

Live Betting T&C's Part 1

Version 36: Effective as of 29.05.24.

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Article 1

Technical time lag for acceptance

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

Article 2

Bet acceptance with reservation

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

Article 3

Bet acceptance in “Danger Zone”

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

Article 4

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

Article 5

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

Article 6

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

Article 7

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

Article 8

Dead-Heat rule

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

Article 9

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

Article 10

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

Article 11

The minimum betting amount on a live bet is NGN 100 for a single, multiple or combined bet.

American Football Live

Article 1

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

Article 2

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

Article 3

Market Types

Moneyline

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

1X2 (Including overtime)

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

Win Match in Regular Time

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

Win Match in Overtime

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

Home / Away X Drive Outcome

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

Handicap (2 Ways)

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

If the spread offered is -6,5:

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

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

Handicap Betting (3 Ways)

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

Total Points Over / Under

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

Home / Away Total Points Over / Under

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

Total Points Odd / Even

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

Winning Margin

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

Total Field Goals Made Under / Over

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

Total Touchdowns Under / Over

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

Xth Touchdown

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

1st Half Money Line

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

1st Half 3way

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

1st Half Handicap

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

Example:

If the spread offered is (-6.5):

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

1st Half Total Points Under / Over

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

X Field Goal Made

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

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

Missed Field Goal

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

X Quarter Field Goal Made

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

X Quarter Touchdown

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

X Quarter Handicap

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

Example:

If the spread offered is (-6.5):

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

X Quarter Money Line

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

X Quarter Winner

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

X Quarter Total Points Under / Over

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

Handicap and Total Under / Over

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

X Touchdown Scorer

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

Player to Score the Xth Home / Away Touchdown

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

Home / Away Player to Score a Touchdown Anytime

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

Badminton Live

Article 1

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

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

Article 2

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

Article 3

Market Types

Which team will win the match? (Match Winner)

You have to predict the winner of the match.

Total (spread) (Total Points)

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

Asian Handicap (spread) (Match Point Handicap)

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

Which team will win the set? (Set X)

You have to predict the winner of the indicated set.

Total for X period (spread)

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

Asian Handicap for X period (spread)

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

Which Team Wins Race to X Points, X set?

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

Who scores X point Y set

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

Final Result (in sets) (Correct Score Match)

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

Number of Sets

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

Odd/Even for X period

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

How many sets will exceed score limit

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

Game X Lead After Y Points

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

Game X Race to Y Points

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

Game X Winner

You have to predict the winner of the indicated game.

Game X Handicap (spread)

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

Game X Point Y Winner

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

Game X Total Points (spread)

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

Match Game Handicap (spread)

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

Total Games (spread)

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

Game X Extra Points

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

Player X Total Points (spread)

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

Player X Odd/Even Points

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

Game X Odd/Even Points

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

Odd/Even Points

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

Game X Correct Score

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

Baseball Live

Article 1

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

Article 2

If the difference in points between the two teams is more than or equal to 10 points starting from 7th inning, the game ends in advance for obvious primacy of a team (Mercy rule). Back-to-front, in the Major League Baseball, winners and losers are official after 5 innings completed, or 4.5 if the home team is leading.

Article 3

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

Article 4

Market Types

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

You have to predict the winner of the match.

3way

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

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

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

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

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

Example:

If the spread offered is Home -6.5:

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

Who wins the rest of the match, including overtime

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

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

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

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

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

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

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

Home Team Total Runs Odd/Even

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

Away Team Total Runs Odd/Even

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

Winning Margins, including overtime

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

Team with highest scoring inning

You have to predict which team will score the most runs in one single inning during the match.

Maximum period total score

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

Who scores X point, including overtime

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

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

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

Will there be Overtime?

You have to predict if any overtime innings are played.

Matchbet & Totals (spread)

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

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

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

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

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

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

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

Which team will lead at halftime?

