

Sport T&C's Part 2

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POOL

Article 1

All results of a Pool event are settled based on the relevant competition's official website.

Article 2

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

Article 3

Market Types

Head to Head (HH) / Match Winner

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

RUGBY

RUGBY

Article 1.

The outcome of a bet on a Rugby event is based on the result of the match after regular time only.

Article 2.

Whenever a rugby match is officially postponed or suspended, all the related bets will remain valid if the event takes place in the next 48 hours from the original time set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all selections related to that event will be considered void.

Article 3.

Market Types.

1X2.

You have to predict the outcome of the entire match.

12.

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

Handicap (Spread).

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

The handicap, is always given to the favorite team. The handicap will be subtracted from their final score. Extra time is taken into consideration.

Example: New Zealand – Australia.

If you bet on New Zealand with a handicap of 15 then for the bet to be winning New Zealand must win the match by at least 16 points.

If you bet on the draw, then for the bet to be winning New Zealand must win by exactly 15 points.

If you bet on Australia, then for the bet to be winning Australia must win the match or Australia loses conceding a maximum of 14 points to its opponent.

Handicap 1-2.

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

The handicap, is always given to the favorite team. The handicap will be subtracted from their final score. Extra time is taken into consideration.

Example: England – Wales.

If you bet on England with a handicap of 15.5 then for the bet to be winning England must win the match by at least 16 points.

If you bet on Wales, then for the bet to be winning Wales must win the match or Wales loses conceding a maximum of 15 points to its opponent.

Double Chance.

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

Odd/Even.

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

Draw No Bet.

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

HT/FT.

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

Highest Scoring Half.

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

Total Points.

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

First Team to Score.

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

Last Team to Score.

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

Home/Away Win Both Halves.

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

Odd/Even Home/Away.

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

Over/Under Home/Away.

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

Winning Margin.

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

Point Range.

You have to predict the margin of victory without specifying the winning team.

1x2 & Total.

You have to predict the combination of the final result of the match and whether the total number of points scored in the match will be over or under the spread indicated.

Race to X.

You have to predict which team will reach X points first.

1st Scoring Play.

You have to predict how the first points in the match will be scored. There are 6 possible outcomes:

Home/Away with Try, Home/Away with Penalty, Home/Away with Drop Goal.

Try 1X2.

You have to predict the outcome of the entire match in terms of scored Tries.

1X2 Try Handicap.

You have to predict the result of the match in terms of scored Tries taking in consideration the handicap indicated. There 3 possible outcomes: 1, X and 2. Extra time is taken into consideration.

For example, (0:1) indicates that the AWAY team has one Try advantage, as for (1:0) indicates that the HOME team has one Try advantage.

For example, (Home -1) indicates that the Away team has one Try advantage, (Home +1) indicates that the Home team has one Try advantage.

Try Handicap.

You have to predict the winner of the entire match in terms of scored Tries adding or subtracting the indicated spread to the result of the match. Extra time is taken into consideration.

Try DNB.

You have to predict which team will win the match in terms of scored Tries. If the match ends in a draw then the selection will be void.

Try DC.

You have to predict which team will win the match in terms of scored Tries. There are 3 possible outcomes: 1X, X2 and 12.

Tries Over/Under.

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

Tries Home/Away Over/Under.

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

Tries Odd/Even.

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

1X2 1st Half.

You have to predict the outcome of the first half of the match only. Points scored in the 2nd half of the match do not count.

Handicap HT (Spread).

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

The handicap, is always given to the favorite team. The handicap will be subtracted from their first half score. Extra time is taken into consideration.

Handicap HT 1-2.

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

The handicap, is always given to the favorite team. The handicap will be subtracted from their first half score. Extra time is taken into consideration.

Odd/Even 1st Half.

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

Draw No Bet HT.

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

Double Chance HT.

You have to predict the result of the first half. There are 2 possible outcomes: 1X and the X2.

1st Half – Winning Margin.

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

Over/Under Home/Away 1st Half.

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

1st Half – Try 1x2.

You have to predict the winner of the first half in terms of scored Tries.

1stH – 1X2 Try Hand.

You have to predict the winner of the first half in terms of scored Tries adding or subtracting the indicated spread.

1st Half – Try Draw No Bet.

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

1st Half – Try Double Chance.

You have to predict which team will win the first half in terms of scored Tries. There are 3 possible outcomes: 1X, X2 and 12.

1st Half – Total Tries.

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

1st Half – Home/Away Total Tries.

You have to predict if the total number of scored Tries during the first half by the Home/Away team will be over or under the spread indicated.

1st Half – Odd/Even Tries.

You have to predict if the number of Tries scored in the first half is odd or even.

1st Half – Over/Under.

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

1st Half – Point Range.

You have to predict the margin of victory of the first half without specifying the winning team.

Article 4**Rugby Antepost.**

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

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

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

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

SNOOKER

Article 1

The outcome of a bet on a snooker event is based on published official results.

Article 2

If a snooker event is officially cancelled all the related bets will be deemed void. If a snooker event is postponed or suspended all bets will stand and will be paid out after its conclusion. If the event is not completed within the indicated time-frame, the bets will be void.

Article 3

Market Types

Match Result

You have to predict the winner of the match. If the match ends in a draw the selection will be void unless the draw option was offered.

Article 4

Snooker Antepost

Tournament Winner

You have to predict the winner of the competition.

SOCER

Article 1

The outcome of a bet on a football (soccer) event is based on the scheduled minutes of play plus injury time. Unless otherwise stated for specific bet typologies overtimes and penalty shoot outs will not affect the outcome of the bet.

Article 2

Whenever a football match is officially postponed or suspended according to the time written in the coupon, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the markets where the outcome has not already been determined will be settled as void. All the markets where the outcome has been determined will be settled accordingly.

That rule doesn't apply in the event of matches where the date change occurs before the day originally scheduled for the match. In this event, if the game is announced to be rescheduled at least one day before the expected date of the match, and the match is played within 96 hours of the original date of the match, all related bets will be considered valid.

Article 3

A team is considered to have scored the goal even if it was actually scored by an opponent's player (an own goal) or if it was the result of a penalty kick occurred during regular or injury times.

Article 4

If the match takes place in a neutral venue, the first mentioned team will be considered the home team and the second mentioned team will be considered the away team.

Article 5

In relation to friendly matches; if a friendly match is played in a traditional format (eg. two halves) then bets will be settled based on the full time result not including extra-time or penalties. An exception to this rule would be if the odds offered were incorrect and based on a different time period. (eg if odds offered were based on 2x45min halves and only 2x30min halves were played). In these cases, we reserve the right to void any market.

If a friendly is played over 3 or 4 periods, we reserve the right to void the match, however the full time result not including extra-time or penalties will be settled only if odds offered were correct. Any bets on 1st & 2nd half will be made void. As above, we reserve the right to void any market if the odds offered are based on settlement of a different match time.

Article 6

Market Types

1X2

You have to predict the outcome of the entire match.

Double Chance

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

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

Over/Under

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

Handicap

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

For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

For example (Home -1) indicates that the Away team has a one goal advantage, (Home +1) indicates that the Home team has a one goal advantage.

Bet Types available on this market:

1H (0:1): The home team will win the match with 2 or more goals difference

XH (0:1): The home team will win the match with 1 goal difference

2H (0:1): The away team will win the match or will draw

1H (0:2): The home team will win the match with 3 or more goals difference

XH (0:2): The home team will win the match with 2 goal difference

2H (0:2): The away team will win the match, will draw, or will lose with 1 goal difference

1H (0:3): The home team will win the match with 4 or more goals difference

XH (0:3): The home team will win the match with 3 goal difference

2H (0:3): The away team will win the match, will draw, or will lose with 1 or 2 goals difference

1H (1:0): The home team will win the match or will draw

XH (1:0): The away team will win the match with 1 goal difference

2H (1:0): The away team will win the match with 2 or more goals difference

1H (2:0): The home team will win the match, will draw, or will lose with 1 goal difference

XH (2:0): The away team will win the match with 2 goal difference

2H (2:0): The away team will win the match with 3 or more goals difference

1H (3:0): The home team will win the match, will draw, or will lose with 1, or 2 goals difference

XH (3:0): The away team will win the match with 3 goal difference

2H (3:0): The away team will win the match with 4 or more goals difference

Asian Handicap

Predict the winner in regular time taking in consideration the handicap in brackets. Quarter ball (0.25; 0.75; 1.25 etc.) advantage can be settled as won/lost or half won/half lost while the other half of the stake is returned. Half ball (0.5; 1.5; 2.5 etc.) advantage can be settled as won or lost. Whole ball (1; 2; 3 etc.) advantage can be settled as won, lost or void.

Tickets are settled according to the full-time result using the following logic:

Handicap Line 0

The team that wins by any margin is to be settled as the winning selection. In the event of a draw all tickets are void.

Handicap Line 0.25

If the team that is giving (-) a 0.25 ball start:

- Wins – All tickets on this selection are settled as won
- Draws – Half the stake is void, the other half is settled as lost
- Loses – All tickets on this selection are settled as lost

If the team that is receiving (+) a 0.25 ball start:

- Wins – All tickets on this selection are settled as won
- Draws – Half the stake is settled at the odds of the chosen selection, the other half is void
- Loses – All tickets on this selection are settled as lost

Handicap Line 0.5

If the team that is giving (-) a 0.5 ball start:

- Wins – All tickets on this selection are settled as won
- Draws – All tickets on this selection are settled as lost
- Loses – All tickets on this selection are settled as lost

If the team that is receiving (+) a 0.5 ball start:

- Wins – All tickets on this selection are settled as won
- Draws – All tickets on this selection are settled as won
- Loses – All tickets on this selection are settled as lost

Handicap Line 0.75

If the team that is giving (-) a 0.75 ball start:

- Wins by >2 goals – All tickets on this selection are settled as won
- Wins by 1 goal – Half the stake is settled at the odds of the chosen selection, the other half is void
- Draws or Loses – All tickets on this selection are settled as lost

If the team that is receiving (+) a 0.75 ball start:

- Wins or Draws – All tickets on this selection are settled as won
- Loses by 1 goal – Half the stake is void, the other half is settled as lost
- Loses by >2 goals – All tickets on this selection are settled as lost

Handicap Line 1.0

If the team that is giving (-) a 1.0 ball start:

- Wins by >2 goals – All tickets on this selection are settled as won
- Wins by 1 goal – All tickets on this selection are void
- Draws or Loses – All tickets on this selection are settled as lost

If the team that is receiving (+) a 1.0 ball start:

- Wins or Draws – All tickets on this selection are settled as won
- Loses by 1 goal – All tickets on this selection are void
- Loses by >2 goals – All tickets on this selection are settled as lost

The following table summarises all possible scenarios.

Asian Total (Under/Over)

Predict whether the total number of goals scored in regular time is over/under a given line.

Quarter line (0.75; 1.25; 1.75 etc.) can be settled as won, lost or half won/half lost while the other half of the stake is returned. Half line (0.5; 1.5; 2.5 etc.) can be settled as won or lost. Whole line (1; 2; 3 etc.) can be settled as won, lost or void.

Tickets are settled according to the full-time result using the following logic:

Over/Under 2.0

Bets on under 2 goals:

- <2 goals scored – All tickets on this selection are settled as won
- 2 goals scored – All tickets on this selection are void
- >2 goals scored – All tickets on this selection are settled as lost

Bets on over 2 goals:

- <2 goals scored – All tickets on this selection are settled as lost
- 2 goals scored – All tickets on this selection are void

- >2 goals scored – All tickets on this selection are settled as won

Over/Under 2.25

Bets on under 2.25 goals:

- <2 goals scored – All tickets on this selection are settled as won
- 2 goals scored – Half the stake is settled at the odds of the chosen selection, the other half is void
- >2 goals scored – All tickets on this selection are settled as lost

Bets on over 2.25 goals:

- <2 goals scored – All tickets on this selection are settled as lost
- 2 goals scored – Half the stake is void, the other half is settled as lost
- >2 goals scored – All tickets on this selection are settled as won

Over/Under 2.5

Bets on under 2.5 goals:

- <2 goals scored – All tickets on this selection are settled as won
- >2 goals scored – All tickets on this selection are settled as lost

Bets on over 2.5 goals:

- <2 goals scored – All tickets on this selection are settled as lost
- >2 goals scored – All tickets on this selection are settled as won

Over/Under 2.75

Bets on under 2.75 goals:

- <2 goals scored – All tickets on this selection are settled as won
- 3 goals scored – Half the stake is void, the other half is settled as lost
- >3 goals scored – All tickets on this selection are settled as lost

Bets on over 2.75 goals:

- <2 goals scored – All tickets on this selection are settled as lost
- 3 goals scored – Half the stake is settled at the odds of the chosen selection, the other half is void
- >3 goals scored – All tickets on this selection are settled as won

Over/Under 3.0

Bets on under 3 goals:

- <2 goals scored – All tickets on this selection are settled as won
- 3 goals scored – All tickets on this selection are void
- >3 goals scored – All tickets on this selection are settled as lost

Bets on over 3 goals:

- <2 goals scored – All tickets on this selection are settled as lost
- 3 goals scored – All tickets on this selection are void
- >3 goals scored – All tickets on this selection are settled as won

The following table summarises all possible scenarios.

