ice hockey event is based only on regular times. Unless otherwise stated overtimes and penalty shootouts will not affect the outcome of the bet.

### **Article 2**

Whenever an ice hockey match is officially postponed or suspended, all the related bets will remain valid if the event starts or is resumed before midnight (WAT) of the day following the date originally set for the match, otherwise bets on the match will be considered void.

### **Article 3**

#### **Market Types**

#### **1X2 Match Result**

You have to predict the outcome of the match.

#### **Match Result (including OT)**

You have to predict the outcome of the match, including any overtime period.

#### **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.

#### **Totals (Over/Under)**

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

#### **Totals Including Overtime (Over/Under)**

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



### **Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

### **Both Teams to Score**

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.

### **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.

### **Correct Score**

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

### **Total Spreads**

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

### **Totals Spreads Including Overtime**

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

### **Period Betting**

Period betting can apply to 1st half bets, 2nd half bets, specific period bets or Overtime. Each market will be labelled for the specific period in which the result will be determined.

Eg. ‘First half – 3 way’ – this means your bet is based on the 3 Way result of the first half period only.

Eg. ‘Second period – Draw No Bet – this means your bet is based on the final result of the second period only.

Other markets offered as Period betting

**3 Way** – you have to predict the final result of the named period

**Totals (over/under)** – you have to predict the total amount of points scored within the named period

**Draw no bet** – you have to predict the result of the named period. If the named period ends in a tie, the selection is considered void.

**Double Chance** - you have to predict the outcome of the named period. There are 3 possible outcomes:

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

**Both Teams to Score** - you have to predict whether both teams score at least one goal each during the named period OR only one team or both teams do NOT score any goals during the named period.

**First Team to Score** – you have to predict which team will score first during the named period only.

**Last Team to Score** – you have to predict which team will score last during the named period only.

**Odd/Even Goals** - You have to predict if the number goals scored during the named period is going to be odd or even. The score 0-0 is considered even.

#### **Totals Home/Away**

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

#### **Highest Scoring Period**

You have to predict which period of the match will have the most points scored.

#### **Overtime Yes/No**

You have to predict whether there will be an overtime period in the game.

#### **First Team to Score**

You have to predict which team will score first during the match.

#### **Last Team to Score**

You have to predict which team will score last during the match.

#### **Article 4**

##### **Ice Hockey Antepost**

All antepost bets are based on the final outcome of the indicated competition.

All bets unless specified are settled after the playoff stage and not on regular season standings.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

## **MMA/UFC**

### **Article 1**

The outcome of a bet on MMA or UFC is based on first published official results.

### **Article 2**

Whenever a fight 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 bets related to that event will be considered void.

### **Article 3**

If one combatant withdraws before the beginning of the match, all the related bets will be void. If the withdrawal takes place after the beginning of the match, his/her opponent will be deemed winner.

### **Article 4**

#### **Market Types**

#### **1X2.**

You have to predict the outcome of the fight, independently from the method of victory (Knock Out, Technical Knock Out or points victory). There are 3 possible outcomes: 1 (the first competitor wins), X (the match ends in a draw), 2 (the second competitor wins).

#### **Head to Head (HH).**

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the first competitor wins), 2 HH (the second competitor wins). If the match ends in a draw the selection will be void and will not be included in the computation of a possible bonus.

#### **Victory by Points.**

You have to predict if the match will be won by points. In case of Knock Out, Technical Knock Out or Draw the bet will be lost.

#### **Victory by KO.**

You have to predict if the match will be won by Knock Out or Technical Knock Out. In case of victory by points or Draw the bet will be lost.

#### **Under / Over**

The Under / Over on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five minute round. Thus, 2½ rounds would be two minutes and thirty seconds of the 3rd round.

If an over/under total lands on the exact half round total in a fight, the bets will be voided and the money refunded.

## **MOTOGP RACING**

### **Article 1**

The outcome of a bet on a Moto racing event is based on the first published official results. Following decisions taken by disciplinary or legal bodies (including but not limited to FIM)

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 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 bets related to that event 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**

At the end of all bets, the final classification with 1st, 2nd and 3rd placements officially announced will be considered as valid. For all other positions, the final classification as published by the International Federation of Motorcycling will be taken as valid at the end of the race. Other disqualifications and requests made after the race results are published will not be taken into consideration.

#### **Article 5**

If one or more drivers retire before the beginning of the first practice session of the race and at least one of them has odds for winning the race equal or fewer than 5, Bet9ja reserves the right to void all the bet typologies affected by this happening. If a driver is not able to take part to the qualifying sessions (or Superpole in the Superbike), all bets directly related to that driver will be void. If a driver is not able to take part to the main race after complete the qualifying, all bets directly related to that driver concerning the main race will be void (bets concerning qualifying sessions will stand). A driver participating in the warm-up lap is considered to have participated in the race.

#### **Article 6**

If a driver is not able to complete at least one lap of a free practice session, all bets directly related to that driver for this session will be void.

#### **Article 7**

If a decision taken by the race officials/FIM after the completion of the practice/qualifying session directly influences the outcome of the race, Bet9ja reserves the right to void all bets affected by such information.

#### **Article 8**

##### **Market Types**

##### **Winner (Race).**

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

##### **1st and 2nd (Race).**

You predict that the two drivers selected will conclude the race in first and second position in the correct order.

**Podium (Race).**

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

**HH (Race).**

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.

**Winner (Pole).**

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

**1st and 2nd (Pole).**

You predict that the two drivers selected will achieve the first and second position in the correct order in the qualifying session.

**Podium (Pole).**

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

**HH (Pole).**

You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.

**Best of group.**

You have to predict which driver will achieve the highest position in the selected group. In case one of the drivers of the group does not take part in the race, the bet will be deemed void.

**MUSIC & TV****Article 1**

The outcome of a bet available on Cinema and Music is based on the outcome of the entire tournament.

**Article 2**

All bets will be settled and paid only after the official conclusion of the related tournament. Under no circumstances should these bets be settled and paid before the aforementioned deadline.

**Article 3**

Possible decisions taken by disciplinary or legal bodies before or during the competition, affecting or amending the outcome of a bet, will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner, they will not be considered.

**Article 4****Market Types**

**Winner.**

You have to predict the winner of the competition.

**Big Brother Naija 2019****Winner**

You have to predict the Winner of the event; bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be settled as split winners between the remaining participants. All bets on previously eliminated participants will be settled as losers.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If a new participant enters the event, they will be considered as 'Other'. All previous bets will remain valid.

If the closing date of the event is delayed or brought forward, all bets remain valid (in case of a clear winner)

**Head Of House Task (Week (N))**

You have to predict the participant named Head of House Task for the nominated week; bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be voided and stakes refunded.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

In the event no one is nominated as Head of House Task for the named week, the bets for that week will be voided and stakes refunded.

### **Winner of "Veto Power Game of Chance (Week (N))**

You have to predict the winner of the "Veto Power Game of Chance" for the named week; bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be voided and stakes refunded.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

In the event no one is named as the winner of "Veto Power Game of Chance" for the named week, the bets for that week will be voided and stakes refunded.

### **Last Male/Female Competitor in the House**

You have to predict the last male/female competitor who remains in the event (this includes the eventual winner); bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be settled as split winners between the remaining participants. All bets on previously eliminated participants will be settled as losers.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If a new participant enters the event, they will be considered as 'Other'. All previous bets will remain valid.

If the closing date of the event is delayed or brought forward, all bets remain valid (in case of a clear winner)

### **Participant in the Top 3 Competitors**

You have to predict the whether the participants will make the top three final participants in the event (this includes the eventual winner); bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected

participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be settled as split winners between the remaining participants. All bets on previously eliminated participants will be settled as losers.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If a new participant enters the event, they will be considered as 'Other'. All previous bets will remain valid.

If the closing date of the event is delayed or brought forward, all bets remain valid (in case of a clear winner)

### **First Elimination of Sunday Night Live Tv show**

You have to predict the first participant to be eliminated in the event; bets will be settled according to the official results published by the organizer of the event. The elimination must occur during the first live Sunday Night TV show, if there is no elimination during the live show all bets we be made void and stakes refunded.

Any bets on participants that leave the event prior to the Live Sunday Night TV show, whether that is through eviction, ejection or leaving voluntarily will voided and stakes refunded.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event all bets will be voided and stakes refunded.

In the case of multiple eliminations named at the same time, bets placed on the named participants will be settled as split winners.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

### **Head to Head**

You have to predict the Winner of the event, who progresses furthest in the event; bets will be settled according to the official results published by the organizer of the event. If one of the participants of the head to head is ejected or evicted, the other participants (if still in the house) will be deemed the winner of the head to head. Bets placed on participants who leave voluntarily will be settled as though that participant has left the house. Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain settled.



In the case of a premature closing of the event, without a clear winner, all bets remaining bets will voided and stakes returned. In the case of simultaneous eliminations of participants (for example eliminated on the same Live show) where both participants are named in the same Head to Head market, all bets on these markets will be voided and stakes returned.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

## **OLYMPICS (WINTER & SUMMER)**

### **Article 1**

For settlement purposes, the participants who will be prize winners at the prize-winning ceremony with the gold, silver and bronze medal will be respectively considered as 1st, 2nd and 3rd classified.

Possible disqualifications which will take place after the prize-winning ceremony will be not considered.

In case of suspension of the event, the bets will remain valid until the event is officially cancelled.

In case of cancellation of the event, the bets will be paid only if the organizer will publish a list of the official classification order (in case of the Olympic Games: prize-winning and medals assignment).

### **Article 2**

#### **Markets Rules:**

#### **Outrights**

In the Outrights (Winner, Placed and Winner "Without") - it will be always considered the official arrival order. Possible disqualifications which will take place after the publishing of the official results will not be considered. In any case of draw, it will be applied the dead heat rule (ex-aequo).

In case that a bet on a not-participant to the competition will be offered, all the bets on him/her will be refunded.

#### **Head-to-head**

Bets are valid if both the participants take part to the competition.

In case that one of the two participants will not take part to the competition, the head-to-head will be voided and the bet will be refunded.

For the paying-out purposes, only the official results will be considered. In case of draw, the bets will be refunded (draw no bet).

## **WON MEDALS (Special Bets Olympic Games 2012)**

For our bets purposes, only the results of the official ranking list at the moment of the closing ceremony will be considered. Later disqualifications and/or appeals will be not considered.

#### **HH/1X2 Medals**

It concerns the forecast of the participant who will gain the best position in the ranking. In case of draw among the gold medals, the winner will be who gained more silver medals. In case of further draw, the winner will be who gained more bronze medals.

#### **Over/Under Medals (Gold)**

It concerns the forecast of the participant who will gain the higher or lower number of (gold) medals compared with the indicated total.

## **OTHER SPORTS**

### **Article 1**

Bet9ja reserves the right to offer additional sport betting opportunities as well as additional bets in any moment without prior notice to customers. In any such circumstance, new attachments will be added to these betting rules.

### **Sport Rules:**

#### **ARCHERY**

Bets are valid if the participants start at least one round, otherwise all bets will be void and refunded. For our bets purposes, only podium rankings will be considered. Possible disqualifications which will take place later will be not considered.

If one player is replaced with another one before the start of the match, all bets will be void.

If a match starts but does not end, all the concerning bets will be voided (otherwise, it will be instead specified).

Markets offered:

- Winning
- Placed
- Head-to-head

#### **CANOE/KAYAK**

Bets are valid if the participants go beyond the starting line, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered.

Possible disqualifications which will take place later will be not considered.

Markets offered:

- Winning
- Placed
- Head-to-head

#### **CURLING**

Bets are settled based on official results. If any match is cancelled or postponed and not played within 24 hours of the official start time, all bets related to this match will be void.

Markets offered:

- Winning
- Placed
- Head-to-head

#### **DIVING**

Bets are valid if the participants dive at least once, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered. Possible disqualifications which will take place later will be not considered.

Markets offered:

- Winning
- Placed
- Head-to-head

#### **FIGHTING SPORTS**

Each fighter is quoted for being the winner of the fighting; in case of draw, all bets will be voided and refunded. If one of the two fighters is replaced, all bets will be voided and refunded.

Fighting sports include:

Judo

Fencing

Crawling Fighting

Greco-Roman Fighting

Boxing

Taekwondo

Markets offered:

-Winning

-Placed

-Head-to-head

## **GYMNASTICS**

Bets are valid if the participants make at least one round and/or one discipline. Possible disqualifications which will take place later will be not considered.