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

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

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

Asian handicap 1st half (spread)

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

If the spread offered is Home -6.5:

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

Halftime - Total (spread)

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

1st Half – Total hometeam (spread)

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

1st Half – Total awayteam (spread)

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

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

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

Example:

If the spread offered is Home -6.5:

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

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

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

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

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

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

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

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

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

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

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

A Score in the X Inning

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

A Hit in the X Inning

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

Next Team to Score

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

Will there be an 18th half-inning?

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

Basketball Live

Article 1

The outcome of a bet on a basketball live event is based on the score of the entire match, including overtime.

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

Article 2

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

Article 3

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

Article 4

Market Types

3Way

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

Which Team Will Win the Match, including Overtime?

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

Over / Under - Including Overtime

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

Over / Under

You have to predict if the total number of points scored during regular time will be over or under the spread indicated. Extra time is not included.

Home/Away Team Over / Under

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

Handicap Including Overtime

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

Example:

If the spread offered is (-6.5):

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

Draw No Bet

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

Winning Margin

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

Odd / Even

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

Odd/Even Including Overtime

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

Will There Be Overtime?

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

Team to Score Point X, Including Overtime

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

Which Team Wins Race to X Points, Including Overtime?

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

Half Time 3Way

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

Half Time Draw No Bet

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

Half Time Handicap

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

Example:

If the spread offered is (-6.5):

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

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

Half Time Over / Under

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

Half Time Odd / Even

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

Period X Draw No Bet

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

Period X 3Way

You have to predict the result of the indicated period.

Period X Over/Under

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

Period X Handicap

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

Example:

If the spread offered is (-6.5):

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

Xth Quarter – Home Total

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

Xth Quarter – Away Total

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

Xth Quarter – Winning Margin

You have to predict the winning margin of the team that will score more points during the indicated period.

Period X Odd/Even

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

Period X - Which Team Wins Race to Y Points?

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

Highest Scoring Quarter

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

Matchbet and Totals

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

Draw No Bet Second Half (Regular Time)

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

Odd or Even for Second Half (Regular Time)

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

Asian Handicap Second Half (Regular Time)

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

2nd Half 3way (Regular Time)

You have to predict the result of the indicated half.

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

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

2nd Half - 3way (incl. OT)

You have to predict the result of 2nd half (overtimes included), considering only the points scored from the beginning of the 2nd half.

2nd Half - Total (incl. OT)

You have to predict if the total number of points scored during the 2nd half (overtimes included) will be over or under the spread indicated.

2nd Half - Handicap (incl. OT)

You have to predict the winner of the 2nd half (overtimes included) by adding or subtracting the spread offered from the score of the indicated half plus overtimes.

2nd Half - Draw no bet (incl. OT)

You have to predict the winner of the 2nd half (overtimes included), considering only the points scored from the beginning of the 2nd half. If the sum of the points is the same for both teams, the selection will be void.

2nd Half - Odd/Even (incl. OT)

You have to predict if the total number of points scored during the 2nd half (overtimes included) will be odd or even.

Boxing Live

Article 1

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

Article 2

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

Article 3

Types of Bets

Fight Outright

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

Method of Victory

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

Total Round Over/Under (spread)

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

Knock Out in X Round

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

Will the Fight Go the Distance

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

Cricket Live

Article 1

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

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

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

All markets do not consider ‘Super Overs’ unless specified.

Bets will stand if at least one ball is bowled.

Article 2

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

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

Article 3

Types of bet

Winner (incl. super over)

Predict the match result at full time (including any super over).

Xth innings – Total

Bet over or under the quoted line. Winner will be determined by the amount of runs scored in the indicated inning.

Xth innings – Home/Away total

Bet over or under the quoted line. Winner will be determined by the amount of runs scored by the home/away team in the indicated inning.

Xth innings – Yth dismissal method

Predict the method of Yth dismissal at Xth innings.

Xth innings - Yth dismissal method (limited)

Predict the method of Yth dismissal at Xth innings.

