# Zoom Virtual Tennis T&C's

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## View Previous Versions

- Zoom tennis is a virtual tennis game featuring real competitor names and real tournaments names, but with entirely simulated results and outcomes.
- The Zoom scores page, that contains live scores, results and tournaments 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.
- Pet9ja operates maximum limits per bet containing at least 1 (one) Zoom sport event (prematch, live, single bet, multiple bet or combined bet) or per any combination within a bet on Zoom sport. The maximum winning per bet on Zoom sport is NGN 10,000,000. The Customer will not have the right to receive the winnings exceeding the maximum limit per bet whether or not the Customer was notified at the time of placing the bet or otherwise that potential winnings per bet would exceed the per bet maximum winnings amount. In the event the potential winnings included in the bet slip exceed the amount of the maximum winning per bet (due to technical or human error), the Customer will have the right to receive the winnings as indicated in the betslip only and in any event, up to the maximum winning per bet. Bet9ja reserves the right vary the maximum winning per bet at any time by publishing the new limit on its website.
- Bet9ja operates maximum limits per day on Zoom sport. The maximum winning per day per user on Zoom sport or any bet/series of bets containing 1 (one) or more Zoom events is NGN 10,000,000. The Customer will not have the right to receive the winnings exceeding the maximum limit per day whether or not the Customer was notified at the time of placing their bets or otherwise that their potential winnings would exceed the maximum winnings amount per day per user. In the event the potential winnings included in the bet slip exceed the amount of the maximum winning per day (due to technical or human error), the Customer will have the right to receive the winnings as indicated in the betslip only and in any event, up to the maximum winning per day per user. Bet9ja reserves the right vary the maximum winning per day per user at any time by publishing the new limit on its website.
- Multiple boost will apply to bets on Zoom.

- Zoom bets can be combined across tournaments.
- 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 Tennis is unrelated to any real-life matches or tournaments, and any Zoom Tennis virtual fixtures that correspond with a real-life equivalent is strictly coincidence.

#### **Zoom Markets Rules for Prematch Betting**

Match Winner

You have to predict the winner of the match.

Set Winner

You have to predict the winner of the indicated set.

Set Betting

You have to predict the final result of the match.

There are 4 possible outcomes:

- 2-0: Player 1 wins the first two sets and there is no third set played.
- 0-2: Player 2 wins the first two sets and there is no third set played.
- 2-1: Player 1 wins two sets and Player 2 wins one set.
- 1-2: Player 2 wins two sets and Player 1 wins one set.
- Player X wins at least 1 set

You have to predict whether Player X will win at least one set of the match.

## 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.

### **Zoom Markets Rules for Live Betting**

Match Winner

You have to predict the winner of the match.

• Game Winner

You have to predict the winner of the indicated game.

• Set Winner

You have to predict the winner of the indicated set.

Final Result

You have to predict the final result of the match.

There are 4 possible outcomes:

2-0: Player 1 wins the first two sets and there is no third set played.

0-2: Player 2 wins the first two sets and there is no third set played.

2-1: Player 1 wins two sets and Player 2 wins one set.

1-2: Player 2 wins two sets and Player 1 wins one set.

#### • Player 1 wins at least 1 set

You have to predict whether Player 1 will win at least one set of the match.

• Player 2 wins at least 1 set

You have to predict whether Player 2 will win at least one set of the match.

#### Score of the Game

You have to predict the final result of the indicated game of the match. There are 8 possible outcomes for each game:

Player 1 to 0: Player 1 wins the game and Player 2 scores 0 points.

Player 1 to 15: Player 1 wins the game and Player 2 scores 15 points.

Player 1 to 30: Player 1 wins the game and Player 2 scores 30 points.

Player 1 to 40: Player 1 wins the game and Player 2 scores 40 points.

Player 2 to 0: Player 2 wins the game and Player 1 scores 0 points.

Player 2 to 15: Player 2 wins the game and Player 1 scores 15 points.

Player 2 to 30: Player 2 wins the game and Player 1 scores 30 points.

Player 2 to 40: Player 2 wins the game and Player 1 scores 40 points.

#### Game X Go to Deuce

You have to predict if the indicated game will go to the "Deuce" situation. Deuce means that both players win at least 3 points during that game.