Markets offered:

-Winning

-Placed

-Head-to-head

## **HORSE RACING**

The outcome of a bet on a horse racing event is based on the first published official results. Possible decisions taken by disciplinary or legal bodies after the publication of the official results will not affect the outcome of the bet.

Whenever a race is officially suspended, all the related bets will be voided.

If a horse is for any reason unable to take part in the competition, all bets related to its performance will be voided.

If two or more horses reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two horses whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 (2.80/2) and 0.95 (1.90/2). **Markets offered:**

### **Winner.**

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

### **1st and 2nd.**

You predict that the two horses selected will conclude the race in first and second position in the correct order.

### **Placed.**

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

### **HH.**

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

If two horses reach the same position/result, the original odds at the time of bet acceptance will be divided by 2.

**Best of group.**

You have to predict which horse will achieve the highest position in the selected group. In case one of the horses of the group does not take part in the race, the bet will be deemed void.

**MODERN PENTATHLON**

Bets are valid if the participants go beyond the starting line, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered.

Possible disqualifications which will take place later will be not considered.

Markets:

-Winning

-Placed

-Head-to-head

**ROWING**

All bets will be settled according to the official result at the time of podium presentation.

Subsequent amendments do not count.

Markets offered:

Winner - You have to predict the overall winner

1X2 - You have to predict the winner.

1 = first listed team wins

2 = second listed team wins

X = dead heat (tie)

**SAILING**

The outcome of a bet on a sailing competition is based on first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

If a race is officially cancelled all the related bets will be deemed void. If a race is postponed or suspended all bets will stand and will be paid out after its conclusion.

If a team does not take part to the race or is disqualified all bets related to its performances will be void.

Markets offered:

-Winner

-Head to head

**SHOOTING**

Bets are valid if the participants start a round, otherwise all the bets will be voided and refunded. The podium will establish the bets winning. Possible disqualifications and/or appeals which will take place later will be not considered.

Markets offered:

-Winning

-Placed

-Head-to-head

**SOFTBALL**

Bets are valid if all events will take place in the pre-established dates. If an event is postponed or cancelled before the given starting hour, all the bets will be voided.

In case the "Mercy Rule" is proclaimed, all the bets will be valid considering the result at that moment.

### **TRIATHLON**

Bets are valid if the participants go beyond the starting line, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered.

Possible disqualifications which will take place later will be not considered.

Markets offered:

- Winning
- Placed
- Head-to-head

### **WEIGHTLIFTING**

Bets are valid if the participants make at least one lifting. . Possible disqualifications and/or appeals which will take place later will be not considered.

Markets:

- Winning
- Placed
- Head-to-head

### **FIELD HOCKEY**

Unless otherwise stated, all Field Hockey bets will be settled based on the results of 2 x 35 minute halves of play. This includes any additional stoppage time that may be added at the end of the match. Should a match be abandoned, suspended or postponed and fail to resume after 12 hours from the official start time, the result as it stands will be deemed void and all bets will be cancelled unless explicitly stated. The company's decision to cancel all bets in such an event is final and is regardless of any official decision by the match referee or relevant governing authority.

Markets offered:

- 1X2
- Double chance
- DNB
- Over/Under
- Handicap
- Odd/Even

### **PRO WRESTLING**

All bets are paid following the result of the match. Settlements are based on results provided by the relevant governing body: [www.wwe.com](http://www.wwe.com).

Settlement will be in accordance with the final decision at the end of broadcast as confirmed by the governing body.

Bets will be settled on the winner of the match, not the on the transfer of title.

Should any match end in a 'no decision', all bets will be made void.

Should a wrestler be added or removed so that it fundamentally alters the manner of the contest, all bets will be void.

Bets on the Royal Rumble or any other Battle Royal event are valid whether the selected wrestler competes or not.

### **PESAPALLO**

### **Article 1**

All bets are paid on the result after 2 periods of play. Scores in extra periods do not count unless stated otherwise. If a game is not played on the scheduled date, then all bets will be void.

### **Match Result (1X2)**

You have to predict the outcome of the entire match.

### **Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

### **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.

### **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.

### **Both Teams to Score**

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.

### **Handicap 1X2**

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.

## **POLITICS**

### **Article 1**

The outcome of a bet on Political Elections will be settled according to the official results of the Electoral Commission.

Any eventual decision taken after the official announcement will not be considered for the settlement of the bets.

### **Article 2**

#### **Market Types**

#### **Winner**

You have to predict the winning candidate or party of the specific election

## **POKER**

### **Article 1**

The outcome of a bet on Poker is based on first published official results. If a competition is shortened the bets will be settled according to the decisions taken by tournament officials.

## **Article 2**

If a tournament is officially cancelled all the related bets will be deemed void. If a tournament is postponed or suspended all bets will stand and will be paid out after its conclusion.

## **Article 3**

Bets on a player winning a given tournament or reaching a certain phase of it will be void if the player withdraws before the first match of such tournament, otherwise they will stand.

## **Article 4**

### **Market Types**

#### **Winner.**

You have to predict the winner of the competition.

#### **HH.**

You have to predict which of the two players specified in the bet will achieve the best position in the final ranking of the tournament.

#### **Winning Heads Up.**

You have to predict which among the two players will win the heads up. Heads up means a poker match with only two players.

#### **Winning Hand.**

You have to predict with which score the last hand will be won.

There are 10 possible outcomes:

**Pair:** the last hand is won with a pair.

**Two Pair:** the last hand is won with a double pair.

**High Card:** the last hand will be won with a high card.

**Three of a Kind:** the last hand is won with three of a kind.

**Flush:** the last hand is won with a flush.

**Straight:** the last hand is won with a straight (not with a straight flush or a royal straight flush)

**Full House:** the last hand is won with a full.

**Four of a Kind:** the last hand is won with four of a kind.

**Straight Flush:** the last hand is won with a straight flush.

**Royal Straight Flush:** the last hand is won with a royal straight flush.

#### **Suit of Final River Card.**

You have to predict the suit of the river card of the last hand. There are 4 possible outcomes:

**Clubs:** the river card of the last hand is Clubs.

**Diamonds:** the river card of the last hand is Diamonds.

**Hearts:** the river card of the last hand is Hearts.

**Spades:** the river card of the last hand is Spades.

#### **Colour of Final River Card.**

You have to predict the colour of the river card of the last hand. There are 2 possible outcomes:

**Black:** the river card of the last hand is Clubs or Spades.

**Red:** the river card of the last hand is Hearts or Diamonds.

## **RUGBY**

### **Article 1**

The outcome of a bet on a Rugby event is based on the result of the match after regular time only.

### **Article 2**

Whenever a Rugby 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 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 markets related to that event will be considered void.

### **Article 3**

#### **Market Types**

##### **Match result**

You have to predict the outcome of the match.

##### **Handicap (Spread)**

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

The handicap, is always given to the favourite team, which will be indicated in Green. The handicap will be subtracted from their final score. Extra time is taken into consideration.

Example: New Zealand – Australia.

If you bet on New Zealand with a handicap of 15 then for the bet to be winning New Zealand must win the match by at least 16 points.

If you bet on the draw then for the bet to be winning New Zealand must win by exactly 15 points.

If you bet on Australia then for the bet to be winning Australia must win the match or Australia loses conceding a maximum of 14 points to its opponent.

##### **Handicap 1-2**

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

The handicap, is always given to the favourite team, which will be indicated in Green. The handicap will be subtracted from their final score. Extra time is taken into consideration.

Example: England – Wales.

If you bet on England with a handicap of 15.5 then for the bet to be winning England must win the match by at least 16 points.

If you bet on Wales then for the bet to be winning Wales must win the match or Wales loses conceding a maximum of 15 points to its opponent.



### **Double Chance**

You have to predict the result of the game excluding any extra time. There are 2 possible results: 1X (considering only the points scored in the regular time, wins or draws the home team), X2 (considering only the points scored in the regular time, the home team wins, the away team wins or draws ).

### **Odd/Even**

You have to predict if the number of points scored is odd or even.

### **Draw No Bet**

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

### **HT/FT**

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

### **Highest Scoring Half**

You have to predict which half will have the most points scored.

### **Total Points**

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

### **First Team to Score**

You have to predict which team will score the first points in the match

### **Last Team to Score**

You have to predict which team will score the last points in the match.

### **1<sup>st</sup> half/2<sup>nd</sup> half bets**

Each market will be labelled for the specific half in which the result will be determined.

Example: '1<sup>st</sup> Half 3 way – this means your bet is based on the 3 way result of the 1<sup>st</sup> half period only.

Other markets offered as Period betting

**Draw No Bet** - you have to predict the result of the named period. If the named period ends in a tie, the selection is considered void.

**Total Spread (over/under)** – you have to predict the total amount of points scored within the named period

**Handicap** - you have to predict the winner of the named period adding or subtracting the indicated spread to the result of the named period.

**Odd/Even Points**- you have to predict whether the points scored in the named period are odd or even.

### **Home/Away Win Both Halves**

You have to predict if the selected team win both halves of the match.

### **Odd/Even Home/Away**

You have to predict whether the total goals scored by either the home or away team is an odd or even number. Zero is considered even.

### **Over/Under Home/Away**

You have to predict whether the total goals scored in the match by the home or away team is over or under the spread indicated.

### **Article 4**

#### **Rugby Antepost**

All antepost bets are based on the final outcome of the indicated competition.

All bets unless specified are settled after the playoff stage and not on regular season standings.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

## **SNOOKER**

### **Article 1**

The outcome of a bet on a snooker event is based on published official results.

### **Article 2**

If a snooker event is officially cancelled all the related bets will be deemed void. If a snooker event is postponed or suspended all bets will stand and will be paid out after its conclusion. If the event is not completed within the indicated time-frame, the bets will be void.

### **Article 3**

#### **Market Types**

#### **Match Result**

You have to predict the winner of the match. If the match ends in a draw the selection will be void unless the draw option was offered.

### **Article 4**

#### **Snooker Antepost**

#### **Tournament Winner**

You have to predict the winner of the competition.

## **SOCCER**

### **Article 1**

The outcome of a bet on a football (soccer) 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 according to the time written in the coupon, 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.

That rule doesn't apply in the event of matches where the date change occurs before the day originally scheduled for the match. In this event, if the game is announced to be rescheduled at least one day before the expected date of the match, and the match is played within 96 hours of the original date of the match, all related bets will be considered valid.

### **Article 3**

In case of interruptions during the second half time of a match, all bets related to the first half time will stand valid. On the contrary bets related to the whole match or exclusively to the second half time will be voided and refunded.

### **Article 4**

A team is considered to have scored the goal even if it was actually scored by an opponent's player (an own goal) or if it was the result of a penalty kick occurred during regular or injury times.

### **Article 5**

If the match takes place in a neutral venue, the first mentioned team will be considered the home team and the second mentioned team will be considered the away team.

### **Article 6**

In relation to friendly matches; if a friendly match is played in a traditional format (eg. two halves) then bets will be settled based on the full time result not including extra-time or penalties. An exception to this rule would be if the odds offered were incorrect and based on a different time period. (eg if odds offered were based on 2x45min halves and only 2x30min halves were played). In these cases, we reserve the right to void any market.

If a friendly is played over 3 or 4 periods, we reserve the right to void the match, however the full time result not including extra-time or penalties will be settled only if odds offered were correct. Any bets on 1st & 2nd half will be made void. As above, we reserve the right to void any market if the odds offered are based on settlement of a different match time.

### **Article 7**

#### **Market Types**

#### **1X2**

You have to predict the outcome of the entire match.

#### **Double Chance**

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

1X - home team wins or draw  
X2 - away team wins or draw  
12 – either home or away team win

### **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.

### **Handicap**

You have to predict the final result of the match taking in consideration the handicap indicated.

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.

For example (Home -1) indicates that the Away team has a one goal advantage, (Home +1) indicates that the Home team has a one goal advantage.