Xth innings - odd/even

Predict whether the runs scored on Xth innings will be odd or even.

Xth innings over y – Home/Away odd/even

Predict whether the runs scored by the home/away team on Xth innings over y will be odd or even.

Number of runs in the highest scoring over

Bet on how many runs will be scored in the highest scoring over in the innings.

Which team will have the highest scoring over

Bet on the team to score the most runs in a single over.

Will there be a tie

Bet on whether the match will finish in a tie.

Will there be a super over

Predict whether there will be a super over.

Xth innings overs 0 to y - 1x2

Predict the result of the match between over 0 to over y of Xth innings.

Xth innings overs 0 to y – Home/Away total

Predict whether home/away total runs between over 0 to over y of Xth innings is over or under the indicated spread.

Xth innings over y – Home/Away total

Predict whether home/away total runs on Xth innings over y will be over or under the indicated spread.

Xth innings over y - zth delivery Home/Away total

Predict whether on zth delivery home/away total runs on Xth innings over y will be over or under the indicated spread.

Runs in an over

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

Twenty20

All scheduled overs must be played for undecided markets to be settled unless the innings has reached its natural conclusion.

ODIs

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

Cycling Live

Article 1

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

Article 2

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

Article 3

Types of Bets

Winner

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

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

Placing

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

Head to Head

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

Winning Margin

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

Darts Live

Article 1.

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

Article 2.

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

Article 3.

Market types.

Head to Head.

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

1X2.

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

Correct Score.

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

Handicap.

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

Example:

If the offered spread is -2.5:

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

Total Sets.

You have to predict if the total sets played during the match will be over or under the spread indicated.

Total Legs.

You have to predict if the total legs played during the match will be over or under the spread indicated.

Leg handicap.

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

Most 180s.

You have to predict which player will achieve the highest number of 180s during the entire match. It's a 3-way market.

Total 180s.

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

Over/Under 180 3 Bands.

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

Highest Match Checkout (spread).

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

Competitor X total 180s.

You have to predict whether the total 180s scored in the match by the player1/player2 is over or under the spread indicated.

Leg X Winner.

You have to predict the winner of the indicated leg.

Leg X 180.

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

Leg X Winning Checkout

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

Set X Leg Y Winner.

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

Set X Leg Y 180.

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

Xth Set Leg Y - Checkout Score X+.

You have to predict which is the checkout score achieved during a certain leg. There are 2 bands to choose from: 0-40, 41+.

Xth Set Leg Y - Total Darts.

You have to predict if the number of darts thrown during a certain leg will be over or under the indicated spread.

Xth Set Leg Y - Checkout Colour.

You have to predict the checkout colour. In order to checkout, a player has to score double points with their final dart, achieving the amount needed to get down to zero. The sections on a dartboard alternate between red and green, and the color of the checkout will be determined by whether the player has to score a red or a green double.

Xth Set Leg Y - CompetitorX to score a 180.

You have to predict whether the competitor X will achieve a 180 during a certain leg of the indicated set.

Xth Set Leg Y - Point Range on xth Visit.

you have to predict the point aggregate range that the 2 players will score during the xth visit. There are 3 possible outcomes: <89,5; between 90 and 100; >100.5.

Xth Set Leg x - Highest Scoring Player on Xth Visits.

You have to predict which player will score more during the Xth visit. A single visit or turn to the board gives the player the chance to throw three darts.

Xth set - Total 180s.

You have to predict whether the total 180s scored during the Xth Set will be over or under the indicated spread.

Xth Set - Most 180s.

You have to predict which player will score more 180s during the Xth Set.

Xth Set - CompetitorX total 180s.

You have to predict whether the number of 180s achieved during the set by the competitor X will be over or under the indicated spread.

Xth Set Leg x - Any Player to Score a 180.

You have to predict whether any player during the Leg X will score at least one 180.

Set X Winner.

You have to predict the winner of the indicated set.