Asian Handicap HT (Half-Time).

You have to predict the final two-way result of the first half of the match taking into account the handicap offered. Quarter ball (0.25; 0.75; 1.25 etc.) advantage can be settled as won/lost or half won/half lost while the other half of the stake is returned. Half ball (0.5; 1.5; 2.5 etc.) advantage can be settled as won or lost. Whole ball (1; 2; 3 etc.) advantage can be settled as won, lost or void.

For more information on the Asian spreads view the “Asian handicap” terms and conditions.

Asian Handicap 2HT (Second Half).

You have to predict the final two-way result of the second half of the match taking into account the handicap offered. Quarter ball (0.25; 0.75; 1.25 etc.) advantage can be settled as won/lost or half won/half lost while the other half of the stake is returned. Half ball (0.5; 1.5; 2.5 etc.) advantage can be settled as won or lost. Whole ball (1; 2; 3 etc.) advantage can be settled as won, lost or void.

For more information on the Asian spreads view the “Asian handicap” terms and conditions.

Asian Total HT (Under/Over Half-Time)

Predict whether the total number of goals scored in the first half is over/under a given line.

Quarter line (0.75; 1.25; 1.75 etc.) can be settled as won, lost or half won/half lost while the other half of the stake is returned. Half line (0.5; 1.5; 2.5 etc.) can be settled as won or lost. Whole line (1; 2; 3 etc.) can be settled as won, lost or void.

For more information on the Asian spreads view the “Asian total” terms and conditions.

Asian Total 2HT (Under/Over Second Half)

Predict whether the total number of goals scored in the second half is over/under a given line.

Quarter line (0.75; 1.25; 1.75 etc.) can be settled as won, lost or half won/half lost while the other half of the stake is returned. Half line (0.5; 1.5; 2.5 etc.) can be settled as won or lost. Whole line (1; 2; 3 etc.) can be settled as won, lost or void.

For more information on the Asian spreads view the “Asian total” terms and conditions.

Asian Total Home/Away (Under/Over)

Predict whether the total number of goals scored in the match by the Home/Away team is over/under a given line.

Quarter line (0.75; 1.25; 1.75 etc.) can be settled as won, lost or half won/half lost while the other half of the stake is returned. Half line (0.5; 1.5; 2.5 etc.) can be settled as won or lost. Whole line (1; 2; 3 etc.) can be settled as won, lost or void.

For more information on the Asian spreads view the “Asian total” terms and conditions.

HT/FT (Half Time/Full Time)

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

Correct Score Halftime/Fulltime (HT/FT Correct Score)

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

Example:

Score at HT is 0-0

Score at FT is 2-0

Winning selection for this example is 0-0/2-0

Goal/No Goal (GG/NG)

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

GG/NG 2+

You have to predict whether the both teams will score at least 2 goals during the match.

There are 2 possible options:

GG: both teams will score at least 2 goals during the match

NG: one team or both team will not score either 2 goals during the match

Examples:

Real Madrid-Barcelona 2-2

Winning Selection: GG

Real Madrid-Barcelona 4-2

Winning Selection: GG
Real Madrid-Barcelona 3-1
Winning Selection: NG
Real Madrid-Barcelona 2-0
Winning Selection: NG

Draw No Bet (DNB)

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

Correct Score

You have to predict the correct score of the entire match. Extra time is not included.

The following table shows all the possible outcomes:

1-0	2-1	3-2	0-0	Other
2-0	3-1	4-2	1-1	
3-0	4-1	2-3	2-2	
4-0	1-2	2-4	3-3	
0-1	1-3	4-3	4-4	
0-2	1-4	3-4		
0-3				
0-4				

The selection called “Other” includes all the other possible scores.

Highest Scoring Half

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

First Team to Score

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

Last Team to Score

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

Total Goals Exact

You have to predict the number of goals that will be scored during the entire match.

Multi Goal

You have to predict the number of goals scored during the match based on different ranges offered by Bet9ja.

Correct Score Multi

You have to predict which selection will contain the correct score of the match.

Example:

You choose the selection 0-0 / 1-1 / 0-1 / 1-0

If the match finishes with one of the scores in your selection, your bet is a winner.

1X2 – 5 Minutes

You have to predict the outcome of the first five (5) minutes. There are 3 possible outcomes:

1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 04:59 to be classed in the first 5 minutes. Official reports of the leagues

organizing the events and reports from official provider will be used to determine the correct outcome.

1X2 – 10 Minutes

You have to predict the outcome of the first ten (10) minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

1X2 – 15 Minutes

You have to predict the outcome of the first fifteen (15) minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 14:59 to be classed in the first 15 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

1X2 – 20 Minutes

You have to predict the outcome of the first twenty (20) minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 19:59 to be classed in the first 20 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

1X2 – 30 Minutes

You have to predict the outcome of the first thirty (30) minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 29:59 to be classed in the first 30 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

1X2 – 60 Minutes

You have to predict the outcome of the first sixty (60) minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 59:59 to be classed in the first 60 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Score 5 Min

You have to predict whether a goal will be scored in the first 5 minutes of the match. (0:00 – 4:59).

Score 10 Min

You have to predict whether a goal will be scored in the first 10 minutes of the match. (0:00 – 9:59)

Score 15 Min

You have to predict whether a goal will be scored in the first 15 minutes of the match. (0:00 – 14:59).

Score 20 Min

You have to predict whether a goal will be scored in the first 20 minutes of the match. (0:00 – 19:59).

Score 30 Min

You have to predict whether a goal will be scored in the first 30 minutes of the match. (0:00 – 29:59)

Odd/Even

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

1st Half 1X2

You have to predict the outcome of the first half of the match only. Goals scored in the 2nd half of the match do not count.

1st Half Double Chance (DC HT)

You have to predict the outcome of the 1st half of the match only. There are 3 possible outcomes:

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

1st Half Draw No Bet (DNB HT)

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

1st Half Goal/No Goal (GG/NG HT)

You have to predict whether both teams score at least one goal each during the first half OR only one team or both teams do NOT score any goals during the first half.

1st Half Goals Over/Under (O/U HT)

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

1st Half Multi Goal

You have to predict the number of goals scored during the 1st half based on different ranges offered by Bet9Ja. There are several ranges, between 1 and 3 goals. In the event of no goal scored, or 4 or more goals scored, all the bets will be lost.

1st Half Handicap

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

1st Half Correct Score

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

1st Half Total Goals Exact (Total Goals Exact HT)

You have to predict the number of goals that will be scored during the first half of the match.

1st Half Odd/Even

You have to predict if the number goals scored during the first half only is going to be odd or even. The half time score line 0-0 is considered even.

2nd Half 1X2 (1X2 – 2HT)

You have to predict the outcome of the second half of the match only. Goals scored in the 1st half of the match do not count.

2nd Half Double Chance (DC 2HT)

You have to predict the outcome of the 2nd half of the match only. There are 3 possible outcomes:

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

2nd HT Draw No Bet (DNB HT)

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

2nd Half Goal/No Goal (GG/NG 2HT)

You have to predict whether both teams score at least one goal each during the second half OR only one team or both teams do NOT score any goals during the second half.

2nd Half Over/Under (O/U 2HT)

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

2nd Half Multi Goal

You have to predict the number of goals scored during the 2nd half based on different ranges offered by Bet9Ja. There are several ranges, between 1 and 3 goals. In the event of no goal scored, or 4 or more goals scored, all the bets will be lost.

2nd Half Correct Score

You have to predict the correct score of the second half of the match. Goals scored in the first half do not count towards settlement of this market.

2nd Half Total Goals Exact

You have to predict the number of goals that will be scored during the second half of the match only. Goals scored in the first half do not count towards settlement of this market.

2nd Half Odd/Even

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

Home/Away Win Both Halves

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

Home/Away Win Either Half

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

Home/Away Score In Both Halves

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

Home To Score

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

Away To Score

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

Home No Bet

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

Away No Bet

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

Multi Goal Home/Away

You have to predict the number of goals scored during the match by either the home or away team based on different ranges offered by Bet9ja. There are several ranges, between 1 and 3 goals. In the event of no goal scored, all the bets will be lost.

Total Goals Exact Home/Away

You have to predict the number of goals scored by the home or away team in the match.

Over/Under Home/Away

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

1st Half Over/Under Home/Away

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

2nd Half Over/Under Home (O/U Home 2HT)

You have to predict if the total number of goals scored during the 2nd half of the match by the home team only will be over or under the spread indicated.

2nd Half Over/Under Away (O/U Away HT)

You have to predict if the total number of goals scored during the 2nd half of the match by the away team only will be over or under the spread indicated.

Highest Scoring Half Home/Away

You have to predict which half either the home or away team will score the most goals during the match.

Odd/Even Home/Away

You have to predict if the number goals scored during the match by the home/away team is going to be odd or even. The score line 0-0 is considered even.

1X2 + Over/Under (1X2 +O/U)

You have to predict the combination of the final result of the match and whether the total number of goals scored in the match will be over or under the spread indicated. There are 6 possible outcomes:

1&Ov=The home team wins and total goals is over the spread

1&Un=The home team wins and total goals is under the spread

X&Ov= The match finishes in a draw and total goals is over the spread

X&Un= The match finishes in a draw and total goals is under the spread

2&Ov= The away team wins and total goals is over the spread

2&Un= The away team wins and total goals is under the spread

1st Half 1X2 + Over/Under (HT & O/U)

You have to predict the combination of the half time result of the match and whether the total number of goals scored in the first half will be over or under the spread indicated. There are 6 possible outcomes:

1&Ov=The home team wins the first half and total goals is over the spread

1&Un=The home team wins the first half and total goals is under the spread

X&Ov= The first half finishes in a draw and total goals is over the spread

X&Un= The first half finishes in a draw and total goals is under the spread

2&Ov= The away team wins the first half and total goals is over the spread

2&Un= The away team wins the first half and total goals is under the spread

2nd Half – 1X2 + Over/Under (2HT 1X2 & O/U)

You have to predict the combination of the 2nd half result of the match and whether the total number of goals scored in the 2nd half will be over or under the spread indicated. There are 6 possible outcomes:

1&Ov=The home team wins the 2nd half and total goals is over the spread

1&Un=The home team wins the 2nd half and total goals is under the spread

X&Ov= The 2nd half finishes in a draw and total goals is over the spread

X&Un= The 2nd half finishes in a draw and total goals is under the spread

2&Ov= The away team wins the 2nd half and total goals is over the spread

2&Un= The away team wins the 2nd half and total goals is under the spread

1X2 + Goal/No Goal (1X2 + GG/NG)

You have to predict the combination of the final result of the match and the result of the both teams to score market. There are 6 possible options:

1&GG=The home team will win and both teams will score;

X&GG=The teams will draw and both teams will score;

2&GG=The away team will win and both teams will score;

1&NG=The home team will win and at least one team won't score;

X&NG=The teams will draw and at least one team won't score;

2&NG=The away team will win and at least one team won't score

Winning Margins

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

Home/Away Win to Nil.

You have to predict whether or not the home/away team will win conceding any goal to his opponent. There are two possible outcomes: Yes (the home/away team wins without conceding any goal) and No (any other outcome).

Matchflow (First Goal + 1X2)

You have to predict together if the final result of the match will be 1, X or 2 and which team will score the first goal of the match. The bet offers seven possible outcomes:

1-1st goal & home

1-1st goal & draw

1-1st goal & away

2-1st goal & home

2-1st goal & draw

2-1st goal & away.

No Goal (0-0).

Goal/No Goal + Over/Under (GG + O/U)

You have to predict if both teams score together whether the number of goals in the match is over or under the indicated spread. Four outcomes are possible:

GG&Under=Both teams will score and total goals is under the indicated spread

GG&Over=Both teams will score and total goals is over the indicated spread

NG&Under=One or both teams will not score and total goals is under the indicated spread

NG&Over=One or both teams will not score and total goals is over the indicated spread

Double Chance + Over/Under (DC & O/U)

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the total amount of goals will be over or under the stated number

Double Chance + Goal/No Goal (DC & GG/NG)

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score in the match or not.

Double Chance Half Time/Full Time (DC & HT/FT)

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and the outcome of the 1st half of the match together with the outcome of the entire match.

Chance Mix & Goal Totals

You have to predict either the winning outcome of the match or whether the total amount of goals is over or under the given number. Only one outcome needs to occur for the bet to be a winner.

Bet with six outcomes (1 or Ov, X or Ov, 2 or Ov, 1 or Un, X or Un, 2 or Un).

