Zoom Virtual Soccer T&Cs

Version 21: Effective since 24.07.2025

Game Version 1.0

- 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
- Bet9ja 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 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](#)
- [Bet9ja sports terms and conditions](#)
  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.

- Next Goal X

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

- 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 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.

- Who wins the rest of the match

  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

- Home/Away Win Either Half

  You have to predict if the selected team will win one or both halves in the match

- 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.

- 1×2 Multi Goal

  You have to predict the combination of the final results plus the range of total goals scored during the match.

- DC Multigoal

  You have to predict the combination of the double chance plus the range of total goals scored during the match

- HT / FT

  You have to predict the outcome of the first half time of the match together with the outcome of the entire match.

- Handicap

  You have to predict the final result of the match taking in consideration the handicap in brackets.

- 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

- X Minutes (X Minutes – 1X2)

  You have to predict the outcome of the indicated minutes. There are 3 possible outcomes: 1 X 2.

Example:

You have to predict the outcome of the first 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 0:01 and 05:00 to be classed in the first 05 minutes.

- X Minutes Total Over/Under (X Minutes – Over/Under)

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

You have to predict the total goals that will be scored in the first 60 minutes of the match. (00:01 – 60:00) is over or under the indicated spread

- Corner 1X2

You have to predict which team in the match will be awarded the most corners.

- Corner Over/Under

You have to predict whether the total amount of corners taken in the match is over or under the indicated spread.

- Xth Corner

You have to predict which team will be awarded the X-th corner of the match.

- Half – 1X2 Corner

You have to predict which team will have more corners in the indicated half (1X2).

For the separate section 'Players Zoom Soccer' we have the markets specified below:

- First Goalscorer

You have to predict which player will score the first goal of the match.

- Anytime Goalscorer

You have to predict which player will score at least one goal during the match.
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

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.

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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.

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 the 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.

Golden Goal
Golden Goal is a Zoom Virtual Soccer feature that can result in an immediate win for the player who placed a bet on the team that scored it independently from the final outcome of the game. The feature is randomised and available exclusively on the markets "1X2 FT" and "DC FT".

- For Example:
- o Zoom Virtual Soccer game Juventus vs Inter Milan.
- o Player A bet on Juventus to win and Player B bet on Juventus to win or draw
- o If Inter Milan is winning 0-2 and Juventus score to make it 1-2 with a Golden Goal, both players A & B will instantly win independently from what the final result of the game will be.

Early Payout
The "early payout" is a feature that allows the user to win his bet before the game is finished. The feature can be applied, at Bet9ja sole discretion, when a team is winning by many goals before the final whistle.

For Example:

- If after 80 minutes, Juventus is winning 3-0 against Salernitana, the outcomes 1 and 1X will be set as winnings.
- The teams paid as winning ones with "early payout" will be colored in green in the "Livescore" section.
- In the situation where the final result ends up being different from the one paid with the "early payout", 2 outcomes will be paid.

Home/Away Win Both Halves
You have to predict if the selected team wins both halves of the match.

Next Goalscorer
You have to predict which player will score the next goal of the match.

Corner Over/Under HT
You have to predict whether the total amount of corners taken in the first half is over or under the indicated spread.

1X2 – 2UP

Predict the outcome of the match within 90 minutes. If the team you selected takes a two-goal lead at any point during the match, your selection will be settled as a winner.

1X2 – 1UP

Predict the outcome of the match within 90 minutes. If the team you selected takes a one-goal lead at any point during the match, your selection will be settled as a winner.