Xth Set - Total Legs.

You have to predict if the total legs played during the set will be over or under the spread indicated

Xth Set - Which Player Wins the Rest.

You have to predict the outcome of the indicated set not considering points scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt.

Xth Set - Correct Score.

You have to predict the exact result of the set, based on the number of legs won by each competitor.

Xth Set - Odd/Even Legs.

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

Xth Set - Leg Handicap.

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

Odd/Even Sets.

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

FUTSAL LIVE

Article 1

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

Article 2

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

Article 3

Market Types

3way

You have to predict the outcome of the entire match.

Asian Handicap

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

Draw No Bet

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

1X2 Handicap

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

Total

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

Double chance (1X - 12 - X2)

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

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

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

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

Halftime - Total

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

Total (OT only!)

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

Who Wins the Rest of the Match?

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

Halftime - Who Wins the Rest of the Match?

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

Overtime - Who Wins the Rest of the Match?

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

Next Goal

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

Halftime - Next Goal

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

Overtime - Next Goal

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

Halftime - 3way

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

3-way (OT only!)

You have to predict the outcome of the overtime.

Correct Score flex

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

Correct Score first half flex

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

Total Goal Home / Away

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

Goal/No goal

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

Odd/Even

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

Which team will win the penalty shootout?

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

Handball Live

Article 1

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

Article 2

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

Article 3

Types of Bets

3way (Match Winner)

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

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

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

Asian Handicap (spread) (Match Handicap)

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

Example:

If the spread offered is (-6.5):

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

Handicap (spread) (3way Handicap)

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

Example:

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

Example 2:

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

Odd/Even (Total Match Goals Odd/Even)

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

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

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

Halftime - Total (spread) (Total 1st Half Goals - Over/Under)

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

Asian handicap first half (spread) (1st Half Handicap)

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

Example:

If the spread offered is Home (-6.5):

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

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

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

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

Example:

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

Example 2:

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

Odd/Even for first half (1st Half Goals - Odd/Even)

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

Who scores X point, including overtime

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

Which team wins race to X points, including overtime?

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

2nd Half - 3 way

You have to predict the result of the indicated half.

Halftime/Fulltime

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

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

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

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

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

X Half - Draw No Bet

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

Total Home Team Goals Over/Under (Spread)

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

Total Away Team Goals Over/Under (Spread)

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

Winning Margin

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

X Half - Winning Margin

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

Horse Racing Live

Article 1

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

Article 2

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

Article 3

Market Types

Winner

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

Podium

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

Matchups

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

Ice Hockey Live

Article 1

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

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

Article 2

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

Article 3

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

Article 4

Market Types

3way (Regular Time)

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

Total (Regular Time)

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

Handicap (Regular Time)

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

Example:

If the spread offered is (-6.5):

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

Handicap 3way (Regular Time)

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

Example:

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

Example 2:

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

Which Team Will Win the Match Including Overtime & Penalties?

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

Draw No Bet (Regular Time)

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

Rest of Match 1X2

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

Team to Score Next Goal (Regular Time)

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

Double Chance

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

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

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

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

Correct Score

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

Correct Score (Inc OT & Shootout)

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

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

Both Teams to Score

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

Goals Home Team

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

Goals Away Team

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

Total Home Team (spread)

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

Total Away Team (spread)

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

Odd/Even

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

Who Wins The Period?

You have to predict the result of the indicated period.

Total for X Period (spread)

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

Handicap for X Period (spread)

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

Example:

If the spread offered is (-1.5):

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

Period X Odd/Even

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

A Goal in the X Period

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

Both Teams to Score Twice (Regular Time)

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

Overtime Money Line

You have to predict the winner of the overtime. If the teams draw, the selection will be void.

Overtime Who Wins the Rest?