Bet Types available on this market:

1H (0:1): The home team will win the match with 2 or more goals difference  
XH (0:1): The home team will win the match with 1 goal difference  
2H (0:1): The away team will win the match or will draw  
1H (0:2): The home team will win the match with 3 or more goals difference  
XH (0:2): The home team will win the match with 2 goal difference  
2H (0:2): The away team will win the match, will draw, or will lose with 1 goal difference  
1H (0:3): The home team will win the match with 4 or more goals difference  
XH (0:3): The home team will win the match with 3 goal difference  
2H (0:3): The away team will win the match, will draw, or will lose with 1 or 2 goals difference  
1H (1:0): The home team will win the match or will draw  
XH (1:0): The away team will win the match with 1 goal difference  
2H (1:0): The away team will win the match with 2 or more goals difference  
1H (2:0): The home team will win the match, will draw, or will lose with 1 goal difference  
XH (2:0): The away team will win the match with 2 goal difference  
2H (2:0): The away team will win the match with 3 or more goals difference  
1H (3:0): The home team will win the match, will draw, or will lose with 1, or 2 goals difference  
XH (3:0): The away team will win the match with 3 goal difference  
2H (3:0): The away team will win the match with 4 or more goals difference

### **Asian Handicap**

You have to predict the final two-way result of the match taking into account the handicap offered.

Please refer to the following examples regarding settlement of bets:

### **Handicap Line 0 Ball**

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

### **Handicap Line 0,0.5 Ball**

Team giving a 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.
- Lose by any score - All bets on the selection are losers.

Team receiving 0,0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.
- Lose by any score - All bets on the selection are losers.

### **Handicap Line 0.5 Ball**

Team giving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - All bets on this selection are losers.
- Lose by any score - All bets on this selection are losers.

Team receiving a 0.5 ball start:

- Win by any score - All bets on this selection are winners.
- Draw - All bets on this selection are winners.
- Lose by any score - All bets on this selection are losers.

### **Handicap Line 0.5,1 Ball**

Team giving a 0.5,1 ball start:

- Win by 2 or more - All bets on this selection are winners.
- Win by exactly 1 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

- Draw or lose by any score - All bets on this selection are losers.

Team receiving a 0.5,1 ball start:

- Draw or win by any score - All bets on this selection are winners.

- Lose by exactly 1 - Half the stake is refunded to the customer. The other half is classed as a loser.

- Lose by 2 or more - All bets on this selection are losers.

### **Handicap Line 1 Ball**

Team giving a full ball start:

- Win by 2 or more - All bets on this selection are winners.

- Win by exactly 1 - All bets on this selection are void and refunded to the customer.

- Draw or lose - All bets on this selection are losers.

Team receiving a full ball start:

- Win by any score or draw - All bets on this selection are winners.

- Lose by exactly 1 - All bets on this selection are void and refunded to the customer.

- Lose by 2 or more - All bets on this selection are losers.

### **HT/FT (Half Time/Full Time)**

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

### **Correct Score Halftime/Fulltime (HT/FT Correct Score)**

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

*Example:*

*Score at HT is 0-0*

*Score at FT is 2-0*

*Winning selection for this example is 0-0/2-0*

### **Goal/No Goal (GG/NG)**

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

### **GG/NG 2+**

You have to predict whether the both teams will score at least 2 goals during the match. There are 2 possible options:

- GG: both teams will score at least 2 goals during the match
- NG: one team or both team will not score either 2 goals during the match

Examples:

Real Madrid-Barcelona 2-2

Winning Selection: GG

Real Madrid-Barcelona 4-2

Winning Selection: GG

Real Madrid-Barcelona 3-1

Winning Selection: NG

Real Madrid-Barcelona 2-0

Winning Selection: NG

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

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

### **Correct Score**

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

### **Highest Scoring Half**

You have to predict which half of the match will have the most points scored.

### **First Team to Score**

You have to predict which team will score first during the match.

### **Last Team to Score**

You have to predict which team will score last during the match.

### **Total Goals Exact**

You have to predict the number of goals that will be scored during the entire match.

### **Multi Goal**

You have to predict the number of goals scored during the match based on different ranges offered by Bet9ja.

### **Correct Score Multi**

You have to predict which selection will contain the correct score of the match.

Example:

You choose the selection 0-0 / 1-1 / 0-1 / 1-0

If the match finishes with one of the scores in your selection, your bet is a winner.

### **1X2 – 5 Minutes**

You have to predict the outcome of the first five (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 5 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **1X2 – 10 Minutes**

You have to predict the outcome of the first ten (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 10 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

### **1X2 – 15 Minutes**

You have to predict the outcome of the first fifteen (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.

### **1X2 – 20 Minutes**

You have to predict the outcome of the first twenty (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.

### **1X2 – 30 Minutes**

You have to predict the outcome of the first thirty (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.

### **1X2 – 60 Minutes**

You have to predict the outcome of the first sixty (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.

### **Score 5 Min**

You have to predict whether a goal will be scored in the first 5 minutes of the match. (0:00 - 4:59)

### **Score 10 Min**

You have to predict whether a goal will be scored in the first 10 minutes of the match. (0:00 - 9:59)

### **Score 15 Min**

You have to predict whether a goal will be scored in the first 15 minutes of the match. (0:00 - 14:59)

### **Score 20 Min**

You have to predict whether a goal will be scored in the first 20 minutes of the match. (0:00 - 19:59)



### **Score 30 Min**

You have to predict whether a goal will be scored in the first 30 minutes of the match. (0:00 - 29:59)

### **Odd/Even**

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

### **1st Half 1X2**

You have to predict the outcome of the first half of the match only. Goals scored in the 2nd half of the match do not count.

### **1st Half Double Chance (DC HT)**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

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

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

### **1st Half Goal/No Goal (GG/NG HT)**

You have to predict whether both teams score at least one goal each during the first half OR only one team or both teams do NOT score any goals during the first half.

### **1st Half Goals Over/Under (O/U HT)**

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

### **1st Half Multi Goal**

You have to predict the number of goals scored during the 1st half based on different ranges offered by Bet9Ja. There are several ranges, between 1 and 3 goals. In the event of no goal scored, or 4 or more goals scored, all the bets will be lost.

### **1st Half Handicap**

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

### **1st Half Correct Score**

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

### **1st Half Total Goals Exact (Total Goals Exact HT)**

You have to predict the number of goals that will be scored during the first half of the match.

### **1st Half Odd/Even**

You have to predict if the number goals scored during the first half only is going to be odd or even. The half time score line 0-0 is considered even.

**2nd Half 1X2 (1X2 - 2HT)**

You have to predict the outcome of the second half of the match only. Goals scored in the 1st half of the match do not count.

**2nd Half Double Chance (DC 2HT)**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

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

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

**2nd Half Goal/No Goal (GG/NG 2HT)**

You have to predict whether both teams score at least one goal each during the second half OR only one team or both teams do NOT score any goals during the second half.

**2nd Half Over/Under (O/U 2HT)**

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

**2nd Half Multi Goal**

You have to predict the number of goals scored during the 2nd half based on different ranges offered by Bet9Ja. There are several ranges, between 1 and 3 goals. In the event of no goal scored, or 4 or more goals scored, all the bets will be lost.

**2nd Half Correct Score**

You have to predict the correct score of the second half of the match. Goals scored in the first half do not count towards settlement of this market.

**2nd Half Total Goals Exact**

You have to predict the number of goals that will be scored during the second half of the match only. Goals scored in the first half do not count towards settlement of this market.

**2nd Half Odd/Even**

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

**Home/Away Win Both Halves**

You have to predict if the selected team win both halves of the match.

**Home/Away Win Either Half**

You have to predict if the selected team will win one or both halves in the match.

**Home/Away Score In Both Halves**

You have to predict if the selected team score in both halves of the match.

**Home To Score**

You have to predict whether the home team will score at least one goal during the match.

**Away To Score**

You have to predict whether the away team will score at least one goal during the match

**Home No Bet**

You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

**Away No Bet**

You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

**Multi Goal Home/Away**

You have to predict the number of goals scored during the match by either the home or away team based on different ranges offered by Bet9ja. There are several ranges, between 1 and 3 goals. In the event of no goal scored, all the bets will be lost.

**Total Goals Exact Home/Away**

You have to predict the number of goals scored by the home or away team in the match.

**Over/Under Home**

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.

**Over/Under Away**

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.

**1st Half Over/Under Home**

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

**1st Half Over/Under Away**

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

**2nd Half Over/Under Home (O/U Home 2HT)**

You have to predict if the total number of goals scored during the 2nd half of the match by the home team only will be over or under the spread indicated.

**2nd Half Over/Under Away (O/U Away HT)**

You have to predict if the total number of goals scored during the 2nd half of the match by the away team only will be over or under the spread indicated.

**Highest Scoring Half Home/Away**

You have to predict which half either the home or away team will score the most goals during the match.

### **Odd/Even Home**

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

### **Odd/Even Away**

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

### **1X2 + Over/Under (1X2 +O/U)**

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

### **1st Half 1X2 + Over/Under (HT & O/U)**

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

1&Ov=The home team wins the first half and total goals is over the spread

1&Un=The home team wins the first half and total goals is under the spread

X&Ov= The first half finishes in a draw and total goals is over the spread

X&Un= The first half finishes in a draw and total goals is under the spread

2&Ov= The away team wins the first half and total goals is over the spread

2&Un= The away team wins the first half and total goals is under the spread

### **2nd Half - 1X2 + Over/Under (2HT 1X2 & O/U)**

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

1&Ov=The home team wins the 2nd half and total goals is over the spread

1&Un=The home team wins the 2nd half and total goals is under the spread

X&Ov= The 2nd half finishes in a draw and total goals is over the spread

X&Un= The 2nd half finishes in a draw and total goals is under the spread

2&Ov= The away team wins the 2nd half and total goals is over the spread

2&Un= The away team wins the 2nd half and total goals is under the spread

### **1X2 + Goal/No Goal (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. There are 6 possible options:

1&GG=The home team will win and both teams will score;

X&GG=The teams will draw and both teams will score;

2&GG=The away team will win and both teams will score;

1&NG=The home team will win and at least one team won't score;

X&NG=The teams will draw and at least one team won't score;

2&NG=The away team will win and at least one team won't score

### **Winning Margins**

You have to predict the margin of victory in the match for the home or away team, or whether the match ends in a draw.

### **Home Win to Nil.**

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

### **Matchflow (First Goal + 1X2)**

You have to predict together if the final result of the match will be 1, X or 2 and which team will score the first goal of the match. The bet offers seven possible outcomes:

1-1st goal & home

1-1st goal & draw

1-1st goal & away

2-1st goal & home

2-1st goal & draw

2-1st goal & away.

No Goal (0-0).

### **Goal/No Goal + Over/Under (GG + O/U)**

You have to predict if both teams score together whether the number of goals in the match is over or under the indicated spread. Four outcomes are possible:

GG&Under=Both teams will score and total goals is under the indicated spread

GG&Over=Both teams will score and total goals is over the indicated spread

NG&Under=One or both teams will not score and total goals is under the indicated spread

NG&Over=One or both teams will not score and total goals is over the indicated spread

### **Double Chance + Over/Under (DC & O/U)**

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the total amount of goals will be over or under the stated number

### **Double Chance + Goal/No Goal (DC & GG/NG)**

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score in the match or not.

### **Double Chance Half Time/Full Time (DC & HT/FT)**

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and the outcome of the 1st half of the match together with the outcome of the entire match.

### **Chance Mix & Goal Totals**

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. Only one outcome needs to occur for the bet to be a winner.

Bet with six outcomes (1 or Ov, X or Ov, 2 or Ov, 1 or Un, X or Un, 2 or Un).

### **Chance Mix**

You have to predict the winning outcome of the match OR whether both, one or neither teams will score in the match. Only one prediction has to occur for the bet to be a winner. Options available are:

1 or GG = Either home team win or both teams score in the match

X or GG = Either the match finishes a draw or both teams score in the match

2 or GG = Either away team win or both teams score in the match

1 or NG = Either home team win or one or neither teams score in the match

X or NG = Either the match finishes a draw or one or neither teams score in the match

2 or NG = Either away team win or one or neither teams score in the match

### **1st Half - Double Chance & Goal/No Goal (HT DC & GG/NG)**

You have to predict the outcome of the 1st half with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score or not in the 1st half only.

### **1st Half - 1X2 & Goal/No Goal (HT 1X2 & GG/NG)**

You have to predict the outcome of the 1st half and whether the both teams will score or not in the 1st half only.

### **2nd Half - Double Chance & Goal/No Goal (2HT DC & GG/NG)**

You have to predict the outcome of the 2nd half with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score or not in the 2nd half only.