Chance Mix

You have to predict the winning outcome of the match OR whether both, one or neither teams will score in the match. Only one prediction has to occur for the bet to be a winner. Options available are:

1 or GG = Either home team win or both teams score in the match

X or GG = Either the match finishes a draw or both teams score in the match

2 or GG = Either away team win or both teams score in the match

1 or NG = Either home team win or one or neither teams score in the match

X or NG = Either the match finishes a draw or one or neither teams score in the match

2 or NG = Either away team win or one or neither teams score in the match

1st Half – Double Chance & Goal/No Goal (HT DC & GG/NG)

You have to predict the outcome of the 1st half with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score or not in the 1st half only.

1st Half – 1X2 & Goal/No Goal (HT 1X2 & GG/NG)

You have to predict the outcome of the 1st half and whether the both teams will score or not in the 1st half only.

2nd Half – Double Chance & Goal/No Goal (2HT DC & GG/NG)

You have to predict the outcome of the 2nd half with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score or not in the 2nd half only.

2nd Half – 1X2 & Goal/No Goal (2HT 1X2 & GG/NG)

You have to predict the outcome of the 2nd half and whether the both teams will score or not in the 2nd half only.

1st Half – Double Chance & Over/Under (HT DC & O/U)

You have to predict the outcome of the 1st half with 3 possible double chance outcomes (1X, 12 & X2) and whether the total amount of goals will be over or under the stated number.

2nd Half – Double Chance & Over/Under (2HT DC & O/U)

You have to predict the outcome of the 2nd half with 3 possible double chance outcomes (1X, 12 & X2) and whether the total amount of goals will be over or under the stated number.

Total 1H/2H

Bet on on the amount of goals to be scored in both the 1st half & 2nd half. Possible outcomes are:

1+&1+ Y = One or more goals to be scored in both halves independently

2+&2+ Y = Two or more goals to be scored in both halves independently

3+&3+ Y = Three or more goals to be scored in both halves independently

1+&1+ N = One or more goals NOT to be scored in both halves independently

1+&1+ N = One or more goals NOT to be scored in both halves independently

1+&1+ N = One or more goals NOT to be scored in both halves independently

1-&1- Y = One or less goals to be scored in both halves independently

2-&2- Y = Two or less goals to be scored in both halves independently

3-&3- Y = Three or less goals to be scored in both halves independently

1-&1- N = One or less goals NOT to be scored in both halves independently

2-&2- N = Two or less goals NOT to be scored in both halves independently

3-&3- N = Three or less goals NOT to be scored in both halves independently

Other variations are offered. A minus symbol refers to the number of goals named or fewer, a plus symbol refers to the number of goals named or more. Y indicates you're predicting the number of goals selected will occur, N indicates you're predicting the number of goals selected will NOT occur. eg.

3+ & 1+ Y = You're predicting there will be 3 or more goals in the first half and 1 or more goals in the second half

3- & 2- N = You're predicting there won't be 3 or less goals scored in the 1st half and 2 or less goals scored in the 2nd half.

Goal/No Goal 1HT & Goal/No Goal 2HT (GG/NG HT & GG/NG 2HT)

You have to predict the correct combination of whether both teams will score in the first half and second half. Yes and No options are available.

GGGG Y = Wins if both teams score in both halves of the match

GGGG N = Wins if both teams do not score in both halves of the match

GGNG Y = Wins if both teams score in the 1st half and only one or neither teams score in the 2nd half

GGNG N = Wins if either only one or neither team scores in the 1st half OR both teams score in the 2nd half

NGGG Y = Wins if only one or neither team scores in the 1st half and both teams score in the 2nd half

NGGG N = Wins if either both teams score in the 1st half or only one OR neither team scores in the 2nd half

NGNG Y = Wins if only one or neither teams score in both the 1st & 2nd half

NGNG N = Wins if both teams score in either half of the match

Home Clean Sheet

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict whether the home team will keep a clean sheet during the entire match.

Away Clean Sheet

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict whether the away team will keep a clean sheet during the entire match.

Home HT Clean Sheet

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict whether the home team will keep a clean sheet during the first half of the match.

Away HT Clean Sheet

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict whether the Away team will keep a clean sheet during the first half of the match.

Home 2HT Clean Sheet

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict whether the home team will keep a clean sheet during the second half of the match only. Goals scored in the first half do not count towards settlement of this market.

Away 2HT Clean Sheet

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict whether the away team will keep a clean sheet during the second half of the match only. Goals scored in the first half do not count towards settlement of this market.

Penalty in the Match

You have to predict whether a penalty will be awarded in the match. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

Penalty Scored/Missed

You have to predict whether a penalty will be scored or missed in the match. If no penalty is awarded, the bet is considered a loser. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

Penalty Scored/Missed Home/Away

You have to predict whether a penalty will be scored or missed in the match by either the home or away team. If no penalty is awarded, the bet is considered a loser. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

Time of First Substitution (First Substitution)

You have to predict when there will be the first substitution of the match. There are four

possible outcomes: During first half, during second half, during the break (until the kick-off of second half) and no substitution.

Official reports of the leagues organizing the events will be used to determine the correct time of substitution.

The outcome of the bet is based on the result at the end of the regular playing time including injury time. Unless otherwise specified for certain bet typologies, overtime and the following penalty shootout do not affect the outcome of the bet.

Substitution in First Half.

You have to predict if in the first half there will be at least one substitution. There are two possible outcomes: YES (at least one substitution), NO (no substitution in First half).

Official reports of the leagues organising the events will be used to determine the correct time of substitution.

Substitution in Second Half.

You have to predict if in the second half there will be at least one substitution. There are two possible outcomes: YES (at least one substitution), NO (no substitution in Second Half).

Official reports of the leagues organising the events will be used to determine the correct time of substitution.

Minute First Goal

You have to predict in which minute will be scored the first goal of the match. A goal scored at the minute 10 and one second belongs to the 11th minute. A goal scored at the minute 20 and one second belongs to the 21st and so on.

Minute Of First Penalty

Bet on whether the first penalty in the match will be awarded during the selected time period.

To Qualify

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

Method of Victory

You have to predict the method of victory for the home team or away team. There are six (6) possible outcomes offered;

- Home team wins in regular time
- Away team wins in regular time
- Home team wins in extra time
- Away team wins in extra time
- Home team wins after penalty shots
- Away team wins after penalty shots

Penalty Shoot Out

You have to predict whether the match will be decided by a penalty shootout scenario

Overtime Yes/No

You have to predict whether the match will go to an extra-time period.

Goal Injury Time

You have to predict whether there will be a goal scored in injury time or not. (After 90:01 but not including extra time).

Chance Mix Goal & Totals

You have to predict the total amount of goals of the match OR whether both, one or neither teams will score in the match.

Bet with four outcomes (GG or Ov, NG or Ov, GG or Ov, GG or Un)

3 Chance Mix (3C MIX)

You have to predict the winning outcome of the match OR whether both, one or neither teams will score in the match OR the total amount of goals of the match.

3 Combo

You have to predict the combination of the final result of the match and the result of the both teams to score market and the match will be over or under the spread indicated.

Combo Specials:

Combo Corner/Cards/Total

You have to predict the combination of three markets: Corner Under/Over, Cards Under/Over and Total X Goal Under/Over. The selection will be declared as winner if all the three markets are winning. Extra time and penalty shootouts will not affect the outcome of the bet.

Combo Anytime scorer/Corner/Cards/Total

You have to predict the combination of four markets: Anytime scorer, Corner Under/Over, Cards Under/Over and Total X Goal Under/Over. The selection will be declared as winner if all the four markets are winning. The player has to start the game, otherwise the bet will be voided. Extra time and penalty shootouts will not affect the outcome of the bet.

Combo 1X2/GG HT/GG 2T

You have to predict the combination of three markets: 1X2 Final result, Both teams to Score in the First Half, Both Teams to Score in the Second Half. The selection will be declared as winner if all the three markets are winning. Extra time and penalty shootouts will not affect the outcome of the bet.

Combo Anytime scorer/1X2/Corner/Cards

You have to predict the combination of four markets: Anytime scorer, 1X2 Final result, Corner Under/Over and Cards Under/Over. The selection will be declared as winner if all the four markets are winning. The player has to start the game, otherwise the bet will be voided. Extra time and penalty shootouts will not affect the outcome of the bet.

Combo Penalty/Red Card/Total

You have to predict the combination of three markets: Penalty in the match Yes/No, Red Card in the match Yes/No and Total X Goal Under/Over. The selection will be declared as winner if all the three markets are winning. Extra time and penalty shootouts will not affect the outcome of the bet.

Combo Red Card Player/Anytime Scorer

You have to predict the combination of two markets: Player sent off (red card) and Anytime scorer. The selection will be declared as winner if both markets are winning. The player has to start the game, otherwise the bet will be voided. Extra time and penalty shootouts will not affect the outcome of the bet.

GG/NG 2

You have to predict whether the both teams will score at least 2 goals during the match.

To Win From Behind Home/Away

You have to predict whether the home/away team will win the match after being behind in the match.

Home/Away to Score

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

1X2 & Multigol X-Y

You have to predict the combination of the final result plus if the range of total goals scored during the match will be between X-Y.

There are different markets with different ranges of X-Y. The markets offered are:

- 1X2 & Multigol 1-2
- 1X2 & Multigol 1-3
- 1X2 & Multigol 1-4
- 1X2 & Multigol 1-5
- 1X2 & Multigol 2-3
- 1X2 & Multigol 2-4
- 1X2 & Multigol 2-5
- 1X2 & Multigol 3-4
- 1X2 & Multigol 3-5
- 1X2 & Multigol 4-5

DC & Multigol X-Y

You have to predict the combination of the double chance plus if the range of total goals scored during the match will be between X-Y. The markets offered are:

- DC & Multigol 1-2
- DC & Multigol 1-3
- DC & Multigol 1-4
- DC & Multigol 1-5
- DC & Multigol 2-3
- DC & Multigol 2-4
- DC & Multigol 2-5
- DC & Multigol 3-4
- DC & Multigol 3-5
- DC & Multigol 4-5

GG/NG + OVER/UNDER 3.5

You have to predict the combination of both teams to score or not (GG/NG) plus the total goals scored will be over or under the indicated spread.

HT/FT & O/U

You have to predict the halftime-fulltime result plus the total goals will be over or under the indicated spread.

HT/FT & O/U HT (1,5)

You have to predict the halftime-fulltime result plus the total goals in the first half will be over or under the indicated spread.

Combo Corner O/U HT/2HT

You have to predict whether the number of corners in the first half will be over or under the indicated spread, plus if the number of corners in the second half only will be over or under the indicated spread.

Example: combo corner Ov.4,5/Un4,5. This selection is winning if the total corners in the first half are over 4,5 plus the corners in the second half are under 4,5.

Half Most Bookings

You have to predict the half with most bookings. There are three possible outcome: 1HT the first half is the half with more bookings; 2HT the second half is the half with most bookings; X the two halves have the same number of bookings.

Penalty YES/NO

You have to predict whether a penalty will be awarded during the match.

Substitute to Score

You have to predict whether there will be any goalscorer in the match who starts from the substitutes bench.

First Team to Score Extra time

You have to predict the team that will score the first goal in the Extra Time period.

Penalty Shootout

You have to predict whether the match will be decided by a penalty shootout scenario

Qualified In Extra time

You have to predict which team will qualify after the Extra Time period.

If this is the final of the given tournament, you are predicting which team will lift the trophy after the Extra Time period.

Qualified On Penalties

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

1X2 Only Extra Time

You have to predict the outcome of the extra time of the match. If the game ends before extra time the bets will be voided.

O/U Only Extra Time

You have to predict whether the total goals scored in the Extra Time period will be under or over the spread indicated. If the game ends before extra time the bets will be voided.

Home to Score 2 in a row

You have to predict whether the home team will score at least two goals in a row during the match.

Away to score 2 in a row

You have to predict whether the away team will score at least two goals in a row during the match.

Home to score 3 in a row

You have to predict whether the home team will score at least three goals in a row during the match.

Away to score 3 in a row

You have to predict whether the away team will score at least three goals in a row during the match.

A team to score 2 in a row

You have to predict whether at least a team will score at least two goals in a row during the match.

A team to score 3 in a row

You have to predict whether at least a team will score at least three goals in a row during the match.

Half first goal

You have to predict in which half will be scored the first goal of the match.

There are three possible outcomes:

1st Half – the first goal of the match will be scored during the first half.

2nd Half – the first goal of the match will be scored during the second half.

No Goal – there won't be any goal scored during the match.

Half first goal home

You have to predict in which half the home team will score the first goal of the match.

There are three possible outcomes:

1st Half – the first goal of the home team will be scored during the first half.

2nd Half – the first goal of the home team will be scored during the second half.

No Goal – the home team won't score any goal during the match.

Half first goal away

You have to predict in which half the away team will score the first goal of the match.