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

Next Goal Overtime

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

To Win Penalty Shootout

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

Next Goal Penalty Shootout

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

Highest Scoring Period

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

Match Result & Both Teams to Score (Regular Time)

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

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

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

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

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

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

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

Race to X Goals (Regular Time)

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

Match to go to Penalties

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

Will there be Overtime

You have to predict if any overtime period is played.

X Period Both Teams to Score

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

Total Spread Goals (Inc OT & Penalties)

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

Total Hometeam (Inc OT & Penalties)

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

Total Awayteam (Inc OT & Penalties)

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

When Will The Game End

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

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

Martial Arts/MMA Live

Article 1

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

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

will not be taken into consideration.

Article 2

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

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

Article 3

Types of Bets

Fight Outright

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

Method of Victory

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

Total Round Over/Under (spread)

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

Will the Fight Go the Distance

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

Motor Sports Live

Formula 1, Formula E, MotoGP

Article 1

Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes. Following decisions taken by disciplinary or legal bodies (including but not limited to FIA, DORNA, NASCAR, FIM, etc.) and affecting or amending the result achieved on the race field will not be taken into consideration.

Article 2

Events being shortened due to weather conditions or other circumstances, but are deemed official by the governing association, will be settled accordingly.

If a race is postponed to another day, all markets are considered void.

Article 3

Unless otherwise stated in the market rules, the dead heat rule (Art. 8 in the General Rules section) will be applied if the number of winners exceeds the expected amount of winning selections for a specific market.

If one or more drivers have to start the race from the pit-lane, he/they will be ranked at the end of the starting grid for settlement purposes.

If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.

Winner (team) and Head2head (teams) are settled with the team which has the best ranked car in the final result.

Winner – Driver (Practice, Qualifying, Race)

You have to predict that the selected driver will be the winner of the indicated session.

Winner - Team (Practice, Qualifying, Race)

You have to predict which will be the team of the driver that will win the indicated session.

Top 3 – Driver (Practice, Qualifying, Race)

You have to predict that the selected driver will end the indicated session in the Top 3. **Top 3 - Teams**

You have to predict that the selected team will end the race in the Top 3 of teams.

Example:

If these will be the final positions of a race:

1. Verstappen (Red Bull)
2. Leclerc (Ferrari)
3. Sainz (Ferrari)
4. Perez (Red Bull)
5. Alonso (Aston Martin)
6. Norris (McLaren)

In this situation Red Bull, Ferrari and Aston Martin will be the winning outcomes.

Head2Head (Practice, Qualifying, Race)

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

If both drivers (which are reflected as dedicated selections) retire in the same lap, the market will be voided.

Markets will be considered void if one of the drivers retires in or before the formation lap.

Head2Head (teams) (Practice, Qualifying, Race)

You have to predict which is the team of the driver that will achieve the best position in the indicated session among the two teams specified in the bet.

If all drivers of the teams (which are reflected as dedicated selections) retire in the same lap, the market will be voided.

Markets will be considered void if both drivers of one or both teams retire in or before the formation lap.

Winner of Group

You have to predict that the selected driver will be the winner of the given group.

If all drivers (which are reflected as dedicated selections) retire in the same lap, the market will be voided.

Markets will be considered void if one of the drivers retires in or before the formation lap.

Overtakings

An overtaking needs to be maintained until the end of the lap in order to be considered for settlement purposes.

Overtakings during the first lap are not considered for settlement purposes.

Overtakings of a specific driver in the same lap when he enters or exits the pit are not considered for settlement purposes. Overtakings of a car in the lap of its retirement are not considered for settlement purposes.

Team total overtakings is settled based on the accumulated number of overtakings of both cars in the specified team.

Please note: Specific overtakings market rules are considered as valid for this market.

Lapping and unlapping is not considered as overtaking.

Total Overtakings (driver or team)

You have to predict if the total number of overtakings made by the indicated driver or team will be over or under the spread indicated.

Total Overtakings

You have to predict if the total number of overtakings during the race will be over or under the indicated spread.

Pit Stop

The car which enters the pit-lane first will be considered as winner of this market.