### **2nd Half - 1X2 & Goal/No Goal (2HT 1X2 & GG/NG)**

You have to predict the outcome of the 2nd half and whether the both teams will score or not in the 2nd half only.

### **1st Half - Double Chance & Over/Under (HT DC & O/U)**

You have to predict the outcome of the 1st half with 3 possible double chance outcomes (1X, 12 & X2) and whether the total amount of goals will be over or under the stated number.

### **2nd Half - Double Chance & Over/Under (2HT DC & O/U)**

You have to predict the outcome of the 2nd half with 3 possible double chance outcomes (1X, 12 & X2) and whether the total amount of goals will be over or under the stated number.

### **Total 1H/2H**

Bet on on the amount of goals to be scored in both the 1st half & 2nd half. Possible outcomes are:

1+&1+ Y = One or more goals to be scored in both halves independently

2+&2+ Y = Two or more goals to be scored in both halves independently

3+&3+ Y = Three or more goals to be scored in both halves independently

1+&1+ N = One or more goals NOT to be scored in both halves independently

1+&1+ N = One or more goals NOT to be scored in both halves independently

1+&1+ N = One or more goals NOT to be scored in both halves independently

1-&1- Y = One or less goals to be scored in both halves independently

2-&2- Y = Two or less goals to be scored in both halves independently  
3-&3- Y = Three or less goals to be scored in both halves independently  
1-&1- N = One or less goals NOT to be scored in both halves independently  
2-&2- N = Two or less goals NOT to be scored in both halves independently  
3-&3- N = Three or less goals NOT to be scored in both halves independently

Other variations are offered. A minus symbol refers to the number of goals named or fewer, a plus symbol refers to the number of goals named or more. Y indicates you're predicting the number of goals selected will occur, N indicates you're predicting the number of goals selected will NOT occur. eg.

3+ & 1+ Y = You're predicting there will be 3 or more goals in the first half and 1 or more goals in the second half  
3- & 2- N = You're predicting there won't be 3 or less goals scored in the 1st half and 2 or less goals scored in the 2nd half.

### **Goal/No Goal 1HT & Goal/No Goal 2HT (GG/NG HT & GG/NG 2HT)**

You have to predict the correct combination of whether both teams will score in the first half and second half. Yes and No options are available.

GGGG Y = Wins if both teams score in both halves of the match  
GGGG N = Wins if both teams do not score in both halves of the match  
GGNG Y = Wins if both teams score in the 1st half and only one or neither teams score in the 2nd half  
GGNG N = Wins if either only one or neither team scores in the 1st half OR both teams score in the 2nd half  
NGGG Y = Wins if only one or neither team scores in the 1st half and both teams score in the 2nd half  
NGGG N = Wins if either both teams score in the 1st half or only one OR neither team scores in the 2nd half  
NGNG Y = Wins if only one or neither teams score in both the 1st & 2nd half  
NGNG N = Wins if both teams score in either half of the match

### **Home Clean Sheet**

Clean sheet is a term used to describe a team that has not conceded any goals.  
You have to predict whether the home team will keep a clean sheet during the entire match.

### **Away Clean Sheet**

Clean sheet is a term used to describe a team that has not conceded any goals.  
You have to predict whether the awayteam will keep a clean sheet during the entire match.

### **Home HT Clean Sheet**

Clean sheet is a term used to describe a team that has not conceded any goals.  
You have to predict whether the home team will keep a clean sheet during the first half of the match.

### **Away HT Clean Sheet**

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

You have to predict whether the Away team will keep a clean sheet during the first half of the match.

### **Home 2HT Clean Sheet**

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

You have to predict whether the home team will keep a clean sheet during the second half of the match only. Goals scored in the first half do not count towards settlement of this market.

### **Away 2HT Clean Sheet**

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

You have to predict whether the away team will keep a clean sheet during the second half of the match only. Goals scored in the first half do not count towards settlement of this market.

### **Penalty in the Match**

You have to predict whether a penalty will be awarded in the match. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

### **Penalty Scored/Missed**

You have to predict whether a penalty will be scored or missed in the match. If no penalty is awarded, the bet is considered a loser. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

### **Penalty Scored/Missed Home/Away**

You have to predict whether a penalty will be scored or missed in the match by either the home or away team. If no penalty is awarded, the bet is considered a loser. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

### **Time of First Substitution (First Substitution)**

You have to predict when there will be the first substitution of the match. There are four possible outcomes: During first half, during second half, during the break (until the kick-off of second half) and no substitution.

Official reports of the leagues organising the events will be used to determine the correct time of substitution.

The outcome of the bet is based on the result at the end of the regular playing time including injury time. Unless otherwise specified for certain bet typologies, overtime and the following penalty shootout do not affect the outcome of the bet.

### **Substitution in First Half.**

You have to predict if in the first half there will be at least one substitution. There are two possible outcomes: YES (at least one substitution), NO (no substitution in First half).

Official reports of the leagues organising the events will be used to determine the correct time of substitution.

### **Substitution in Second Half.**

You have to predict if in the second half there will be at least one substitution. There are two possible outcomes: YES (at least one substitution), NO (no substitution in Second Half).



Official reports of the leagues organising the events will be used to determine the correct time of substitution.

### **Minute First Goal**

You have to predict in which minute will be scored the first goal of the match. A goal scored at the minute 10 and one second belongs to the 11th minute. A goal scored at the minute 20 and one second belongs to the 21st and so on.

### **Minute Of First Penalty**

Bet on whether the first penalty in the match will be awarded during the selected time period.

### **To Qualify**

You have to predict if the indicated team will qualify to the following phase of the tournament.

### **Method of Victory**

You have to predict the method of victory for the home team or away team. There are six (6) possible outcomes offered;

- Home team wins in regular time
- Away team wins in regular time
- Home team wins in extra time
- Away team wins in extra time
- Home team wins after penalty shots
- Away team wins after penalty shots

### **Penalty Shoot Out**

You have to predict whether the match will be decided by a penalty shootout scenario

### **Overtime Yes/No**

You have to predict whether the match will go to an extra-time period.

### **Goal Injury Time**

You have to predict whether there will be a goal scored in injury time or not. (After 90:01 but not including extra time).

### **Chance Mix Goal & Totals**

You have to predict the total amount of goals of the match OR whether both, one or nether teams will score in the match.

Bet with four outcomes (GG or Ov, NG or Ov, GG or Ov, GG or Un)

### **3 Chance Mix (3C MIX)**

You have to predict the winning outcome of the match OR whether both, one or nether teams will score in the match OR the total amount of goals of the match.

### **3 Combo**

You have to predict the combination of the final result of the match and the result of the both teams to score market and the match will be over or under the spread indicated

### **GG/NG 2**

You have to predict whether the both teams will score at least 2 goals during the match.

### **To Win From Behind Home/Away**

You have to predict whether the home/away team will win the match after being behind in the match.

### **Home/Away to Score**

You have to predict whether the home/away team will score at least one goal during the match.

### **1X2 & MULTIGOL 1-2**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 1-2

### **1X2 & MULTIGOL 1-3**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 1-3

### **1X2 & MULTIGOL 1-4**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 1-4

### **1X2 & MULTIGOL 1-5**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 1-5

### **1X2 & MULTIGOL 2-3**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 2-3

### **1X2 & MULTIGOL 2-4**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 2-4

### **1X2 & MULTIGOL 2-5**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 2-5

### **1X2 & MULTIGOL 3-4**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 3-4

**1X2 & MULTIGOL 3-5**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 3-5

**1X2 & MULTIGOL 4-5**

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between 4-5

**DC & MULTIGOL 1-2**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 1-2

**DC & MULTIGOL 1-3**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 1-3

**DC & MULTIGOL 1-4**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 1-4

**DC & MULTIGOL 1-5**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 1-5

**DC & MULTIGOL 2-3**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 2-3

**DC & MULTIGOL 2-4**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 2-4

**DC & MULTIGOL 2-5**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 2-5

**DC & MULTIGOL 3-4**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 3-4

### **DC & MULTIGOL 3-5**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 3-5

### **DC & MULTIGOL 4-5**

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between 4-5

### **GG/NG + OVER/UNDER 3.5**

You have to predict the combination of both teams to score or not (GG/NG) plus the total goals scored will be over or under the indicated spread.

### **HT/FT & O/U**

You have to predict the halftime-fulltime result plus the total goals will be over or under the indicated spread.

### **HT/FT & O/U HT (1,5)**

You have to predict the halftime-fulltime result plus the total goals in the first half will be over or under the indicated spread.

### **COMBO CORNER O/U HT/2HT**

You have to predict whether the number of corners in the first half will be over or under the indicated spread, plus if the number of corners in the second half only will be over or under the indicated spread.

Example: combo corner Ov.4,5/Un4,5. This selection is winning if the total corners in the first half are over 4,5 plus the corners in the second half are under 4,5.

### **HALF MOST BOOKINGS**

You have to predict the half with most bookings. There are three possible outcome: 1HT the first half is the half with more bookings; 2HT the second half is the half with most bookings; X the two halves have the same number of bookings.

### **PENALTY YES/NO**

You have to predict whether a penalty will be awarded during the match.

### **SUBSTITUTE TO SCORE**

You have to predict whether there will be any goalscorer in the match who starts from the substitutes bench.

### **First Team to Score Extra time**

You have to predict the team that will score the first goal in the Extra Time period.

### **Penalty Shootout**

You have to predict whether the match will be decided by a penalty shootout scenario

### **Qualified In Extra time**

You have to predict which team will qualify after the Extra Time period.

If this is the final of the given tournament, you are predicting which team will lift the trophy after the Extra Time period.

### **Qualified On Penalties**

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

### **1X2 Only Extra Time**

You have to predict the outcome of the extra time of the match. If the game ends before extra time the bets will be voided.

### **O/U Only Extra Time**

You have to predict whether the total goals scored in the Extra Time period will be under or over the spread indicated. If the game ends before extra time the bets will be voided.

### **Home to Score 2 in a row**

You have to predict whether the home team will score at least two goals in a row during the match.

### **Away to score 2 in a row**

You have to predict whether the away team will score at least two goals in a row during the match.

### **Home to score 3 in a row**

You have to predict whether the home team will score at least three goals in a row during the match.

### **Away to score 3 in a row**

You have to predict whether the away team will score at least three goals in a row during the match.

### **A team to score 2 in a row**

You have to predict whether at least a team will score at least two goals in a row during the match.

### **A team to score 3 in a row**

You have to predict whether at least a team will score at least three goals in a row during the match.

### **VAR**

You have to predict whether or not there will be a VAR decision in a selected match during the regular time only. Extra time will not count.

The settlement of bets which are placed on VAR markets will be validated on Livescore website: <https://www.livescore.com/>. If there is no notification of a VAR decision in the website tracker of the chosen match, the bet will be settled as if no VAR decision had occurred.

### **VAR HT**

You have to predict whether or not there will be a VAR decision in a selected match during the 1st half.

The settlement of bets which are placed on VAR markets will be validated on Livescore website: <https://www.livescore.com/>. If there is no notification of a VAR decision in the website tracker of the chosen match, the bet will be settled as if no VAR decision had occurred

### **Half first goal**

You have to predict in which half will be scored the first goal of the match.

There are three possible outcomes:

1st Half - the first goal of the match will be scored during the first half.

2nd Half - the first goal of the match will be scored during the second half.

No Goal - there won't be any goal scored during the match.

### **Half first goal home**

You have to predict in which half the home team will score the first goal of the match.

There are three possible outcomes:

1st Half - the first goal of the home team will be scored during the first half.

2nd Half - the first goal of the home team will be scored during the second half.

No Goal - the home team won't score any goal during the match.

### **Half first goal away**

You have to predict in which half the away team will score the first goal of the match.

There are three possible outcomes:

1st Half - the first goal of the away team will be scored during the first half.

2nd Half - the first goal of the away team will be scored during the second half.

No Goal - the away team won't score any goal during the match.

### **At Least One Half Ends In A Draw**

You have to predict if there will be at least a half which ends with a draw (regarding the second half, without considering the score acquired during the first half).

There are two possible outcomes:

Yes - at least one of the two halves will end with a draw.

No - both halves won't end with a draw.

### **Team To Score**

You have to predict which team will score during the match.

There are four possible outcomes:

GG - both teams will score during the match.

No Goals - The game will finish 0-0

Only Home - only the home team will score during the match.

Only Away - only the away team will score during the match.

### **Away Win to 0 first half**

You have to predict whether or not the away team will win the first half of the match without conceding any goal to his opponent.