There are three possible outcomes:

1st Half – the first goal of the away team will be scored during the first half.

2nd Half – the first goal of the away team will be scored during the second half.

No Goal – the away team won't score any goal during the match.

At Least One Half Ends In A Draw

You have to predict if there will be at least a half which ends with a draw (regarding the second half, without considering the score acquired during the first half).

There are two possible outcomes:

Yes – at least one of the two halves will end with a draw.

No – both halves won't end with a draw.

Team To Score

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

There are four possible outcomes:

GG – both teams will score during the match.

No Goals – The game will finish 0-0

Only Home – only the home team will score during the match.

Only Away – only the away team will score during the match.

Away Win to 0 first half

You have to predict whether or not the away team will win the first half of the match without conceding any goal to his opponent.

European H. First Half

You have to predict the result of the first half of the match taking in consideration the handicap indicated.

For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

For example (Home -1) indicates that the Away team has one goal advantage, (Home +1) indicates that the Home team has one goal advantage.

Bet Types available on this market:

1H (0:1): The home team will win the first half of the match with 2 or more goals difference

XH (0:1): The home team will win the first half of the match with 1 goal difference

2H (0:1): The away team will win first half of the match or will draw

1H (0:2): The home team will win the first half of the match with 3 or more goals difference

XH (0:2): The home team will win the first half of the match with 2 goals difference

2H (0:2): The away team will win the first half of the match, will draw, or will lose with 1 goal difference

1H (0:3): The home team will win the first half of the match with 4 or more goals difference

XH (0:3): The home team will win the first half of the match with 3 goal difference

2H (0:3): The away team will win the first half of the match, will draw, or will lose with 1 or 2 goals difference

1H (1:0): The home team will win the first half of the match or will draw

XH (1:0): The away team will win the first half of the match with 1 goal difference

2H (1:0): The away team will win the first half of the match with 2 or more goals difference

1H (2:0): The home team will win the first half of the match, will draw, or will lose with 1 goal difference

XH (2:0): The away team will win the first half of the match with 2 goals difference

2H (2:0): The away team will win the first half of the match with 3 or more goals difference

1H (3:0): The home team will win the first half of the match, will draw, or will lose with 1, or 2 goals difference

XH (3:0): The away team will win the first half of the match with 3 goal difference

2H (3:0): The away team will win the first half of the match with 4 or more goals difference

Home Score First Half

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

Away Score First Half

You have to predict whether the away team will score at least one goal during the first half.

European H. Second Half

You have to predict the result of the second half of the match taking in consideration the handicap indicated, without considering the result acquired during the first half.

For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage. 2H (0:3): The away team will win the second half of the match, will draw, or will lose with 1 or 2 goals difference

1H (1:0): The home team will win the second half of the match or will draw

XH (1:0): The away team will win the second half of the match with 1 goal difference

2H (1:0): The away team will win the second half of the match with 2 or more goals difference

1H (2:0): The home team will win the second half of the match, will draw, or will lose with 1 goal difference

XH (2:0): The away team will win the second half of the match with 2 goals difference

2H (2:0): The away team will win the second half of the match with 3 or more goals difference

1H (3:0): The home team will win the second half of the match, will draw, or will lose with 1, or 2 goals difference

XH (3:0): The away team will win the second half of the match with 3 goals difference

2H (3:0): The away team will win the second half of the match with 4 or more goals difference

1H (0:1): The home team will win the second half of the match with 2 or more goals difference

XH (0:1): The home team will win the second half of the match with 1 goal difference

2H (0:1): The away team will win second half of the match or will draw

1H (0:2): The home team will win the second half of the match with 3 or more goals difference

XH (0:2): The home team will win the second half of the match with 2 goals difference

2H (0:2): The away team will win the second half of the match, will draw, or will lose with 1 goal difference

1H (0:3): The home team will win the second half of the match with 4 or more goals difference

XH (0:3): The home team will win the second half of the match with 3 goals difference

Home Score Second Half

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

Away Score Second Half

You have to predict whether the away team will score at least one goal during the second half.

Home Win to 0 1st Half

You have to predict whether the Home Team will win the first half without conceding a goal.

Away Win to 0 1st Half

You have to predict whether the Away Team will win the first half without conceding a goal.

Double Chance Half Time/1X2 Full Time (DC HT / 1X2 FT)

You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) at the halftime together with the outcome of the entire match.

1X2 Half Time/Double Chance Full Time (1X2 HT / DC FT)

You have to predict the halftime result together with 3 possible double chance outcomes (1X, 12 & X2) of the entire match.

Chance Mix +

You have to predict the winning outcome of the match OR whether both,

Only one prediction has to occur for the bet to be a winner. Options available are:

1 HT or 1 FT

Home will win the first half or the match

X HT or X FT

The first half or the match will end in a draw

2 HT or 2 FT

Away will win the first half or the match

GG HT or GG 2HT

Both teams will score in at least one half

1 HT or GG HT

First half : Home will win or both teams will score

X HT or GG HT

First half: will end in a draw or both teams will score

2 HT or GG HT

First half : Away will win or both teams will score

1 HT or NG HT

First half : Home will win or at least one team won't score

X HT or NG HT

First half will end in a draw or one of the teams won't score

2 HT or NG HT

First half : Away will win or at least one team won't score

1 HT or 0 Gol HT

First half : Home will win or it will be 0:0

2 HT or 0 Gol HT

First half : Away will win or it will be 0:0

Un 1.5 HT or GG HT

First half : Both teams will score or there will be 0 or 1 goal

Un 1.5 2HT or GG 2HT

Second half : Both teams will score or there will be 0 or 1 goal

1 2HT or GG 2HT

Second half : Home will win or both teams will score

X 2HT or GG 2HT

Second half will end in a draw or both teams will score

2 2HT or GG 2HT

Second half : Away will win or both teams will score

1 2HT or NG 2HT

Second half : Home will win or at least one team won't score

X 2HT or NG 2HT

Second half will end in a draw or one of the teams won't score

2 2HT or NG 2HT

Second half : Away will win or at least one team won't score

1 2HT or 0 Gol 2HT

Second half : Home will win or it will be 0:0

2 2HT or 0 Gol 2HT

Second half : Away will win or it will be 0:0

Home Win to Nil HT.

You have to predict whether or not the home team will win the first half conceding any goals to their opponent. There are two possible outcomes: Yes (the home team wins first half without conceding any goal) and No (any other outcome).

Away Win to Nil HT.

You have to predict whether or not the away team will win the first half conceding any goals to their opponent. There are two possible outcomes: Yes (the away team wins first half without conceding any goal) and No (any other outcome).

Home Win to Nil 2HT.

You have to predict whether or not the home team will win the second half conceding any goals to their opponent. There are two possible outcomes: Yes (the home team wins second half without conceding any goal) and No (any other outcome).

Away Win to Nil 2HT.

You have to predict whether or not the away team will win the second half conceding any goals to their opponent. There are two possible outcomes: Yes (the away team wins second half without conceding any goal) and No (any other outcome).

Minute Last Goal

You have to predict in which minute the last goal of the match will be scored. A goal scored at the minute 10 and one second belongs to the 11th minute. A goal scored at the minute 20 and one second belongs to the 21st and so on.

Team Xth Goalscorer

You have to predict which player will score the xth Goal for the indicated team.

Home Team First Half Clean Sheet.

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict if the home team will keep a clean sheet during the first half of the match.

Away Team First Half Clean Sheet.

Clean sheet is a term used to describe a team that has not conceded any goals.

You have to predict if the away team will keep a clean sheet during the first half of the match.

Half Time Total Goals (Bands).

You have to predict the total number of goals to be scored during the first half of the match.

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.

1st Own Goal

Predict if the first goal of the match is declared as an Own Goal.

Own Goal

Predict if at least one goal in the match is declared as an Own Goal.

Goal Outside Area

You have to predict whether at least one goal in the match will be scored from outside the penalty area. Only goals clearly originating from outside the 18-yard box count. Extra time is not included unless otherwise stated. Goals scored after a deflection still count if the original shot was taken from outside the box.

Team First Substitution

You have to predict which team will make the first substitution during the match. Official reports of the competition will be used to determine the correct time of the substitution. Only substitutions made during regular time and injury time are valid. If both teams make a substitution in the same minute, Dead Heat rules apply.

Which Team Will Win the 3rd Place Play-Off

You have to predict which team will win the 3rd place play-off of the competition. The market is settled based on the team that wins the match, including extra time and penalty shootouts if played.

Anytime Correct Score

You have to predict whether the match will reach a specific scoreline at any moment during regular time. The selected score must occur at least once, regardless of the final result. Extra time does not count. Opta data will be used to confirm results.

1X2 Plus

You have to predict the final result of the match (1, X, or 2). The “Plus” rule applies: if a shot hits the woodwork (post or crossbar), this counts as a successful “Plus” event for the

associated team or selection if applicable. Extra time is not included. Settlement uses Opta data.

DC Plus

You have to predict whether the outcome will be 1X, X2, or 12. The “Plus” rule applies: any woodwork hit counts as a successful Plus event where relevant. Extra time is not included.

Over/Under Plus 2.5

You have to predict whether the total number of goals scored in the match will be over or under 2.5. Under the “Plus” rule, any woodwork hit counts as a “Plus” event for the purposes of the combined market. Extra time is not included.

To Win to Nil & Both Halves

You have to predict that the selected team will win the match without conceding any goal AND will win both halves. Extra time does not count.

Draw with Goals

You have to predict that the match will finish in a draw AND that both teams will score at least one goal. Extra time is not included.

Team Takes the Lead

You have to predict whether the selected team will take the lead at any point during the match. Taking the lead means scoring a goal that results in the team having a higher score than the opponent at that moment. Extra time is not included.

Away Wins Both Halves

You have to predict that the away team will score more goals than the home team in both the first and second halves. Extra time does not count.

Home Wins Both Halves

You have to predict that the home team will score more goals than the away team in both the first and second halves. Extra time does not count.

Any Card Goalkeeper

You have to predict whether at least one goalkeeper (home or away) will receive a yellow or red card during regular time. Cards shown after full-time or during penalty shootouts do not count. Cards given to substitute goalkeepers count only if they are on the field of play at the moment of the booking.

Home/Away Score Both Halves & O/U 2.5

You have to predict that the home/away team will score at least one goal in both halves AND that total match goals will be over or under 2.5.

Home/Away Score Both Halves & O/U 3.5

You have to predict that the home/away team will score at least one goal in both halves AND that total match goals will be over or under 3.5.

Home/Away Score Both Halves & O/U 4.5

You have to predict that the home/away team will score at least one goal in both halves AND that total match goals will be over or under 4.5.

Reverse Result Away

You have to predict that the **away team** will fall behind at any point in the match **and then come back to win the game**.

Reverse Result Home

You have to predict that the **home team** will fall behind at any point in the match **and then come back to win the game**.

Reverse the Result

You have to predict that **either team** will fall behind in the match **and then come back to win**.

CORNER BETTING

General Rules:

Only corners taken count towards the final total count. Corners awarded but not taken do not count toward the final count.

Corner 1X2

You have to predict which team in the match will be awarded the most corners. Corners awarded but not taken do not count.

Corner Handicap

You have to predict the team who takes the most corners in the match taking into consideration the handicap spread offered.

Corner 10 Minutes

You have to predict whether a corner will be taken by either team in the first 10 minutes of the match.

Yes = A corner taken between 00:00 – 09:59 on the match clock

No = No corner taken during 00:00 – 09:59 on the match clock

Corner Over/Under

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

Corners Home Over/Under

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

Corners Away Over/Under

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

1st Corner

You have to predict which team will be awarded the first corner of the match.

Number of Corners

You have to predict the exact number of corners taken in the match.

Odd/Even Corners

You have to predict whether the total corners taken in the match is an odd or even number.

No corners awarded = even.

1st Half – 1X2 Corner

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

2nd Half – 1X2 Corner

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

1st Half – Corner Over/Under (Corner HT Over/Under)

You have to predict if the total amount of corners in the first half of the match will be over or under the total spread (Over/Under).

2nd Half – Corner Over/Under (Corner 2HT Over/Under)

You have to predict if the total amount of corners in the second half of the match will be over or under the total spread (Over/Under).

Corner HT/FT

You have to predict which team will have the most corners in the first half of the match together with team that has the most corners when the match is completed.

These are the selections that are possible:

1/1 – 1/X – 1/2 – X/1 – X/X – X/2 – 2/1 – 2/X – 2/2

Example

1/1: The home team has more corners in the first half and also has the most corners when the match ends.

2/X: The away team has more corners in the first half but when the match ends both teams have the same amount of corners.

Corner HT/2ND OV/UN

You have to predict how many corners there will be in the first half and in the second half according to the indicated spread (not a precise number).

Examples of spread are indicated below:

3- / 4- 3- / 5+ 4+ / 4- 4+ / 5+ 3- / 5-

3- / 4- : 3- (under 3.5) in the first half and 4- (under 4.5) in the second half.