If a car enters the pit lane and retires it will still be considered as a pit stop for settlement purposes.

1st pit stop (teams) is settled with the team whose car entered the pit-lane first.

Please note: Specific pit stop market rules are considered as valid for this market.

Xth Pit Stop (driver or team)

You have to predict which driver or team will make the Xth Pit Stop during the race.

Winning Margin

You have to predict which will be the margin in seconds between the winner of the race and the driver who will finish the race in second position.

Total Finishers

You have to predict if the total number of drivers that will finish the race will be over or under the indicated spread.

Grid Position Range of the Winner

You have to predict the grid position range of the winner of the race.

If one or more drivers have to start the race from the pit-lane, they will be considered at the end of the grid for settlement purposes.

Fastest Lap

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

The lap time in milliseconds is valid for settlement purposes.

Lap X – Fastest Lap

You have to predict which driver will perform the fastest lap during the indicated lap.

The lap time in milliseconds is valid for settlement purposes.

Laps X to Y – Fastest Lap

You have to predict which driver will perform the fastest lap during the indicated interval of laps X-Y.

The lap time in milliseconds is valid for settlement purposes.

Retirements

A car is considered as retired for settlement purposes if it doesn't pass the finish line when the session is considered as completed, unless he is disqualified.

If more than one driver retires in the same lap where the first retirement happened, the dead heat rule will be applied.

If a car retires in the pit or pit lane, the last started lap is considered for settlement purposes.

1st to retire (teams) is settled with the team that will retire one car first.

Please note: Specific retirement market rules are considered as valid for this market.

Lap X – Total Retirements

You have to predict if the total number of retirements during the indicated lap will be over or under the spread indicated.

Xth to Retire (driver or team)

You have to predict which driver or team will be the Xth to Retire during the race.

Rugby Live

RUGBY UNION and RUGBY LEAGUE

Article 1

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

Article 2

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

Article 3

Market Types

3way

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

Handicap (3ways)

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

Example:

If the spread offered is -5:

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

Asian Handicap

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

Example:

If the spread offered is -6,5:

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

Over/Under points

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

Who Wins the rest of the Match

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

Draw No Bet

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

Total Points

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

Next Try

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

Next Try to be converted

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

Over/Under total tries

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

Over/Under team tries (3ways)

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

Double chance (1X - 12 - X2)

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

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

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

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

Odd / Even

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

Total Hometeam

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

Total Awayteam

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

Matchbet and Totals

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

Total range Rugby

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

Halftime – 3way

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

Halftime - Who wins the rest?

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

Draw No Bet first half

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

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

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

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

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

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

Odd/Even for first half

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

Halftime - Winning margins Rugby

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

Halftime - Total range Rugby

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

1st Half - Total hometeam

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

1st Half - Total awayteam

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

Snooker Live

Article 1

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

Article 2

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

Article 3

Market types

Which team will win the match?

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

Correct Score Frames

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

Total (spread)

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

Who wins the rest of the match?

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

1 (the home player wins);

X (the players draw);

2 (the away player wins)

Asian Handicap (spread)

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

Example:

If the offered spread is -2.5:

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

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

Top Break

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

Who will win the frame? (Frame X)

You have to predict the winner of the indicated frame.

X frame - First colour potted

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

X frame - Highest break

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

X frame – Player with highest break

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

X frame - Total points (spread)

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

X frame - Any player with a break 100+

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

X frame – Player Y with a break 100+

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

X frame - Any player with a break 50+

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

X frame – Player Y with a break 50+

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

X frame - Asian Handicap (spread)

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

X frame - Last points scored

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

X frame – Odd/even number of points

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

X frame – Player to pot first ball

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

X frame – Player to pot last ball

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

X frame – Race to 30

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

X frame – Will there be a foul

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

Leader after X frames

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

Match will go to a deciding frame

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

Odd/even number of frames

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

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

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

Race to X frames

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

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