### **European H. First Half**

You have to predict the result of the first half of the match taking in consideration the handicap indicated.

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.

For example (Home -1) indicates that the Away team has one goal advantage, (Home +1) indicates that the Home team has one goal advantage.

Bet Types available on this market:

1H (0:1): The home team will win the first half of the match with 2 or more goals difference

XH (0:1): The home team will win the first half of the match with 1 goal difference

2H (0:1): The away team will win first half of the match or will draw

1H (0:2): The home team will win the first half of the match with 3 or more goals difference

XH (0:2): The home team will win the first half of the match with 2 goals difference

2H (0:2): The away team will win the first half of the match, will draw, or will lose with 1 goal difference

1H (0:3): The home team will win the first half of the match with 4 or more goals difference

XH (0:3): The home team will win the first half of the match with 3 goal difference

2H (0:3): The away team will win the first half of the match, will draw, or will lose with 1 or 2 goals difference

1H (1:0): The home team will win the first half of the match or will draw

XH (1:0): The away team will win the first half of the match with 1 goal difference

2H (1:0): The away team will win the first half of the match with 2 or more goals difference

1H (2:0): The home team will win the first half of the match, will draw, or will lose with 1

goal difference

XH (2:0): The away team will win the first half of the match with 2 goals difference

2H (2:0): The away team will win the first half of the match with 3 or more goals difference

1H (3:0): The home team will win the first half of the match, will draw, or will lose with 1, or 2 goals difference

XH (3:0): The away team will win the first half of the match with 3 goal difference

2H (3:0): The away team will win the first half of the match with 4 or more goals difference

### **Home Score First Half**

You have to predict whether the home team will score at least one goal during the first half.

### **Away Score First Half**

You have to predict whether the away team will score at least one goal during the first half.

### **European H. Second Half**

You have to predict the result of the second half of the match taking in consideration the handicap indicated, without considering the result acquired during the first half.

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.2H (0:3): The away team will win the second half of the match, will draw, or will lose with 1 or 2 goals difference

1H (1:0): The home team will win the second half of the match or will draw

XH (1:0): The away team will win the second half of the match with 1 goal difference

2H (1:0): The away team will win the second half of the match with 2 or more goals difference

1H (2:0): The home team will win the second half of the match, will draw, or will lose with 1 goal difference

XH (2:0): The away team will win the second half of the match with 2 goals difference

2H (2:0): The away team will win the second half of the match with 3 or more goals difference

1H (3:0): The home team will win the second half of the match, will draw, or will lose with 1, or 2 goals difference

XH (3:0): The away team will win the second half of the match with 3 goals difference

2H (3:0): The away team will win the second half of the match with 4 or more goals difference

1H (0:1): The home team will win the second half of the match with 2 or more goals difference

XH (0:1): The home team will win the second half of the match with 1 goal difference

2H (0:1): The away team will win second half of the match or will draw

1H (0:2): The home team will win the second half of the match with 3 or more goals difference

XH (0:2): The home team will win the second half of the match with 2 goals difference

2H (0:2): The away team will win the second half of the match, will draw, or will lose with 1 goal difference

1H (0:3): The home team will win the second half of the match with 4 or more goals difference

XH (0:3): The home team will win the second half of the match with 3 goals difference



### **Home Score Second Half**

You have to predict whether the home team will score at least one goal during the second half.

### **Away Score Second Half**

You have to predict whether the away team will score at least one goal during the second half.

### **Home Win to 0 1st Half**

You have to predict whether the Home Team will win the first half without conceding a goal.

### **Away Win to 0 1st Half**

You have to predict whether the Away Team will win the first half without conceding a goal.

### **Double Chance Half Time/1X2 Full Time (DC HT / 1X2 FT)**

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) at the halftime together with the outcome of the entire match.

### **1X2 Half Time/Double Chance Full Time (1X2 HT / DC FT)**

You have to predict the halftime result together with 3 possible double chance outcomes (1X, 12 & X2) of the entire match.

### **Chance Mix +**

You have to predict the winning outcome of the match OR whether both,

Only one prediction has to occur for the bet to be a winner. Options available are:

|                 |   |
|-----------------|---|
| 1 HT or 1 FT    | Home will win the first half or the match                     |
| X HT or X FT    | The first half or the match will end in a draw                |
| 2 HT or 2 FT    | Away will win the first half or the match                     |
| GG HT or GG 2HT | Both teams will score in at least one half                    |
| 1 HT or GG HT   | First half : Home will win or both teams will score           |
| X HT or GG HT   | First half: will end in a draw or both teams will score       |
| 2 HT or GG HT   | First half : Away will win or both teams will score           |
| 1 HT or NG HT   | First half : Home will win or at least one team won't score   |
| X HT or NG HT   | First half will end in a draw or one of the teams won't score |

|                      |  |
|----------------------|--|
| 2 HT or NG HT        | First half : Away will win or at least one team won't score      |
| 1 HT or 0 Gol HT     | First half : Home will win or it will be 0:0                     |
| 2 HT or 0 Gol HT     | First half : Away will win or it will be 0:0                     |
| Un 1.5 HT or GG HT   | First half : Both teams will score or there will be 0 or 1 goal  |
| Un 1.5 2HT or GG 2HT | Second half : Both teams will score or there will be 0 or 1 goal |
| 1 2HT or GG 2HT      | Second half : Home will win or both teams will score             |
| X 2HT or GG 2HT      | Second half will end in a draw or both teams will score          |
| 2 2HT or GG 2HT      | Second half : Away will win or both teams will score             |
| 1 2HT or NG 2HT      | Second half : Home will win or at least one team won't score     |
| X 2HT or NG 2HT      | Second half will end in a draw o one of the teams won't score    |
| 2 2HT or NG 2HT      | Second half : Away will win or at least one team won't score     |
| 1 2HT or 0 Gol 2HT   | Second half : Home will win or it will be 0:0                    |
| 2 2HT or 0 Gol 2HT   | Second half : Away will win or it will be 0:0                    |

### **Home Win to Nil HT.**

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

### **Away Win to Nil HT.**

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

### **Home Win to Nil 2HT.**

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

### **Away Win to Nil 2HT.**

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

### **Minute Last Goal**

**You have to predict in which minute the last goal of the match will be scored. A goal scored at the minute 10 and one second belongs to the 11th minute. A goal scored at the minute 20 and one second belongs to the 21st and so on.**

### **Article 8**

#### **ESoccer**

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 9: Esoccer Market Types**

#### **1X2**

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

#### **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.

#### **Double Chance**

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

1X - home team wins or draw

X2 - away team wins or draw

12 – either home or away team win

#### **Home To Score**

You have to predict whether the home team will score at least one goal during the match.

#### **Away To Score**

You have to predict whether the away team will score at least one goal during the match

### **Home No Bet**

You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

### **Away No Bet**

You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

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

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

### **Goal/No Goal (GG/NG)**

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 line 0-0 is considered even.

## **CORNER BETTING**

### **General Rules**

Only corners taken count towards the final total count. Corners awarded but not taken do not count toward the final count.

### **Corner 1X2**

You have to predict which team in the match will be awarded the most corners. Corners awarded but not taken do not count.

### **Corner Handicap**

You have to predict the team who takes the most corners in the match taking into consideration the handicap spread offered.

### **Corner 10 Minutes**

You have to predict whether a corner will be taken by either team in the first 10 minutes of the match.

Yes = A corner taken between 00:00 - 09:59 on the match clock

No = No corner taken during 00:00 - 09:59 on the match clock

### **Corner Over/Under**

You have to predict whether the total amount of corners taken in the match is over or under the indicated spread.

### **Corners Home Over/Under**

You have to predict whether the total amount of corners taken in the match by the home team only is over or under the indicated spread.

### **Corners Away Over/Under**

You have to predict whether the total amount of corners taken in the match by the away team only is over or under the indicated spread.

### **1st Corner**

You have to predict which team will be awarded the first corner of the match.

### **Number of Corners**

You have to predict the exact number of corners taken in the match.

### **Odd/Even Corners**

You have to predict whether the total corners taken in the match is an odd or even number.  
No corners awarded = even.

### **1st Half - 1X2 Corner**

You have to predict which team will have more corners in the first half (1X2).

### **2nd Half - 1X2 Corner**

You have to predict which team will have more corners in the second half (1X2).

### **1st Half - Corner Over/Under (Corner HT Over/Under)**

You have to predict if the total amount of corners in the first half of the match will be over or under the total spread (Over/Under).

### **2nd Half - Corner Over/Under (Corner 2HT Over/Under)**

You have to predict if the total amount of corners in the second half of the match will be over or under the total spread (Over/Under).

### **Corner HT/FT**

You have to predict which team will have the most corners in the first half of the match together with team that has the most corners when the match is completed.

These are the selections that are possible:

1/1 - 1/X - 1/2 - X/1 - X/X - X/2 - 2/1 - 2/X - 2/2

#### *Example*

*1/1: The home team has more corners in the first half and also has the most corners when the match ends.*

*2/X: The away team has more corners in the first half but when the match ends both teams have the same amount of corners.*

### **Corner HT/2ND OV/UN**

You have to predict how many corners there will be in the first half and in the second half according to the indicated spread (not a precise number).

*Examples of spread are indicated below:*

3- / 4- 3- / 5+ 4+ / 4- 4+ / 5+ 3- / 5-

3- / 4- : 3- (under 3.5) in the first half and 4- (under 4.5) in the second half.

4+ / 5+ : 4+ (over 3.5) in the first half and 5+ (over 4.5) in the second half.

### **Half Most Corner**

You have to predict which half of the match there will be more corners,

*Example*

*1HT – More corners in the 1st Half.*

*X- Same amount of corners in both halves.*

*2nd – More corners in the 2nd Half.*

### **Last Corner**

You have to predict which team will be awarded the last corner of the match.

### **Corner HT - (Aggregated)**

You have to predict the exact number of corners awarded during the match.

### **Corner Handicap**

You have to predict the team who takes the most corners in the match taking into consideration the handicap spread offered.

### **1st Half - 1X2 Corner Handicap**

You have to predict the team who takes the most corners in the first half taking into consideration the handicap spread offered.

### **2nd Half - 1X2 Corner Handicap**

You have to predict the team who takes the most corners in the second half taking into consideration the handicap spread offered

### **First Team X Corner**

You have to predict the team who reach the quoted number of corners first during the match.

### **DNB Corner**

You have to predict the result of the Corner excluding overtime. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.

### **1st Half - DNB Corner**

You have to predict the result of the Corner excluding overtime. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.

### **2nd Half - DNB Corner**

You have to predict the result of the Corner excluding overtime. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market

will be made void.

### **1X2 Corner & O/U Corner**

You have to predict the combination of the final result of the Corner and if the total number of corners awarded during the entire match will be over or under the spread indicated.

### **1<sup>st</sup> Half - 1X2 Corner & O/U Corner**

You have to predict the combination of the first half result of the Corner and if the total number of corners awarded during first half will be over or under the spread indicated.

### **2<sup>nd</sup> Half - 1X2 Corner & O/U Corner**

You have to predict the combination of the second half result of the Corner and if the total number of corners awarded during second half will be over or under the spread indicated.

## **CARD BETTING**

### **General Rules**

Bet outcome on cards will be defined on basis of cards shown during regular time unless specified. Any cards shown during the half time period or after the full time whistle will not count towards the final tally. The cards shown to somebody not included between players in the field of play (ex. Coaches, players in bench or players already replaced) will be not considered.

A yellow card has value of 1 point, a red card has value of 2 points. When a player is sent off because of being shown two yellow cards, a maximum of 3 points will be considered (yellow card + red card).

### **Red Card**

You have to predict if one or more players will be sent off in the match.

### **1X2 Cards.**

You have to predict which team more cards will be awarded during the match. The bet offers three possible outcomes: 1 (home team will be awarded more cards to); X (the same number of cards will be awarded to the two teams); 2 (away team will be awarded more cards to).

### **First/Last Card.**

You have to predict which team first/last card of the match will be awarded to. The bet offers three possible outcomes: home, away, none (winning selection in the event that any card wasn't awarded). In the event of card awarded to both teams at the same time, both players will be classified as winners.

### **HT 1X2 Cards.**

You have to predict which team more cards will be awarded during the 1st half. The bet offers three possible outcomes: 1 (home team will be awarded more cards to); X (the same number of cards will be awarded to the two teams); 2 (away team will be awarded more cards to).