4+ / 5+: 4+ (over 3.5) in the first half and 5+ (over 4.5) in the second half.

Half Most Corner

You have to predict which half of the match there will be more corners,

Example

1HT – More corners in the 1st Half.

X- Same amount of corners in both halves.

2nd – More corners in the 2nd Half.

Last Corner

You have to predict which team will be awarded the last corner of the match.

Corner HT – (Aggregated)

You have to predict the exact number of corners awarded during the match.

Corner Handicap

You have to predict the team who takes the most corners in the match taking into consideration the handicap spread offered.

1st Half – 1X2 Corner Handicap

You have to predict the team who takes the most corners in the first half taking into consideration the handicap spread offered.

2nd Half – 1X2 Corner Handicap

You have to predict the team who takes the most corners in the second half taking into consideration the handicap spread offered.

First Team X Corner

You have to predict the team who reach the quoted number of corners first during the match.

DNB Corner

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

1st Half – DNB Corner

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

2nd Half – DNB Corner

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

1X2 Corner & O/U Corner

You have to predict the combination of the final result of the Corner and if the total number of corners awarded during the entire match will be over or under the spread indicated.

1st Half – 1X2 Corner & O/U Corner

You have to predict the combination of the first half result of the Corner and if the total number of corners awarded during first half will be over or under the spread indicated.

2nd Half – 1X2 Corner & O/U Corner

You have to predict the combination of the second half result of the Corner and if the total number of corners awarded during second half will be over or under the spread indicated.

Multi Corner

You have to predict the number of corners during the match based on different ranges offered by Bet9ja.

Multi Corner Home/Away

You have to predict the number of corners taken by the home/away team during the match based on different ranges offered by Bet9ja.

Multi Corner HT

You have to predict the number of corners during the first half based on different ranges offered by Bet9ja.

Asian Handicap Corners

You have to predict the team who takes the most corners in the match, taking into consideration the handicap spread offered.

Quarter ball (0.25; 0.75; 1.25 etc.) advantage can be settled as won/lost or half won/half lost while the other half of the stake is returned. Half ball (0.5; 1.5; 2.5 etc.) advantage can be settled as won or lost.

Whole ball (1; 2; 3 etc.) advantage can be settled as won, lost or void. For more information on the Asian spreads consult the “Asian handicap” terms and conditions.

Asian Handicap Corners 1st/2nd Half

You have to predict the team who takes the most corners in the first/second half of the match, taking into consideration the handicap spread offered.

Quarter ball (0.25; 0.75; 1.25 etc.) advantage can be settled as won/lost or half won/half lost while the other half of the stake is returned. Half ball (0.5; 1.5; 2.5 etc.) advantage can be settled as won or lost.

Whole ball (1; 2; 3 etc.) advantage can be settled as won, lost or void. For more information on the Asian spreads consult the “Asian handicap” terms and conditions.

European Handicap Corners 1st/2nd Half

You have to predict the team who takes the most corners in the first/second half of the match taking into consideration the European handicap spread offered. European handicap is a 3-way bet type where an integer number of corners is deducted from the favourite and added to the underdog.

First Corner HT

You have to predict which team will score the first Corner in the first half.

Last Corner HT

You have to predict which team will score the last Corner in the first half.

Odd/Even Corner HT

You have to predict if the total number of Corners in the first half is odd or even.

CARD BETTING

General Rules

Bet outcome on cards will be defined on basis of cards shown during regular time unless specified. Any cards shown during the half time period or after the full time whistle will not count towards the final tally. The cards shown to somebody not included between players in the field of play (ex. Coaches, players in bench or players already replaced) will be not considered.

A yellow card has value of 1 point, a red card has value of 2 points. When a player is sent off because of being shown two yellow cards, a maximum of 3 points will be considered (yellow card + red card).

Red Card

You have to predict if one or more players will be sent off in the match.

1X2 Cards

You have to predict which team more cards will be awarded during the match. The bet offers

three possible outcomes: 1 (home team will be awarded more cards to); X (the same number of cards will be awarded to the two teams); 2 (away team will be awarded more cards to).

First/Last Card.

You have to predict which team first/last card of the match will be awarded to. The bet offers three possible outcomes: home, away, none (winning selection in the event that any card wasn't awarded). In the event of card awarded to both teams at the same time, both players will be classified as winners.

HT 1X2 Cards.

You have to predict which team more cards will be awarded during the 1st half. The bet offers three possible outcomes: 1 (home team will be awarded more cards to); X (the same number of cards will be awarded to the two teams); 2 (away team will be awarded more cards to).

Odd/Even Cards

You have to predict whether the total cards shown in the match is an odd or even total.

Over/Under Cards

You have to predict whether the total number of cards awarded during the match is over or under the spread indicated.

Number of cards Home/Away

You have to predict whether the total number of bookings awarded to either the home or the away team in the match will be over or under the indicated spread.

Number of cards Home/Away

You have to predict the exact total number of bookings awarded to either the home or the away team in the match.

Exact Cards

You have to predict the exact number of cards awarded during the match.

1st Half Exact Cards

You have to predict the exact number of cards awarded during the first half period only.

1st Half – OVER/UNDER CARD (HT O/U Cards)

You have to predict if the amount of cards in the first half will be over or under the indicated spread.

2nd Half – OVER/UNDER CARD (2HT O/U Cards)

You have to predict if the amount of cards in the second half will be over or under the indicated spread.

Half Most Card

You have to predict which half of the match that there will be more cards.

Example:

1HT – More cards in the 1st Half.

X- Same amount of cards in both halves.

2nd – More cards in the 2nd Half.

Asian Handicap Yellow Cards

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

DNB Cards

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

1st Half – DNB Cards

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

2nd Half – DNB Cards

You have to predict the result of the CARDS in second first half. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.

Double Chance Cards (DC Cards)

You have to predict the result of the Cards of the match excluding any overtime. There are 3 possible results: 1X-home win or draw, X2-away win or draw, 12 – home win or away win.

Asian Handicap Cards

You have to predict the team who gets the most cards in the match, taking into consideration the handicap spread offered.

Quarter ball (0.25; 0.75; 1.25 etc.) advantage can be settled as won/lost or half won/half lost while the other half of the stake is returned. Half ball (0.5; 1.5; 2.5 etc.) advantage can be settled as won or lost.

Whole ball (1; 2; 3 etc.) advantage can be settled as won, lost or void.

For more information on the Asian spreads consult the “Asian handicap” terms and conditions.

Asian Handicap Cards 1st/2nd Half

You have to predict the team who gets the most cards in the first/second half of the match, taking into consideration the handicap spread offered.

Quarter ball (0.25; 0.75; 1.25 etc.) advantage can be settled as won/lost or half won/half lost while the other half of the stake is returned. Half ball (0.5; 1.5; 2.5 etc.) advantage can be settled as won or lost.

Whole ball (1; 2; 3 etc.) advantage can be settled as won, lost or void.

For more information on the Asian spreads consult the “Asian handicap” terms and conditions.

Cards 15 min. Y/N

You have to predict if there will be at least one Card (yellow or red) in the first 15 minutes. Events must happen between 0:00 and 14:59 to be classed in the first 15 minutes. Official reports of the leagues organising the events and reports from official provider will be used to determine the correct outcome.

Cards 30 min. Y/N

You have to predict if there will be at least one Card (yellow or red) in the first 30 minutes. Events must happen between 0:00 and 29:59 to be classed in the first 30 minutes. Official reports of the leagues organising the events and reports from official provider will be used to determine the correct outcome.

Multi cards

You have to predict the number of cards during the match based on different ranges offered by Bet9ja:

0-2 / 3-4 / 5-6 / 7-8 / 9+

Both teams at least X Cards.

You have to predict if both teams will get at least X cards according to the offered outcomes.

First Card HT

You have to predict which team will be awarded with the first Card in the first half.

HT/FT & O/U

You have to predict the outcome of the 1st half of the match together with the outcome of the entire match and if the match will be over or under the spread indicated.

GG/NG & Odd/Even

You have to predict whether both teams score at least one goal each during the match OR only one team or both teams do NOT score any goals during the match and if the match is going to be odd or even. The score 0-0 is considered as even.

1X2 & Odd/Even

You have to predict the outcome of the match and if the match is going to be odd or even. The score 0-0 is considered as even.

Penalty Home/Away in the Match

You have to predict whether a penalty will be awarded in the match by the home or away team. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.

2nd Half – 1X2 or O/U

You have to predict either the winning outcome of the 2nd half or whether the 2nd half amount of goals is over or under the given number. Only one outcome needs to occur for the bet to be a winner. (check website).

1X2+1X2 Cards

You have to predict the combination of 2 markets: the final result plus the team which will be awarded with more cards. Extra time and penalty are not included.

1X2+1X2 Corners

You have to predict the combination of 2 markets: the final result plus the team that will take more corners. Extra time and penalty are not included.

1X2 Corner+1X2 Cards

You have to predict the combination of 2 markets: the team that will be awarded with more cards plus the team that will shot more corners. Extra time and penalty are not included.

1X2 + 1X2 Corner+1X2 Cards

You have to predict the combination of 3 markets: the final result, the team that will shot more corners and the team that will be awarded with more cards. Extra time and penalty are not included.

1X2 + Odd/Even

You have to predict the combination of 2 markets: the final result plus the total goals will be odd or even. Extra time and penalty are not included.

SOCCKER PLAYERS

Article 1.

The option ‘any player’ refers to any player for the named team that is a valid selection for the markets below.

eg. ‘Any Nigeria Player’

If this selection is offered for anytime goalscorer and Nigeria score at least one goal in regular time. The Anytime YES selection will be deemed a winner.

Also, if this selection is offered for first goalscorer and any player for Nigeria scores the first goal of the match, this selection will be deemed the winner of this market.

Article 2.

Duo Rule:

If the selected player starts the match but is later substituted, and the incoming substitute performs the selected event, the bet will be settled as won.

- If the selected player is not substituted (i.e. plays the full match), only his own performance counts.

- If the selected player starts but is substituted after performing the event, the bet is won as normal.

- If the selected player starts but his substituted performs the event, the bet is won as normal

- If the selected player doesn’t start but plays some minutes the bet will be voided.

- If the selected player doesn’t play at all the bet will be voided.

Examples:

? You bet on “Leão Plus – 2+ Shots on Target”. He starts and registers 2 shots on target
? bet is a winner.

? You bet on “Leão Plus – 2+ Shots on Target”. He is on the bench and never comes in
? bet is void.

? You bet on “Leão Plus – 2+ Shots on Target”. He is subbed off after only 1 Shot but
and his replacement shoots another one ? bet is a winner.

Article 3.

Plus Rule: We have to consider all the features of the Duo Rule (Article 2) plus another feature: if the player hits the woodwork (post or crossbar), the selected event will be considered as successful.

Example: Haaland **Goalscorer anytime Plus**: he doesn’t score but his replacement comes in and hits a woodwork ? bet is a winner.

Article 4

Market Types

1st Goalscorer.

Predict whether the selected player will score the first goal of the match. If the player is on the pitch anytime before the first goal, the bet is valid. if the selected player enters the match

after the first goal has been scored, the bet is void. If the selected player does not score the first goal and is replaced by a substitute, the bet is a loser. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Anytime Scorer YES/NO.

You have to predict that the selected player will score at least one goal during the match. There are two possible outcomes, YES (the selected player will score at least one goal in the match) and NO (the player will not score a goal in the match). The selected player must start the match or the bet will be voided. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Goalscorer Duo

You predict that the selected player or his substitute will score at least one goal during the match.

- The selected player must start the match; otherwise, the bet is void.
- If the player is substituted and the substitute scores, the bet is a winner.
- If the player plays the whole match, only his own performance counts.
- If the player is substituted after scoring, the bet is a winner.
- If the player is substituted before scoring but the substitute scores, the bet is a winner.

Goalscorer Plus

You predict that the selected player or his substitute will score at least one goal or hit the woodwork during the match.

- Applies Duo Rule and Plus Rule.
- Woodwork counts as a successful event.
- Substitute actions count only if the player started or entered the match.

Goalscorer Plus (No Duo)

You predict that the selected player will score at least one goal or hit the woodwork during the match.

- Substitute actions do not count.
- Applies Plus Rule only.
- If the player does not play at all, the bet is void

Cards Duo

You predict that the selected player or his substitute will receive at least one card during the match.

- Duo Rule applies
- If the player plays the whole match, only his own cards count.
- If the player doesn't start, the bet is void.

Shots Duo

You predict whether the selected player or his substitute will attempt more or fewer shots than a specified threshold during the match.

- Applies Duo Rule.
- If the player plays and is substituted, the substitute's shots are valid.
- If the player is not fielded at all, the bet is void.

Shots on Target Duo

You predict whether the selected player or his substitute will attempt more or fewer shots on target than a specified threshold during the match.

- Applies Duo Rule.
- The player must start the match, or the bet is void.