### **Odd/Even Cards**

You have to predict whether the total cards shown in the match is an odd or even total.

**Over/Under Cards**

You have to predict whether the total number of cards awarded during the match is over or under the spread indicated.

**Number of cards Home/Away**

You have to predict whether the total number of bookings awarded to either the home or the away team in the match will be over or under the indicated spread.

**Number of cards Home/Away**

You have to predict the exact total number of bookings awarded to either the home or the away team in the match.

**Exact Cards**

You have to predict the exact number of cards awarded during the match.

**1st Half Exact Cards**

You have to predict the exact number of cards awarded during the first half period only.

**1st Half - OVER/UNDER CARD (HT O/U Cards)**

You have to predict if the amount of cards in the first half will be over or under the indicated spread.

**2nd Half - OVER/UNDER CARD (2HT O/U Cards)**

You have to predict if the amount of cards in the second half will be over or under the indicated spread.

**Half Most Card**

You have to predict which half of the match that there will be more cards.

*Example*

*1HT – More cards in the 1st Half.*

*X- Same amount of cards in both halves.*

*2nd – More cards in the 2nd Half.*

**Asian Handicap Yellow Cards**

You have to predict the final two-way result of the match on Yellow Cards into account the handicap offered.

**DNB Cards**

You have to predict the result of the CARDS excluding overtime. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.

**1st Half - DNB Cards**

You have to predict the result of the CARDS in the first half. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.



### **2<sup>nd</sup> Half - DNB Cards**

You have to predict the result of the CARDS in second first half. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.

### **Double Chance Cards (DC Cards)**

You have to predict the result of the Cards of the match excluding any overtime. There are 3 possible results: 1X-home win or draw, X2-away win or draw, 12 – home win or away win

### **HT/FT & O/U**

You have to predict the outcome of the 1st half of the match together with the outcome of the entire match and if the match will be over or under the spread indicated.

### **GG/NG & Odd/Even**

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 and if the match is going to be odd or even. The score 0-0 is considered as even.

### **1X2 & Odd/Even**

You have to predict the outcome of the match and if the match is going to be odd or even. The score 0-0 is considered as even.

### **Penalty Home/Away in the Match**

You have to predict whether a penalty will be awarded in the match by the home or away team. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

### **2<sup>nd</sup> Half – 1X2 or O/U**

You have to predict either the winning outcome of the 2nd half or whether the 2nd half amount of goals is over or under the given number. Only one outcome needs to occur for the bet to be a winner. (check website)

## **SOCCER PLAYERS**

### **Soccer Goalscorers**

#### **Article 1**

The option 'any player' refers to any player for the named team that is a valid selection for the markets below.

eg. 'Any Nigeria Player'

If this selection is offered for anytime goalscorer and Nigeria score at least one goal in regular time. The Anytime YES selection will be deemed a winner.

Also, if this selection is offered for first goalscorer and any player for Nigeria scores the first goal of the match, this selection will be deemed the winner of this market.

#### **Article 2**

### **Market Types**

#### **1st Goalscorer**

Predict whether the selected player will score the first goal of the match. If the player is on the pitch anytime before the first goal, the bet is valid. If the selected player enters the match after the first goal has been scored, the bet is void. If the selected player does not score the first goal and is replaced by a substitute, the bet is a loser. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Anytime Scorer YES/NO.**

You have to predict that the selected player will score at least one goal during the match. There are two possible outcomes, YES (the selected player will score at least one goal in the match) and NO (the player will not score a goal in the match). The selected player must start the match or the bet will be voided. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **2 or More.**

You predict that the selected player will score at least two goals during the match. If the player you have selected does not take part to the match the bet is void. If the player takes part in the game, and does not score at least two goals the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **3 or More**

You predict that the selected player will score at least three goals during the match. If the player you have selected does not take part to the match the bet is void. If the player takes part in the game, and does not score at least three goals the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Last Scorer**

You predict that the selected player will score the last goal of the match. If the player you have selected is not included in the team the bet is void. If the selected player does not score any goals during the match, the bet is lost, even if he was replaced by another player before the last goal has been scored. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Anytime Scorer – 1st Half YES/NO**

You have to predict that the selected player will score at least one goal during the 1st half. There are two possible outcomes, YES (the selected player will score at least one goal in the 1st half) and NO (the player will not score a goal in the 1st half). If the player you have selected does not start the match the bet is void. If the player starts the game, and does not score any goal the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Anytime Scorer – 2nd Half YES/NO**

You have to predict that the selected player will score at least one goal during the 2nd half. There are two possible outcomes, YES (the selected player will score at least one goal in the 2nd half) and NO (the player will not score a goal in the 2nd half). If the player you have selected is not on the pitch at the start of the 2nd half, the bet is void. If the player starts the 2nd half, and does not score any goals the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Anytime Scorer & 1X2**

You have to predict a player to score anytime in the match plus predict the final result of the game combined. Your selected player must start the match, otherwise the selection is void. 90 mins only, extra time does not count. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Anytime scorer & Correct Score**

You have to predict a player to score anytime in the match plus predict the exact final score of the game combined. Your selected player must start the match, otherwise the selection is void. 90 mins only, extra time does not count. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Anytime Goal Player Minutes (15 Min)**

You have to predict the minute interval that your selected player will score a goal.

1. if your bet is 0-15mins and your player scores between 0.00 – 14.59 on the match clock, your bet will be a winner.

If your player does not start the match the selection will be void. 90 minutes only, extra time does not count. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

### **Goalscorer Score/No Score**

There are two possible outcomes:

**-Score Yes:** You have to predict that the selected player will score at least one goal during the match.

**-Score No:** You have to predict that the selected player won't score any goal during the match.

In both cases this bet is valid if the player you have selected is first string.

### **Score & GG/NG**

You have to predict if the player scores at least one goal in the match and both teams' score or not in the match. There are two selections Yes + GG and Yes + NG.

### *Example*

*Yes+GG – The selected player scores and both teams score in the match.*

*Yes+NG – The selected player scores and one team scores in the match.*

### **Score & Match Over/Under**

You have to predict if the player scores at least one goal in the match and if the match finishes over or under the indicated spread.

### **Example**

Yes+Ov 1.5 – The selected player scores and the match finishes with over 1.5 goals in the match.

Yes+Un 1.5 – The selected player scores and the match finishes with under 1.5 goals in the match.

Yes+Ov 2.5 – The selected player scores and the match finishes with over 2.5 goals in the match.

Yes+Un 2.5 – The selected player scores and the match finishes with under 2.5 goals in the match.

### **Player Cards**

#### **Card Yes/No**

You have to predict if your selected player will be shown a yellow or red card during the match. For a player to be considered active, he must start the game. The bet is voided if the player does not start the game, even if he subsequently comes on as a substitute. Any cards shown to a player when he is not on the field for instance after he has been substituted, or cards shown during the half-time break or after the full-time whistle do not count. Extra time is not included.

### **Player Stats**

#### **Over/Under Player Shots**

You have to predict whether the total number of shots made by a selected player during the match will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

If the selected player will not start the match, all the selections on that player will be paid as void.

#### **Over/Under Player Shots On Target**

You have to predict whether the total number of shots on target made by a selected player during the match will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

If the selected player will not start the match, all the selections on that player will be paid as void.

### **Over/Under Player Passes**

You have to predict whether the total number of passes made by a selected player during the match will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

If the selected player will not start the match, all the selections on that player will be paid as void.

### **Over/Under Player Tackles**

You have to predict whether the total number of tackles made by a selected player during the match will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

If the selected player will not start the match, all the selections on that player will be paid as void.

### **Player Assists**

#### **Player Assist Yes/No**

You have to predict if the selected player will record an assist during the match. The selected player must start the match or the bet will be voided.

Extra time is included.

## **SOCCER SPECIALS**

### **Article 1**

Markets included in "Soccer Specials" may be related to one single match or to multiple matches. Unless otherwise specified for certain bets, extra time and the following penalty shootout do not affect the outcome of the bet. Unless otherwise stated, when a special bet is based on multiple matches and at least one of them is deemed void, also the special bet will be considered void.

## **Article 2**

The outcome of a special bet is based on the results published on the official website of the related event or competition.

## **Article 3**

### **Markets offered**

#### **Kick Off**

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

#### **Players 1X2**

You need to predict which player will score more goals during the match. If both players score the same number of goals, the winning selection will be X. The bet is valid only if both players take part in the match from the first minute, otherwise it will be declared void.

#### **Players 1X2 - Anytime 1st Half**

You have to predict which player will score the most goals during the first half. If both players score the same number of goals during the first half, the winning selection will be X. The bet is only valid if both players participate in the game from the first minute, otherwise it will be declared void.

#### **Players 1X2 - Anytime 2nd Half**

You have to predict which player will score more goals during the second half. If both players score the same number of goals during the second half, the winning selection will be X. The bet is only valid if both players taking part in the second half from the first minute, otherwise it will be declared void.

#### **Goalscorer Group Betting**

**You have to predict which of the nominated players will score the most goals after completion of their respective teams upcoming fixture. This market only refers to each players' next fixture in the specified competition unless otherwise stated.** This market only applies to regular time. (Therefore, overtime and/or penalty shootouts are not included). If one or more matches are officially suspended, the related bets will remain valid if the match is resumed and completed within midnight (WAT) of the day following the originally scheduled match date. If the match is not resumed or not completed within the mentioned time frame, all related bets will be deemed void. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section): If two or more competitors reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two competitors whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 (2.80/2) and 0.95 (1.90/2).

#### **First Goal Method**

**Shot** - goal must be scored from after contact with any part of the leg. Goals scored from direct free kicks or penalties DO NOT count as 'shots'.

**Free Kick** - goal must be scored directly from the free kick. Deflected shots count provided the free kick taker is awarded the goal. This bet also includes goals scored directly from a corner kick.

**Penalty** - goal must be scored directly from a penalty with the penalty taker as the named scorer.

**Own Goal** - goal must be declared as an own goal

**Header** - goal must be scored with the last touch from the head.

**No goal** - no goal in the match.

### **First Goal Method - Players**

Bet on the type of goal the selected player will score. The goal scored **MUST** be the first goal of the match. Bets are valid only if the selected player starts the match.

**Shot** - goal must be scored from after contact with any part of the leg. Goals scored from direct free kicks or penalties **DO NOT** count as 'shots'.

**Free Kick** - goal must be scored directly from the free kick. Deflected shots count provided the free kick taker is awarded the goal. This bet also includes goals scored directly from a corner kick.

**Penalty** - goal must be scored directly from a penalty with the penalty taker as the named scorer.

**Own Goal** - goal must be declared as an own goal

**Header** - goal must be scored with the last touch from the head.

**No goal** - Selected player fails to score

### **Player vs Team**

Predict whether the named player will score more goals in the match or the named team. In case the selected player does not start the game, this selection will be void. If the player starts the game and is substituted at any time, the selection will stand.

### **More Points Next Three Matches.**

You have to predict the total points earned by the team during the following 3 matches of its National League choosing among the ranges offered. If one of the three matches involved is deemed void also the related odds will be void. Unless otherwise stated in the bet details, possible rematches or other events not belonging to the National League are not included in the computation of the points earned.

### **First Team to Score.**

The aim of this bet is to predict what team in the list will score first.

In order to determine the winner the chronological order of goals will be established, taking into consideration possible different kick-off times among the various matches involved in the bet.

If two or more goals are scored within the same minute, Dead Heat rules will apply and bets will be settled by dividing the odds at the time of bet acceptance by the number of teams who scored within the same minute.

Official reports of the leagues organising the events will be used to determine the correct time of goals.

In case of simultaneous goals in two or more pitches, Dead Heat rules will apply, as explained in Section I paragraph 12 of our General sport betting rules.

If one of the matches involved is postponed and not played in the following 48 hours all bets will be void.

### **Team to Score More Goals.**

You have to predict the team that will have scored the most goals after completion of all matches of the teams named in the event, for example, Man City may be the top scoring team in the Premier League but they may not win the fantasy market as another named team could score more. This market only applies to regular time. (Therefore, overtime and/or penalty

shootouts are not included). If one or more matches are officially suspended, the related bets will remain valid if the match is resumed and completed within midnight (WAT) of the day following the originally scheduled match date. If the match is not resumed or not completed within the mentioned time frame, all related bets will be deemed void. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section): If two or more competitors reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two competitors whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 (2.80/2) and 0.95 (1.90/2).

### **League Totals (Over/Under).**

You have to predict if the total number of goals scored of an entire championship tournament will be greater (Over) or lower (Under) than the spread offered by Bet9ja. The tournament and the matches included will be specified in the bet details by either the relative round number of that tournament or the date the matches are played. If one or more matches don't take place before midnight of the day following the date originally set for the match, the bet will be declared void. This market will be closed at the start of the first match involved and could be reopened afterwards with new odds and spreads computed according to the new results gained. In this event the outcome of the bet will still be referred to the total amount of goal scored in the specified championship round.

### **League Totals (Exact Goal).**

You have to predict on exact number of goals that will be scored in the same round of competition specified. The entire tournament and the relative round's number will be specified in the bet details. If one or more matches don't take place before midnight of the day following the date originally set for the match, the bet will be declared void. This market will be closed at the start of the first match involved and could be reopened afterwards with new odds and spreads computed according to the new results gained. In this event the outcome of the bet will still be referred to the exact number of goals scored in the specified championship round.

### **Over/Under Fouls**

You have to predict whether the total amount of fouls in the match will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Fouls Home**

You have to predict whether the total amount of fouls conceded in the match by the home team only will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Fouls Away**



You have to predict whether the total amount of fouls conceded in the match by the away team only will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **1X2 Fouls**

You have to predict which team will concede the most number of fouls in the match. The competition official website will be used to confirm results.

Extra time is included.

### **Odd/Even Fouls**

You have to predict whether the total amount of fouls conceded in the match will be an odd or even number. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Offsides**

You have to predict whether the total amount of offsides in the match will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Offsides Home**

You have to predict whether the total amount of offsides in the match for the home team only will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Offsides Away**

You have to predict whether the total amount of offsides in the match for the away team only will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **1X2 Offsides**

You have to predict which team will commit the most number of offsides in the match. The competition official website will be used to confirm results.

Extra time is included.

### **Odd/Even Offside**

You have to predict whether the total amount of offsides committed in the match will be an odd or even number. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Shots On Target**

You have to predict whether the total amount of shots on target in the match will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Shots On Target Home**

You have to predict whether the total amount of shots on target in the match by the home team only will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **Over/Under Shots On Target Away**

You have to predict whether the total amount of shots on target in the match by the away team only will be over or under the spread offered. The competition official website will be used to confirm results.

Extra time is included.

### **1X2 Shots On Target**

You have to predict which team will have the most number of shots on target in the match. The competition official website will be used to confirm results.

Extra time is included.

### **Odd/Even Shots On Target**

You have to predict whether the total amount of shots on target in the match will be an odd or even number. The competition official website will be used to confirm results.

Extra time is included.

### **O/U Possession Home**

You have to predict whether the percentage of ball possession for the home team will be over or under the spread offered. The competition official website will be used to confirm results. If the percentage will be exactly as the spread offered, all the bets on that spread will be paid as void.

Example: Liverpool - Manchester United O/U Possession Home 59.5. If Liverpool will have 59.5% ball possession, all the selections over or under 59.5 will be paid as void.

Extra time is included.

### **TRANSFER SPECIALS**

The market is whether the stated player will sign on a transfer to the nominated club before the quoted date of the market.

Eg. Lionel Messi to sign for before 03.09.2019 means the player needs to have signed for the nominated club before the 03.09.2019.

Loan deals DO COUNT

If the player fails to move club within the specified time, all bets will be losers

Any clubs not quoted are available on request. If the player retires before the quoted date, all bets will be void. The stated player must move clubs before the quoted date; pre-contract agreements DO NOT COUNT

### **Change Club**

The market is whether the nominated player will move clubs by the quoted date.

If the player retires before the quoted date, all bets will be void. The stated player must move clubs before the quoted date; pre-contract agreements DO NOT COUNT. Loan deals do count.

Player signed must be on the official league squad list.

### **Calendar Year Goals**

This takes into consideration ONLY domestic league goals scored between the 1st January to 31st December of the named year. Goals scored in cup competitions, friendlies & international matches do not count. The named player must play at least 1 match in the named year otherwise bets will be void.

### **Season Player Total Goals**

This takes into consideration ONLY Premier League goals scored in the named season. If the selected player is transferred out of the Premier League before the end of the Summer Transfer window the selection will be void. Goals scored in cup competitions, friendlies & international matches do not count. The named player must play at least 1 match in the named season otherwise bets will be void.

### **Manager Specials**

Next permanent manager - Predict who will be appointed the next permanent manager of the listed team. If joint managers are appointed, dead heat rules will apply. Caretaker and interim managers will not count unless they compete at least 10 competitive matches or the club indicate they will be appointed to cover at least 10 or more matches.

### **Man of the Match.**

You have to predict which player will be indicated as man of the match (M.V.P.) by the official organizer of the specific competition (e.g. in a Champions League matches, solely official decision of UEFA will be considered, or e.g. in World Cup matches, solely official

decision of FIFA will be considered). The bet will be declared void if the player will not take part to the match.

### **First Player Booked.**

You have to predict which player is awarded the first card in the match. Yellow and Red cards both count. If your selected player is on the pitch anytime before the first card is shown, the bet is valid. If the selected player enters the match after the first card has been shown, or your selected player plays no part in the match, the bet is void. The player must be on the field of play for the card to count. Any cards shown after the Half Time or Full Time whistle do not count.

### **Fantasy Matches**

Fantasy matches are related to matches created between two team or players who are not playing each other in a real match, but against different opponents with the total goals scored by each team used to determine the outcome of the fantasy match. So the result of the fantasy match will be determined only by the goals scored by the teams indicated in the fantasy match.

If one or more of the teams match is postponed or abandoned, the fantasy match will be deemed void. Only goals scored in regular time count towards the final score of the fantasy match.

Example:

Fantasy Match: "Arsenal vs. Milan – 1X2"

1st Real Match: "Arsenal vs. Liverpool" with result 2-3

2nd Real Match: "Milan vs. Lecce" with result 1-0

Result of the Fantasy Match "Arsenal vs. Milan" will be 2-1. The winning selection is 1 (home).

A fantasy match between two players will be settled as void if at least one player will not start the game.

### **THE CRAZY COUPLE**

You have to predict which of the selected couples will score more goals in the match. If both couples score the same amount of goals the winning selection will be 'X'. The bet is valid only if all selected players start the match, otherwise the selection will be declared void.

### **POINTS NEXT 3 MATCHES**

Predict how many points the selected team will attain in their next 3 league matches. The next 3 matches are indicated by the date written next to each team. All 3 matches must be played within those dates otherwise bets will be considered void. If any matches within the listed dates are postponed, all bets on that selection will be considered void.

### **SQUASH**

#### **Article 1**

Whenever a competition 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 bets will be considered void.

#### **Article 2**

If a player withdraws or is disqualified before the start of the match, all markets related to the match will be void.

If after the start of the match, a player withdraws prior to the completion of the second set; bets based on the final result will be void, with the exception of markets where the outcome has already been determined.

If the withdrawal takes place after the completion of the second set, the opponent will be deemed the winner.

#### **Article 3**

##### **Market Types**

##### **HH**

You have to predict the winner of the match. If a player retires or is disqualified before the completion of the first two sets, this market will be considered void. If the withdrawal takes place after the completion of the first two sets the opponent will be deemed winner of the match.

#### **Article 4**

##### **Squash Antepost**

##### **Tournament Winner**

You have to predict the winner of the competition.

### **SWIMMING**

#### **Article 1**

The outcome of a bet on swimming is based on first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

#### **Article 2**

Whenever a competition 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 bets related to that event will be considered void.

#### **Article 3**

If the effective conditions of the competition are different from those originally published by the organizational committee Bet9ja reserves the right to deem void all the related bets.

#### **Article 4**

If one or more swimmers retire before the beginning of the competition all the bet typologies related to their performances will be deemed void.

### **Article 5**

If a swimmer retires before the beginning of the event and his/her quote as a winner is equal or inferior to 5, Bet9ja reserves the right to declare all the types of bets influenced by this event as void.

### **Article 6**

#### **Market Types**

#### **Winner.**

You have to predict the winner of the competition.

#### **Podium.**

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

#### **HH.**

You have to predict which of the two swimmers specified in the bet will achieve the best position in the overall event. If one or both of them are disqualified this bet typology will be deemed void.

## **TABLE TENNIS**

### **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 will be considered void.

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

### **Article 2**

If one player withdraws before the beginning of the match, all the related bets will be void. If the withdrawal takes place after the beginning of the match, his/her opponent will be deemed winner.

### **Article 3**

Bets on a player winning a given tournament or reaching a certain phase of it will be void if the player withdraws before the first match of such tournament; otherwise, they will stand.

### **Article 4**

#### **Market Types**

#### **Head to Head (HH).**

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).

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

You have to predict if the total points scored in the match 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 the total point scored by players or teams.

### **Article 5**

#### **Table Tennis Antepost**

### **Tournament Winner**

You have to predict the winner of the competition.

## **TENNIS**

### **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 72 hours, all the markets related to that event will be considered void.

### **Article 2**

If a player withdraws or is disqualified before the start of the match, all markets related to the match will be void.

If after the start of the match, a player withdraws prior to the completion of the first set; bets based on the final result will be void, with the exception of markets where the outcome has already been determined.

If the withdrawal takes place after the completion of the first set, the opponent will be deemed the winner.

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

### **Article 3**

#### **Market Types**

#### **Head to Head (HH).**

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).

#### **Head to Head (HH) 1st Set.**

You have to predict the winner of the 1st Set. There are 2 possible outcomes: 1 HH (the first player wins the 1st Set), 2 HH (the second player wins the 1st Set). If a player retires before the completion of the first set this bet typology will be considered void, otherwise it will stand valid. The winner of the 1st Set will be indicated in the bet settlement by the first number in brackets.

#### **Head to Head (HH) 2nd Set.**

You have to predict the winner of the 2nd Set. There are 2 possible outcomes: 1 HH (the first player wins the 2nd Set), 2 HH (the second player wins the 2nd Set). If a player retires before the completion of the second set this bet typology will be considered void, otherwise it will

stand valid. The winner of the 2nd Set will be indicated in the bet settlement by the second number in brackets.

### **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 this bet typology will be considered void.

### **Over/Under Games (spread).**

You have to predict if the total number of games played in the match will be over or under the spread indicated. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, the bet will be considered void.

### **Over/Under Games Player 1**

You have to predict whether the total number of games for Player 1 will be over or under the indicated spread.

A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, the bet will be considered void.

### **Over/Under Games Player 2**

You have to predict whether the total number of games for Player 2 will be over or under the indicated spread.

A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, the bet will be considered void.

### **Handicap Games (spread).**

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

The handicap, if positive or negative is always associated with the first player.

#### **Example:**

If you bet on "(H.-4.5) Home" the bet will be winning if the first player wins with a margin of victory of at least 5 games.

If you bet on "(H.-4.5) Away" the bet will be winning if the second player wins the match or if it loses conceding a maximum of 4 games to its opponent.

### **Odd/Even Games.**

You have to predict if the number of games played during the match is going to be odd or even. If one player retires during the match this bet typology will be considered void. In the event of a Super tie-break, every point scored will be considered as a game. In the event of a Tie-break, the entire Tie-break will be considered as one game.

### **Odd/Even 1<sup>st</sup> Set**

You have to predict if the total amount of games in the first set will be odd or even.

### **Odd/Even 2<sup>nd</sup> Set**

You have to predict if the total amount of games in the second set will be odd or even.



**Odd/Even 3<sup>rd</sup> Set**

You have to predict if the total amount of games in the third set will be odd or even.

**Handicap Sets.**

You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.

The handicap, if positive or negative is always associated with the first player.

**Example:**

A bet on "(H.-1.5) Home" will be winning if the first player wins with a margin of victory of at least 2 sets.

A bet on "(H.-1.5) Away" will be winning if:

- the second player wins the match.
- the second player loses with a margin less than 2 sets.

**Tie Break in the Match?**

You have to predict whether there will be a tie-break contested in the match.

**Number of Sets Played.**

You should predict the total number of sets played by the two players.

**Win at least a set Player 1**

You have to predict if Player 1 will win at least one set in the match.

If a player retires before the completion of the first set this bet typology will be considered void, otherwise it will stand valid.