Shots on Target Plus

You predict whether the selected player or his substitute will attempt more or fewer shots on target or hit the woodwork than a specified threshold during the match.

- Plus Rule applies.
- Substitute actions do not count.
- The bet stands if the player starts in the match.

Assist Duo

You predict that the selected player or his substitute will provide at least one assist.

- Applies Duo Rule.
- The player must start
- If the player is substituted, and the substitute assists, the bet is a winner.
- If the player plays the full match, only his own assists count.

Combo +

You predict a combination of specific events (e.g. score + card + shot) involving only the selected player.

- Neither Duo Rule nor Plus Rule applies.
- All selected events must be performed by the player himself.
- If the player doesn't start, the bet is void.

Combo + Duo

You predict a combination of events involving either the selected player or his substitute.

- Applies Duo Rule.
- Substitute may complete the combo if the player is substituted.
- If the player doesn't start, the bet is void.

Combo + Plus

You predict a combination of events involving the selected player, with woodwork counting toward applicable events.

- Applies Plus Rule.
- Substitute actions do not count.
- If the player doesn't start, the bet is void.

Combo + Plus (No Duo)

Same as Combo + Plus, explicitly stating that only the selected player's performance is valid.

- Applies Plus Rule only.
- Duo Rule is explicitly excluded.
- If the player doesn't start, the bet is void.

2 or More.

You predict that the selected player will score at least two goals during the match. If the player you have selected does not take part to the match the bet is void. If the player takes part in the game, and does not score at least two goals the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

3 or More.

You predict that the selected player will score at least three goals during the match. If the player you have selected does not take part to the match the bet is void. If the player takes part in the game, and does not score at least three goals the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Last Scorer.

You predict that the selected player will score the last goal of the match. If the player you have selected is not included in the team the bet is void. If the selected player does not score any goals during the match, the bet is lost, even if he was replaced by another player before the last goal has been scored. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Anytime Scorer – 1st Half YES/NO.

You have to predict that the selected player will score at least one goal during the 1st half. There are two possible outcomes, YES (the selected player will score at least one goal in the 1st half) and NO (the player will not score a goal in the 1st half). If the player you have selected does not start the match the bet is void. If the player starts the game, and does not score any goal the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Anytime Scorer – 2nd Half YES/NO.

You have to predict that the selected player will score at least one goal during the 2nd half. There are two possible outcomes, YES (the selected player will score at least one goal in the 2nd half) and NO (the player will not score a goal in the 2nd half). If the player you have selected is not on the pitch at the start of the 2nd half, the bet is void. If the player starts the 2nd half, and does not score any goals the bet is lost independently from the final result of the match. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Anytime Scorer & 1X2.

You have to predict a player to score anytime in the match plus predict the final result of the game combined. Your selected player must start the match, otherwise the selection is void. 90

minutes only, extra time does not count. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Anytime scorer & Correct Score.

You have to predict a player to score anytime in the match plus predict the exact final score of the game combined. Your selected player must start the match, otherwise the selection is void. 90 minutes only, extra time does not count. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Anytime Goal Player Minutes (15 Min).

You have to predict the minute interval that your selected player will score a goal.

If your bet is 0-15mins and your player scores between 0.00 – 14.59 on the match clock, your bet will be a winner.

If your player does not start the match the selection will be void. 90 minutes only, extra time does not count. Goals subsequently awarded to a different player after the completion of the match do not count for settlement purposes.

Anytime Right

You predict that the selected player will score at least one goal with his right foot during regular time.

- The selected player must play at least some minutes in the match; otherwise, the bet is void.
- Goals scored with the right foot only count; goals scored by any other means (left foot, header, etc.) do not count.
- Own goals do not count.

Anytime Left

You predict that the selected player will score at least one goal with his left foot during regular time.

- The selected player must play in the match; otherwise, the bet is void.
- Only left-footed goals are valid for settlement.
- Goals with other parts of the body or own goals are not valid.

Anytime Head

You predict that the selected player will score at least one headed goal during the match.

- The selected player must participate in the match; otherwise, the bet is void.
- Only goals scored with the head count toward this market.
- Other types of goals do not count.

Anytime Penalty

You predict that the selected player will score at least one penalty goal during the match.

- The player must play in the match; otherwise, the bet is void.
- Only goals scored from a penalty kick during regular time count.
- Goals scored in penalty shootouts do not count.
- Retaken penalties are counted only once.

Anytime Free Kick

You predict that the selected player will score at least one goal directly from a free kick during regular time.

- The player must play in the match; otherwise, the bet is void.
- Only direct free kick goals count.
- Goals scored following a free kick (but not directly) are not valid.

Anytime Outside

You predict that the selected player will score at least one goal from outside the penalty area.

- The player must participate in the match; otherwise, the bet is void.
- Only goals clearly scored from outside the 18-yard box count.
- Goals that originate just outside the line but are deflected/tapped inside the box do not count

Goalscorer Score/No Score.

There are two possible outcomes:

-Score Yes: You have to predict that the selected player will score at least one goal during the match.

-Score No: You have to predict that the selected player won't score any goal during the match.

In both cases this bet is valid if the player you have selected is first string.

Score & GG/NG.

You have to predict if the player scores at least one goal in the match and both teams' score or not in the match. There are two selections Yes + GG and Yes + NG.

Example

Yes+GG – The selected player scores and both teams score in the match.

Yes+NG – The selected player scores and one team scores in the match.

Score & Match Over/Under.

You have to predict if the player scores at least one goal in the match and if the match finishes over or under the indicated spread.

Example:

Yes+Ov 1.5 – The selected player scores and the match finishes with over 1.5 goals in the match.

Yes+Un 1.5 – The selected player scores and the match finishes with under 1.5 goals in the match.

Yes+Ov 2.5 – The selected player scores and the match finishes with over 2.5 goals in the match.

Yes+Un 2.5 – The selected player scores and the match finishes with under 2.5 goals in the match.

Card Yes/No.

You have to predict if your selected player will be shown a yellow or red card during the match. For a player to be considered active, he must start the game. The bet is voided if the player does not start the game, even if he subsequently comes on as a substitute. Any cards shown to a player when he is not on the field for instance after he has been substituted, or cards shown during the half-time break or after the full-time whistle do not count. Extra time is not included.

Player Stats

Over/Under Player Shots.

You have to predict whether the total number of shots made by a selected player during the

match will be over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer. Extra time is included. If the selected player will not start the match, all the selections on that player will be paid as void.

Over/Under Player Shots On Target.

You have to predict whether the total number of shots on target made by a selected player during the match will be over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer. Extra time is included. If the selected player will not start the match, all the selections on that player will be paid as void.

Over/Under Player Passes.

You have to predict whether the total number of passes made by a selected player during the match will be over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer. Extra time is included. If the selected player will not start the match, all the selections on that player will be paid as void.

Over/Under Player Tackles.

You have to predict whether the total number of tackles made by a selected player during the match will be over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer. Extra time is included. If the selected player will not start the match, all the selections on that player will be paid as void.

Player Assists.

Player Assist Yes/No.

You have to predict if the selected player will record an assist during the match. The selected player must start the match or the bet will be voided. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer.

Any score + Assist.

You have to predict the combination of two markets: Player to score a Goal, Player to make an assist. The indicated player/players must start the game, otherwise the bet will be voided and the stake refunded. Extra-time is not included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer.

Any score + Assist + Card.

You have to predict the combination of three markets: Player to score a Goal, Player to make an assist and Player to be booked. Extra-time is not included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer. Any cards shown to a player won't count when:

- They are not on the field.
- Have already been substituted.
- Given during half-time break.
- Given after the full-time whistle.

The player/players must start the game, otherwise the bet will be voided and the stake refunded.

Any Score or Assist.

You have to predict if the indicated Player will score a Goal or will make an assist. The indicated player/players must start the game, otherwise the bet will be voided and the stake refunded. Extra-time is not included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit

https://optaplayerstats.statsperform.com/en_GB/soccer.

Any Score or Assist or Card.

You have to predict if the indicated Player will score a Goal or will make an assist or will be booked. The player/players must start the game, otherwise the bet will be voided and the stake refunded. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer.

Any cards shown to a player won't count when:

- They are not on the field.
- Have already been substituted.
- Given during half-time break.
- Given after the full-time whistle.

Extra-time is not included.

Fouls Over/Under.

You must predict whether the total number of fouls committed by a selected player during the match will be over or under the line offered. Official statistics from Opta – Stats Perform will be used to settle the market. For match data, visit: [Livescores – Soccer – Betting Showcase](#) . Extra time is included. If the selected player does not start the match, all bets on that player will be void

SOCKER SPECIALS

Article 1.

Markets included in “Soccer Specials” may be related to one single match or to multiple matches. Unless otherwise specified for certain bets, extra time and the following penalty shootout do not affect the outcome of the bet. Unless otherwise stated, when a special bet is based on multiple matches and at least one of them is deemed void, also the special bet will be considered void.

Article 2.

The outcome of a special bet is based on the results published on the official website of the related event or competition or using Opta Data. The settlement reference website will be specified on each market.

Kick Off.

You have to predict which team will be awarded the kick off of the match.

Fantasy Players 1X2.

You need to predict which player will score more goals during the match. If both players score the same number of goals, the winning selection will be X. The bet is valid only if both players take part in the match from the first minute, otherwise it will be declared void. The matchup could be between two players from two different matches. Extra time and penalty shootouts will not affect the outcome of the bet.

Players 1X2 – Anytime 1st Half.

You have to predict which player will score the most goals during the first half. If both players score the same number of goals during the first half, the winning selection will be X. The bet is only valid if both players participate in the game from the first minute, otherwise it will be declared void.

Players 1X2 – Anytime 2nd Half.

You have to predict which player will score more goals during the second half. If both players score the same number of goals during the second half, the winning selection will be X. The bet is only valid if both players taking part in the second half from the first minute, otherwise it will be declared void.

Goalscorer Group Betting.

You have to predict which of the nominated players will score the most goals after completion of their respective teams upcoming fixture. This market only refers to each players' next fixture in the specified competition unless otherwise stated. This market only applies to regular time. (Therefore, overtime and/or penalty shootouts are not included). If one or more matches are officially suspended, the related bets will remain valid if the match is resumed and completed within midnight (WAT) of the day following the originally scheduled match date. If the match is not resumed or not completed within the mentioned time frame, all related bets will be deemed void. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section): If two or more competitors reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two competitors whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 (2.80/2) and 0.95 (1.90/2).

First Goal Method.

Shot – goal must be scored from after contact with any part of the leg. Goals scored from direct free kicks or penalties DO NOT count as 'shots'.

Free Kick – goal must be scored directly from the free kick. Deflected shots count provided the free kick taker is awarded the goal. This bet also includes goals scored directly from a corner kick.

Penalty – goal must be scored directly from a penalty with the penalty taker as the named scorer.

Own Goal – goal must be declared as an own goal

Header – goal must be scored with the last touch from the head.

No goal – no goal in the match.

First Goal Method – Players.

Bet on the type of goal the selected player will score. The goal scored MUST be the first goal of the match. Bets are valid only if the selected player starts the match.

Shot – goal must be scored from after contact with any part of the leg. Goals scored from direct free kicks or penalties DO NOT count as 'shots'.

Free Kick – goal must be scored directly from the free kick. Deflected shots count provided the free kick taker is awarded the goal. This bet also includes goals scored directly from a corner kick.

Penalty – goal must be scored directly from a penalty with the penalty taker as the named scorer.

Own Goal – goal must be declared as an own goal

Header – goal must be scored with the last touch from the head.

No goal – Selected player fails to score

Player vs Team.

Predict whether the named player will score more goals in the match or the named team. In case the selected player does not start the game, this selection will be void. If the player starts the game and is substituted at any time, the selection will stand.

More Points Next Three Matches.

You have to predict the total points earned by the team during the following 3 matches of its National League choosing among the ranges offered. If one of the three matches involved is

deemed void also the related odds will be void. Unless otherwise stated in the bet details, possible rematches or other events not belonging to the National League are not included in the computation of the points earned.

First Team to Score.

The aim of this bet is to predict what team in the list will score first.

In order to determine the winner the chronological order of goals will be established, taking into consideration possible different kick-off times among the various matches involved in the bet.

If two or more goals are scored within the same minute, Dead Heat rules will apply and bets will be settled by dividing the odds at the time of bet acceptance by the number of teams who scored within the same minute.

Official reports of the leagues organizing the events will be used to determine the correct time of goals.

In case of simultaneous goals in two or more pitches, Dead Heat rules will apply, as explained in Section I paragraph 12 of our General sport betting rules.

If one of the matches involved is postponed and not played in the following 48 hours all bets will be void.

Team to Score More Goals.