**Win at least a set Player 2**

You have to predict if Player 2 will win at least one set in the match.

If a player retires before the completion of the first set this bet typology will be considered void, otherwise it will stand valid.

**1st Set/Match**

You have to predict the combination of the first set winner and the winner of the entire match.

**Correct Score 1<sup>st</sup> set**

You have to predict the exact correct score of the first set only. If the first set is not completed, this market will be considered void.

**Correct Score 2<sup>nd</sup> Set**

You have to predict the exact correct score of the second set only. If the second set is not completed, this market will be considered void.

**Correct Score 3<sup>rd</sup> Set**

You have to predict the exact correct score of the third set only. If the third set is not completed, this market will be considered void.

**Set 1 Over/Under**

You have to predict whether the total games scored in the first set only is over or under the indicated spread.

**Tie Break 1<sup>st</sup> set**

You have to predict whether the first set only will finish with a tie-break. If the first set is not completed, this market will be considered void.

**Tie Break 2<sup>nd</sup> Set**

You have to predict whether the second set only will finish with a tie-break. If the second set is not completed, this market will be considered void.

**Tie Break 3<sup>rd</sup> Set**

You have to predict whether the third set only will finish with a tie-break. If the third set is not completed, this market will be considered void.

**Player Sets**

You have to predict the total number of sets won by your selected player in the match.

**Over/Under 1<sup>st</sup> Set Player 1**

You have to predict the number of games that player 1 wins in the first set only will be over or under the indicated spread.

**Over/Under 1<sup>st</sup> Set Player 2**

You have to predict the number of games that player 2 wins in the first set only will be over or under the indicated spread.

**Over/Under 2<sup>nd</sup> Set Player 1**

You have to predict the number of games that player 1 wins in the second set only will be over or under the indicated spread.

**Over/Under 2<sup>nd</sup> Set Player 2**

You have to predict the number of games that player 2 wins in the second set only will be over or under the indicated spread.

**HH & Over/Under Games**

You have to predict the winner of the match and whether the number of games played is over or under the indicated spread.

**Correct Score for match 3-0 Yes/No**

You have to predict if the match will finish 3-0 to Player 1 or not.

**Correct Score for match 0-3 Yes/No**

You have to predict if the match will finish 0-3 to Player 2 or not.

**1<sup>st</sup> Set + HH + Over/Under**

You have to predict the winner of the 1st set, the winner of the match and whether the number of games will be over or under the indicated spread. If the match is not completed, the bet will be considered void.

**Example** 1-1 Set + 1HH + Ov – the bet will be winning if player 1 wins the first set, if player 1 wins the match and if the total number of games in the match is over the indicated spread.

2-1 Set + 1HH + Un – the bet will be winning if player 2 wins the first set, if player 1 wins the match and if the total number of games in the match is under the indicated spread.

**Multi Correct 1<sup>st</sup> Set**

You have to predict the which selection will contain the correct score for the 1<sup>st</sup> Set of the match. If the first set is not completed then the bet will be considered void.

**Example** You choose the selection 6-0 or 6-1 or 6-2

If player 1 wins the set with one of the scores in your selection then the bet is winning.

You choose the selection 4-6 or 5-7.

If player 2 wins the set with one of the scores in your selection then the bet is winning.

**Multi Correct 2<sup>nd</sup> Set**

You have to predict the which selection will contain the correct score for the 2<sup>nd</sup> Set of the match. If the second set is not completed then the bet will be considered void.

**Example**

You choose the selection 6-0 or 6-1 or 6-2

If player 1 wins the set with one of the scores in your selection then the bet is winning.

You choose the selection 4-6 or 5-7.

If player 2 wins the set with one of the scores in your selection then the bet is winning.

**Win 6-0 or 0-6 Yes/No**

You have to predict whether or not either player will win a set 6-0 or 0-6.

**Race to 3 Games 1<sup>st</sup> Set**

You have to predict which player will reach 3 games first in the first set.

**Race to 5 games 1<sup>st</sup> Set**

You have to predict which player will reach 5 games first in the first set.

**Over/Under Aces**

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

**Over/Under Double Fault**

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

**1X2 Ace**

You have to predict which Player will have the most Aces in the match. The competition official website will be used to confirm results.

**1X2 Double Fault**

You have to predict which Player will have the most Double Faults in the match. The competition official website will be used to confirm results.

**1X2 Break**

Predict which player will break the opponent's serve the most in the match. All bets will be void if a break does not take place. The competition official website will be used to confirm results.

**1X2 1<sup>ST</sup> Break**

Predict which player will break the opponent's whole game serve first. All bets will be void if a break does not take place. The competition official website will be used to confirm results.

## **Article 4**

### **Tennis Antepost**

#### **Tournament Winner**

You have to predict the winner of the tournament. If your selected player withdraws prior to the start of the tournament, the selection will be considered void. All tournament winner bets will stand once the tournament has started.

#### **Tournament Head-to-Head (Match bets)**

You have to predict which player will achieve the best result in the tournament. If both players are eliminated at the same stage, set difference in the tournament will be used to determine the winner. In a result of a set difference tie, the match will be considered void.

#### **Tournament Most Aces (Match bets)**

You have to predict which player will score the most aces throughout the entire tournament. Aces scored during qualification do not count. If the two players score the same number of aces the bet will be void.

#### **Stage of Elimination**

Predict which round the selected player will be eliminated in.

#### **Reach the Final**

Predict whether the selected player will reach the final of the named tournament.

#### **Name the Finalists**

You have to predict which two players will reach the final of the named tournament

## **VOLLEYBALL**

### **Article 1**

Unless otherwise stated, the outcome of a bet on a volleyball event is based on the result of the match after the scheduled score has been reached. In some competitions an extra set is played to determine the winner of a tournament, whose result will not be considered for betting purposes.

### **Article 2**

Whenever 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 bets will be deemed void.

### **Article 3**

#### **Market Types**

#### **HH**

You have to predict the winner of the entire match.

#### **Set Handicap (Spread)**

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 sets won by each team.

The handicap, if positive or negative is always associated with the home team.

*Example:*

If you bet on “(H.-1.5) Home” the bet will be winning if the home team wins with a margin of victory of at least 2 sets.

### **Points Handicap (Spread)**

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 points won by each team.

The handicap, if positive or negative is always associated with the home team.

*Example:*

If you bet on “(H.-15.5) Home” the bet will be winning if the home team wins with a margin of victory of at least 16 points.

### **Set Betting**

You have to predict the correct score of the match in terms of number of sets won by each team.

### **Totals**

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

### **Odd/Even**

You have to predict if the number points scored during the match is going to be odd or even.

### **Number of Sets**

You have to predict how many sets are completed over the course of the match.

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

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

### **Set Winner**

You have to predict the winner of the named set.

### **Set Totals**

You have to predict whether the number of points scored in the named set is over or under the indicated spread.

### **Set Handicap**

You have to predict the winner of the named set taking into account the indicated spread.

### **Set Odd Even**

You have to predict if the number of points scored in the match is an odd or even number.

## **Article 4**

### **Volleyball Antepost**

All antepost bets are based on the final outcome of the indicated competition.

All bets unless specified are settled after the playoff stage and not on regular season standings.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

## **WATERPOLO**

### **Article 1**

The outcome of a bet on a waterpolo event is based on the result of the match after the scheduled regular 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 waterpolo 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 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**

#### **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).

#### **Head to Head (HH).**

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

#### **Heads-Up with Handicap (spread).**

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

The handicap, if positive or negative is always associated with the home team.

#### **Example:**

If you bet on "(H.-5.5) Home" the bet will be winning if the home team wins with a margin of victory of at least 6 goals.

If you bet on "(H.-5.5) Away" the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 5 goals to its opponent.

**Over/Under (spread).**

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

**WINTER SPORTS****Article 1**

The outcome of a bet on skiing (Alpine skiing, Nordic skiing or ski jumping) is based on first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials. If one or more participants retire before the beginning of the competition and at least one of them has odds for winning equal or fewer than 5.0, Bet9ja reserves the right to void all bets affected by this happening.

**Article 2**

Whenever a competition 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 bets related to that event will be considered void.

**Article 3**

If the effective conditions of the competition are different from those originally published by the organizational committee Bet9ja reserves the right to deem void all the related bets.

**Article 4**

If one or more participants retire before the beginning of the competition all the bet typologies related to their performances will be deemed void.

**Article 5****Market Types****Winner.**

You have to predict the winner of the competition.

**1st and 2nd.**

You have to predict which two competitors will conclude the event in first and second position in the correct order.

**Podium.**

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

**HH.**

You have to predict which of the two competitors specified in the bet will achieve the best position in the event. If both competitors do not complete the competition, the winner will be the one that obtained the best timing during the previous stage. In case of competitions consisting of two runs, if both competitors withdraw in the first run, the bet will be deemed void. If, during a competition consisting of one run only, one of the two competitors retires

after the beginning of the competition, the athlete who completes the competition will be regarded as the winner.

### **Winner Group.**

You have to predict which of the competitors specified for this type of bet will get the best finish in the event. If none of the competitors do not complete the competition, the winner will be the one that obtained the best timing during the previous phase. In case of competitions consisting of two runs, if both competitors withdraw in the first run, the bet will be declared void.

### **Article 6**

For our bets purposes only official times and/or podium rankings will be considered. Possible disqualifications which will take place later will be not considered. If the game starts but does not end (i.e. there is no winner proclamation) all bets will be voided and refunded.

Markets:

- Winning
- Placed
- Head-to-head

### **CASH OUT: TERMS & CONDITIONS**

1. Cash Out is available on a wide variety of markets. However, Bet9ja has the right to remove some games or competitions or sports from the Cash Out offer at anytime without prior notice.
2. A time delay in accepting a Cash Out request is in place. If a price changes or a market suspends then the Cash Out of the original amount request may not be successful.
3. If the Cash Out request is successful, this will be displayed and the bet will be settled immediately. The actual final result of the related market will have no impact on the Cash Out amount.
4. The Cash Out amount offered at any time is the total amount that will be returned to your account if successful.
5. Where we have reason to believe that a Cash Out is carried out after the outcome of an event is known, we reserve the right to void the original bet that was Cashed Out.
6. Any bets that are settled in full or part using Cash Out will not count towards the turnover requirement of any offer.
7. Bets placed with Bonus Funds cannot be cashed out.
8. Bet9ja cannot guarantee that the Cash Out feature will be available on your bet selection.



9. Bet9ja will not be responsible if the Cash Out feature is not available for technical reasons and bets will stand as originally placed during any such period.
10. Bet9ja reserves the right to accept or decline any bet/wager requested for any sport, competition, market or bet type that is included in the Cash Out feature.
11. Bet9ja reserves the right to amend, suspend or remove the Cash Out feature at any time for any event, fixture or market. Any bets placed on such events, fixtures or markets will stand as originally placed.
12. Bet9ja reserves the right to reverse the settlement of a Cash Out if the bet or a market is settled in error.

## **BETMAKER**

### **Article 1**

Betmaker odds are special prices made by Bet9Ja which may combine certain odds which cannot normally be combined.

For example:

Chelsea to beat Man Utd, Over 2.5 goals & Over 7.5 corners in the match (Chelsea – Man Utd)

Usually these markets cannot be combined within a single match but these can be offered as a special unique bet.

They can also be offered as a combination of different matches or related to specific players.

### **Article 2**

If one or more matches included in a bet is abandoned or postponed and not played within midnight (WAT) of the day of the match, all related selections will be void.

If any mentioned player doesn't start the specific match then all related selections will be void.

### **Article 3**

In any other instance, usual individual sports rules will apply.

## **ODDS SURGE**

### **Article 1**

Odds Surge selections are special bets selected by Bet9Ja where the odds are increased as a special offer.

For example:

Chelsea to beat Man Utd, Barcelona to beat Real Madrid & Juventus to beat Lazio – **WAS 7.75, NOW 9.5**

They can be offered as a combination of different matches or related to specific players.

### **Article 2**

The 'WAS' price is calculated from when the odds surge selection was first published and is subject to change.

### **Article 3**

If one or more matches included in a bet is abandoned or postponed and not played within

midnight (WAT) of the day of the match, all related selections will be void.  
If any mentioned player doesn't start the specific match then all related selections will be void.

#### **Article 4**

In any other instance, usual individual sports rules will apply.

### **Zoom Virtual Soccer**

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.

The current version of the Terms and Conditions is valid for the latest review of the website.