You have to predict the team that will have scored the most goals after completion of all matches of the teams named in the event, for example, Man City may be the top scoring team in the Premier League but they may not win the fantasy market as another named team could score more. This market only applies to regular time. (Therefore, overtime and/or penalty shootouts are not included). If one or more matches are officially suspended, the related bets will remain valid if the match is resumed and completed within midnight (WAT) of the day following the originally scheduled match date. If the match is not resumed or not completed within the mentioned time frame, all related bets will be deemed void. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section): If two or more competitors reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two competitors whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 (2.80/2) and 0.95 (1.90/2).

League Totals (Over/Under).

You have to predict if the total number of goals scored of an entire championship tournament will be greater (Over) or lower (Under) than the spread offered by Bet9ja. The tournament and the matches included will be specified in the bet details by either the relative round number of that tournament or the date the matches are played. If one or more matches don't take place before midnight of the day following the date originally set for the match, the bet will be declared void. This market will be closed at the start of the first match involved and could be reopened afterwards with new odds and spreads computed according to the new results gained. In this event the outcome of the bet will still be referred to the total amount of goal scored in the specified championship round.

League Totals (Exact Goal).

You have to predict on exact number of goals that will be scored in the same round of competition specified. The entire tournament and the relative round's number will be specified in the bet details. If one or more matches don't take place before midnight of the day following the date originally set for the match, the bet will be declared void. This market will be closed at the start of the first match involved and could be reopened afterwards with new odds and spreads computed according to the new results gained. In this event the outcome of the bet will still be referred to the exact number of goals scored in the specified championship round.

Over/Under Fouls.

You have to predict whether the total amount of fouls in the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Fouls Home/Away.

You have to predict whether the total amount of fouls conceded in the match by the home/away team only will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1X2 Fouls.

You have to predict which team will concede the most number of fouls in the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Odd/Even Fouls.

You have to predict whether the total amount of fouls conceded in the match will be an odd or even number. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Fouls.

You have to predict which team will concede the most number of fouls in the first half of the match. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Fouls.

You have to predict which team will concede the most number of fouls in the second half of the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Over/Under Fouls.

You have to predict whether the total amount of fouls in the first half of the match will be

over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Over/Under Fouls.

You have to predict whether the total amount of fouls in the second half of the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Offside.

You have to predict whether the total amount of offside in the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Offside Home/Away.

You have to predict whether the total amount of offside in the match for the home/away team only will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1X2 Offside.

You have to predict which team will commit the most number of offsides in the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Odd/Even Offside.

You have to predict whether the total amount of offside committed in the match will be an odd or even number. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Offside.

You have to predict which team will commit the most number of offsides in the first half of the match. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Offside.

You have to predict which team will commit the most number of offsides in the second half of the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Over/Under Offside.

You have to predict whether the total amount of offside in the first half of the match will be over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Over/Under Offside.

You have to predict whether the total amount of offside in the second half of the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Shots on Target.

You have to predict whether the total amount of shots on target in the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Shots on Target Home/Away.

You have to predict whether the total amount of shots on target in the match by the home/away team only will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1X2 Shots on Target.

You have to predict which team will have the most number of shots on target in the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Odd/Even Shots on Target.

You have to predict whether the total amount of shots on target in the match will be an odd or even number. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Shots Target

You have to predict which team will have the most number of shots on target in the first half of the match. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Shots Target

You have to predict which team will have the most number of shots on target in the second half of the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Over/Under Shots on Target.

You have to predict whether the total amount of shots on target in the first half of the match will be over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Over/Under Shots on Target.

You have to predict whether the total amount of shots on target in the second half of the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Shot.

You have to predict whether the total amount of shots in the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1X2 Shots.

You have to predict which team will have the most number of shots in the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Shots Home/Away.

You have to predict whether the total amount of shots in the match by the home/away team only will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Shots

You have to predict which team will have the most number of shots in the first half of the match. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Shots

You have to predict which team will have the most number of shots in the second half of the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer
The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1HT Over/Under Shots

You have to predict whether the total amount of shots in the first half of the match will be over or under the spread offered. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer
The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

2HT Over/Under Shots

You have to predict whether the total amount of shots in the second half of the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

O/U Possession Home.

You have to predict whether the percentage of ball possession for the home team will be over or under the spread offered.

If the percentage will be exactly as the spread offered, all the bets on that spread will be paid

as void. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer
Example: Liverpool – Manchester United O/U Possession Home 59.5. If Liverpool will have 59.5% ball possession, all the selections over or under 59.5 will be paid as void.

Over/Under Tackles.

You have to predict whether the total amount of tackles made in the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Tackles Home/Away.

You have to predict whether the total amount of tackles made in the match by the home/away team only will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1X2 Tackles.

You have to predict which team will make the most number of tackles in the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Odd/Even Tackles.

You have to predict whether the total amount of tackles made in the match will be an odd or even number. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Saves.

You have to predict whether the total amount of saves made in the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Over/Under Saves Home/Away.

You have to predict whether the total amount of saves made in the match by the home/away team only will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1X2 Saves.

You have to predict which team will make the most number of saves in the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Odd/Even Saves.

You have to predict whether the total amount of saves made in the match will be an odd or even number. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details

visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

Woodwork Yes/No.

You have to predict if there will be at least one woodwork during the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. For game details visit https://optaplayerstats.statsperform.com/en_GB/soccer

The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

1X2 Goal Kicks

You have to predict which team will be awarded the highest number of goal kicks during the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. The official website of the competition will be used for bet settlement purposes in case Opta data is not available.

If both teams are awarded the same number of goal kicks, the winning selection will be **X**.

Over/Under Goal Kicks

You have to predict whether the total number of goal kicks awarded in the match will be over or under the spread offered. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. The official website of the competition will be used if Opta data is not available.

Over/Under Goal Kicks Home

You have to predict whether the total number of goal kicks awarded to the home team will be

over or under the spread offered. Extra time is included. Opta data will be used to confirm results. The competition's official website will be used if Opta data is not available.

Over/Under Goal Kicks Away

You have to predict whether the total number of goal kicks awarded to the away team will be over or under the spread offered. Extra time is included. Opta data will be used to confirm results. The competition's official website will be used if Opta data is not available.

1X2 Posts

You have to predict which team will hit the woodwork the most times during the match. Extra time is included. Opta – Stats Perform data will be used to confirm results. If both teams hit the woodwork the same number of times, the winning selection will be **X**. If Opta data is not available, the official website of the competition will be used for settlement purposes.

Over/Under Posts

You have to predict whether the total number of times the woodwork is hit in the match will be over or under the spread offered. Extra time is included. The official Opta website will be used to confirm results. The competition's website will be used if Opta data is not available.

Over/Under Home Posts

You have to predict whether the number of woodwork hits made by the home team will be over or under the spread offered. Extra time is included. Opta data will be used to confirm results. The competition website will be used if Opta is not available.

Over/Under Away Posts

You have to predict whether the number of woodwork hits made by the away team will be over or under the spread offered. Extra time is included. Opta data will be used for settlement. The competition's website will be used if Opta data is not available.

1X2 Throw-ins

You have to predict which team will be awarded the most throw-ins during the match. Extra time is included. The official website of Opta – Stats Perform will be used to confirm results. The competition's website will be used if Opta data is not available.

If both teams are awarded the same number of throw-ins, the winning selection will be **X**.

Over/Under Throw-ins

You have to predict whether the total number of throw-ins awarded in the match will be over or under the spread offered. Extra time is included. Opta data will be used to confirm results. The competition's website will be used if Opta is not available.

Over/Under Home Throw-ins

You have to predict whether the number of throw-ins awarded to the home team will be over or under the spread offered. Extra time is included. Opta data will be used to confirm results. The competition's official website will be used if Opta data is not available.

Over/Under Away Throw-ins

You have to predict whether the number of throw-ins awarded to the away team will be over or under the spread offered. Extra time is included. Opta data will be used for settlement. The competition's website will be used if Opta is not available.

VAR in the Match

You have to predict whether the referee will go to the monitor to review a play using the Video Assistant Referee (VAR) system during the regular time of the match (excluding extra time and penalties).

Only instances where the referee physically reviews the video footage at the pitch-side monitor count for settlement.

VAR in the First Half (FH)

You have to predict whether the referee will go to the monitor to review a play using VAR

during the first half of the match.

VAR in the Second Half (SH)

You have to predict whether the referee will go to the monitor to review a play using VAR during the second half of the match.

Goal Disallowed by VAR

You have to predict whether at least one goal in the match will be disallowed after a VAR review where the referee goes to the monitor and decides to cancel the goal.

Only goals disallowed directly after a pitch-side VAR check count. Goals cancelled without a referee review do not count.

Home/Away Coach Yellow Card

You have to predict whether the home/away team's head coach will be shown a yellow card during the match. Cards shown during half-time are valid, while those shown after the final whistle do not count.

Home/Away Coach Red Card

You have to predict whether the home/away team's head coach will be shown a red card during the match.

Includes straight red cards and second yellow card leading to expulsion. Only cards shown to the head coach are valid. Cards shown during half-time are valid, while those shown after the final whistle do not count.

Both Coaches Booked (Yellow Card)

You have to predict whether both the home and away coaches will be shown at least one yellow card each during the match.

If only one coach is booked, or neither, the bet is lost. Cards shown during half-time are valid, while those shown after the final whistle do not count.

Both Coaches Sent Off (Red Card)

You have to predict whether both the home and away coaches will be shown a red card during the match (either direct red or second yellow).

If only one is sent off, or none, the bet is lost. Cards shown during half-time are valid, while those shown after the final whistle do not count.

At Least One Coach Booked (Yellow Card)

You have to predict whether at least one of the two coaches (home or away) will be shown a yellow card during the match. Cards shown during half-time are valid, while those shown after the final whistle do not count.

At Least One Coach Sent Off (Red Card)

You have to predict whether at least one of the two coaches (home or away) will be shown a red card during the match. Cards shown during half-time are valid, while those shown after the final whistle do not count.

Transfer Specials

The market is whether the stated player will sign on a transfer to the nominated club before the quoted date of the market.

Eg. Lionel Messi to sign for before 03.09.2019 means the player needs to have signed for the nominated club before the 03.09.2019.

Loan deals DO COUNT.

If the player fails to move club within the specified time, all bets will be losers.

Any clubs not quoted are available on request. If the player retires before the quoted date, all bets will be void. The stated player must move clubs before the quoted date; pre-contract agreements DO NOT COUNT

Change Club

The market is whether the nominated player will move clubs by the quoted date. If the player retires before the quoted date, all bets will be void. The stated player must move clubs before the quoted date; pre-contract agreements DO NOT COUNT. Loan deals do count.

Player signed must be on the official league squad list.

Player's Club on this date

You have to predict which club the indicated player will belong to on the quoted date (Loan deals DO COUNT)

If the player fails to move club within the specified time, all bets will be losers. Any clubs not quoted are available on request. If the player retires before the quoted date, all bets will be void. The stated player must move clubs before the quoted date; pre-contract agreements DO NOT COUNT

Calendar Year Goals

This takes into consideration ONLY domestic league goals scored between the 1st January to 31st December of the named year. Goals scored in cup competitions, friendlies & international matches do not count. The named player must play at least 1 match in the named year otherwise bets will be void.

Season Player Total Goals

This takes into consideration ONLY Premier League goals scored in the named season. If the selected player is transferred out of the Premier League before the end of the Summer Transfer window the selection will be void. Goals scored in cup competitions, friendlies & international matches do not count. The named player must play at least 1 match in the named season otherwise bets will be void.

Manager Specials.

Next permanent manager

Predict who will be appointed the next permanent manager of the listed team. If joint managers are appointed, dead heat rules will apply. Caretaker and interim managers will not count unless they compete at least 10 competitive matches or the club indicate they will be appointed to cover at least 10 or more matches.

Man of the Match.

You have to predict which player will be indicated as man of the match (M.V.P.) by the official organizer of the specific competition (e.g. in a Champions League matches, solely official decision of UEFA will be considered, or e.g. in World Cup matches, solely official decision of FIFA will be considered). The bet will be declared void if the player will not take part to the match.

First Player Booked.

You have to predict which player is awarded the first card in the match. Yellow and Red cards both count. If your selected player is on the pitch anytime before the first card is shown,

the bet is valid. If the selected player enters the match after the first card has been shown, or your selected player plays no part in the match, the bet is void. The player must be on the field of play for the card to count. Any cards shown after the Half Time or Full Time whistle do not count.

Fantasy Matches.

Fantasy matches are related to matches created between two team or players who are not playing each other in a real match, but against different opponents with the total goals scored by each team used to determine the outcome of the fantasy match. So the result of the fantasy match will be determined only by the goals scored by the teams indicated in the fantasy match.

If one or more of the teams match is postponed or abandoned, the fantasy match will be deemed void. Only goals scored in regular time count towards the final score of the fantasy match.

Example:

Fantasy Match: "Arsenal vs. Milan – 1X2"

1st Real Match: "Arsenal vs. Liverpool" with result 2-3

2nd Real Match: "Milan vs. Lecce" with result 1-0

Result of the Fantasy Match "Arsenal vs. Milan" will be 2-1. The winning selection is 1 (home).

A fantasy match between two players will be settled as void if at least one player will not start the game.

SOCER SPECIAL PACK BET

Pack Bet is a contest based on a round of a Competition specified.

You have to predict the exact number of matches won by the home team, the exact number of matches won by the away team and the exact number of matches ended up in a draw.

Whenever a match is officially postponed and/or interrupted, all related bets will remain valid if the event takes place and is completed by midnight (WAT) of the day following the date originally set for the match.

If it does not take place or is not completed according to foregoing, all the bets related to that event will be deemed void within 24 hours.

Example:

England Premier League – 6th Round

Burnley – Leeds United 1 – 1

Tottenham Hotspur – Watford 1 – 0

Wolverhampton Wanderers – Manchester United 0 – 1

Manchester City – Arsenal 5 – 0

Aston Villa – Brentford 1 – 1

Brighton & Hove Albion – Everton 0 – 2

Newcastle United – Southampton 2 – 2

Norwich City – Leicester City 1 – 2

West Ham United – Crystal Palace 2 – 2

Liverpool – Chelsea 1 – 1

There are 2 games won by the home team, 5 ties and 3 won by the away team. In this case the winning selection is (2 – 5 – 3).

The Crazy Couple

You have to predict which of the selected couples will score more goals in the match. If both couples score the same amount of goals the winning selection will be ‘X’. The bet is valid only if all selected players start the match, otherwise the selection will be declared void.

Points Next 3 Matches

Predict how many points the selected team will attain in their next 3 league matches. The next 3 matches are indicated by the date written next to each team. All 3 matches must be played within those dates otherwise bets will be considered void. If any matches within the listed dates are postponed, all bets on that selection will be considered void.

To Happen

You are betting on whether one of the stated eventualities will occur during the match, event or period of time specified. If the effective conditions of the competition are different from those originally published by the organizational committee, Bet9ja reserves the right to deem void all the related bets.

All the related Corner markets, cards markets, goalscorer markets follow the same rules as the General rules of each section.

Next Manager to Leave

Predict the Next manager of the indicated competition to leave first. Sacking, resignation or any other reasons counts. The date shown for the market is for display purposes. If no manager leaves before the end of the season, then the selection of ‘No Manager’ will be a winner. When a manager leaves, the market is settled and a new market is then set up and the process is repeated until the end of the season.

SQUASH

Article 1

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

Article 2

If a player withdraws or is disqualified before the start of the match, all markets related to the match will be void.

If after the start of the match, a player withdraws prior to the completion of the second set; bets based on the final result will be void, with the exception of markets where the outcome has already been determined.

If the withdrawal takes place after the completion of the second set, the opponent will be deemed the winner.

Article 3

Market Types

HH

You have to predict the winner of the match. If a player retires or is disqualified before the completion of the first two sets, this market will be considered void. If the withdrawal takes place after the completion of the first two sets the opponent will be deemed winner of the match.

Article 4

Squash Antepost

Tournament Winner

You have to predict the winner of the competition.

SWIMMING

Article 1

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

Article 2

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

Article 3

If the effective conditions of the competition are different from those originally published by the organizational committee Bet9ja reserves the right to deem void all the related bets.

Article 4

If one or more swimmers retire before the beginning of the competition all the bet typologies related to their performances will be deemed void.

Article 5

If a swimmer retires before the beginning of the event and his/her quote as a winner is equal or inferior to 5, Bet9ja reserves the right to declare all the types of bets influenced by this event as void.

Article 6

Market Types

Winner.

You have to predict the winner of the competition.

Podium.

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

HH.

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

TABLE TENNIS

Article 1

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

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

Article 2

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

Article 3

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

Article 4

Market Types

Head to Head (HH).

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the first player wins), 2 HH (the second player wins).

Total (Under/Over)

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

Asian Handicap

You have to predict the winner of the match by adding or subtracting the spread offered from the total point scored by players or teams.

Article 5

Table Tennis Antepost

Tournament Winner

You have to predict the winner of the competition.

TENNIS

Article 1

Whenever a tennis match is officially postponed or suspended, all the related bets will remain valid if the event is resumed or is completed within 48 hours from the official start time. If it is not resumed or if it is not completed within 48 hours, all the undecided markets related to that event will be considered void.

Article 2

Whether a player withdraws or is disqualified before the start of the match, all markets related to the match will be void.

Whether a player withdraws/retires after the start of the match all the bets will be voided, with the exception of markets where the outcome has already been determined.

Example: if you select the “over” games played 18,5 and a player retires on the score 6-4 4-6 3-0 the bet will be settled as winning.

Example: if you select player 1 to win the match, and the player 2 will retire on the score of 6-3 5-0 the bet will be voided.

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

Article 3

Market Types.

Head to Head (HH).

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the first player wins), 2 HH (the second player wins).

Head to Head (HH) Xth Set.

You have to predict the winner of the Xth Set. There are 2 possible outcomes: 1 HH (the first player wins the Xth Set), 2 HH (the second player wins the Xth Set). If a player retires before the completion of the Xth set this bet typology will be considered void, otherwise it will stand valid. The winner of the 1st Set will be indicated in the bet settlement by the first number in brackets.

Set Betting.

You have to predict the correct score of the match in terms of sets won by each player. If one player retires during the match this bet typology will be considered void.

Over/Under Games (spread).

You have to predict if the total number of games played in the match will be over or under the spread indicated. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets.

Over/Under Games Player X.

You have to predict whether the total number of games for Player X will be over or under the indicated spread.

A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets

Handicap Games (spread).

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

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

Example:

If you bet on "(H.-4.5) Home" the bet will be winning if the first player wins with a margin of victory of at least 5 games.

If you bet on "(H.-4.5) Away" the bet will be winning if the second player wins the match or if it loses conceding a maximum of 4 games to its opponent.

Odd/Even Games.

You have to predict if the number of games played during the match is going to be odd or even. If one player retires during the match this bet typology will be considered void. In the event of a Super tie-break, every point scored will be considered as a game. In the event of a Tie-break, the entire Tie-break will be considered as one game.

Odd/Even Xth Set.

You have to predict if the total amount of games in the Xth set will be odd or even.

Handicap Sets.

You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.

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

Example:

A bet on "(H.-1.5) Home" will be winning if the first player wins with a margin of victory of at least 2 sets.

A bet on "(H.-1.5) Away" will be winning if:

- the second player wins the match.
- the second player loses with a margin less than 2 sets.

Will there be a Tiebreak.

You have to predict whether there will be a tie-break contested in the match.

Number of Sets Played.

You should predict the total number of sets played by the two players.

Win at least a set Player X.

You have to predict if Player X will win at least one set in the match.

If a player retires before the completion of the first set this bet typology will be considered void, otherwise it will stand valid.

Both Players Win at least a Set Y/N.

You have to predict if both players will win at least one set during the match.

1st Set/Match.

You have to predict the combination of the first set winner and the winner of the entire match.

Correct Score Xth set.

You have to predict the exact correct score of the Xth set only.

Set 1 Over/Under.

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

1st Set Game Handicap (spread).

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

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

Example:

If you bet on "(H.-4.5) Home" the bet will be winning if the first player wins with a margin of victory of at least 5 games.

If you bet on "(H.-4.5) Away" the bet will be winning if the second player wins the match or if it loses conceding a maximum of 4 games to its opponent.

Player Sets.

You have to predict the total number of sets won by your selected player in the match.

Over/Under 1st Set Player 1.

You have to predict the number of games that player 1 wins in the first set only will be over or under the indicated spread.

Over/Under 1st Set Player 2.

You have to predict the number of games that player 2 wins in the first set only will be over or under the indicated spread.

Over/Under 2nd Set Player 1.

You have to predict the number of games that player 1 wins in the second set only will be over or under the indicated spread.

Over/Under 2nd Set Player 2.

You have to predict the number of games that player 2 wins in the second set only will be over or under the indicated spread.

Correct Score for match 3-0 Yes/No.

You have to predict if the match will finish 3-0 to Player 1 or not.

Correct Score for match 0-3 Yes/No.

You have to predict if the match will finish 0-3 to Player 2 or not.

Multi Correct Xth Set.

You have to predict the which selection will contain the correct score for the Xth Set of the match.

Example: you choose the selection 6-0 or 6-1 or 6-2

If player 1 wins the set with one of the scores in your selection then the bet is winning.

Example: You choose the selection 4-6 or 5-7.

If player 2 wins the set with one of the scores in your selection then the bet is winning.

Win 6-0 or 0-6 Yes/No.

You have to predict whether or not either player will win a set 6-0 or 0-6.

Race to 3 Games 1st Set.

You have to predict which player will reach 3 games first in the first set.

Race to 5 games 1st Set.

You have to predict which player will reach 5 games first in the first set.

Any set to Nil.

you have to predict if at least one set will end with a 6-0/0-6 score.

HH & Over/Under Games.

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

1st Set + HH + Over/Under.

You have to predict the winner of the 1st set, the winner of the match and whether the number of games will be over or under the indicated spread.

Example: 1-1 Set + 1HH + Ov – the bet will be winning if player 1 wins the first set, if player 1 wins the match and if the total number of games in the match is over the indicated spread.

Example: 2-1 Set + 1HH + Un – the bet will be winning if player 2 wins the first set, if player 1 wins the match and if the total number of games in the match is under the indicated spread.

1st Set Winner + 1st Set Total.

You have to predict the winner of the 1st set and if the number of games of the first set will be over or under the indicated spread.

Next 1st Break.

You have to predict which player will do the first/next “Break” of the game. (Break = to win a game in which another player is serving)

Player X to Win Exactly 1 Set.

You have to predict if the player X will win exactly 1 set or not.

Player X to Win Exactly 2 Set.

You have to predict if the player X will win exactly 2 sets or not.

Over/Under Aces.

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

Over/Under Double Fault.

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

1X2 Ace.

You have to predict which Player will have the most Aces in the match. The competition official website will be used to confirm results.

1X2 Double Faults.

You have to predict which Player will have the most Double Faults in the match. The competition official website will be used to confirm results.

1X2 Break.

Predict which player will break the opponent's serve the most in the match. All bets will be void if a break does not take place. The competition official website will be used to confirm results.

1X2 1st Break.

Predict which player will break the opponent's whole game serve first. All bets will be void if a break does not take place. The competition official website will be used to confirm results.

Article 4

Tennis Antepost

Tournament Winner

You have to predict the winner of the tournament. If your selected player withdraws prior to the start of the tournament, the selection will be considered void. All tournament winner bets will stand once the tournament has started.

Tournament Head-to-Head (Match bets)

You have to predict which player will achieve the best result in the tournament. If both players are eliminated at the same stage, set difference in the tournament will be used to determine the winner. In a result of a set difference tie, the match will be considered void.

Tournament Most Aces (Match bets)

You have to predict which player will score the most aces throughout the entire tournament. Aces scored during qualification do not count. If the two players score the same number of aces the bet will be void.

Stage of Elimination

Predict which round the selected player will be eliminated in.

Reach the Final

Predict whether the selected player will reach the final of the named tournament.

Name the Finalists

You have to predict which two players will reach the final of the named tournament

Grand Slams – Total Titles

You have to predict the exact number of Grand Slam tournaments that will be won by the indicated player.

All the bets have action, even if a player is missing one or more tournaments.

There are four Grand Slam tournaments during the year: Australian Open, Roland Garros, Wimbledon and US Open.

Quarter Winner

You must predict which player will win their quarter of the draw and reach the semi-finals of the tournament. If the selected player withdraws before the start of the tournament, the bet will be void.

VOLLEYBALL

Article 1.

Unless otherwise stated, the outcome of a bet on a volleyball event is based on the result of the match after the scheduled score has been reached. In some competitions an extra set is played to determine the winner of a tournament, whose result will not be considered for betting purposes.

Article 2.

Whenever a volleyball match is officially postponed or suspended, all the related bets will remain valid if the event takes place in the next 48 hours from the original time set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all selections related to that event will be considered void.

Article 3.

Market Types.

Head to head. HH.

You have to predict the winner of the entire match.

Set Handicap (Spread).

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match in terms of sets won by each team.

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

Example:

If you bet on “(H.-1.5) Home” the bet will be winning if the home team wins with a margin of victory of at least 2 sets.

Points Handicap (Spread)

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match in terms of points won by each team.

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

Example:

If you bet on “(H.-15.5) Home” the bet will be winning if the home team wins with a margin of victory of at least 16 points.

Set Betting.

You have to predict the correct score of the match in terms of number of sets won by each team.

Totals.

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

Odd/Even.

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

Number of Sets.

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

Sets Over/Under (spread).

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

Xth Set Winner.

You have to predict the winner of the named set.

If the Xth Set will not be played, the bets placed on the Xth set will be voided.

Set Totals.

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

Xth Set Handicap.

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

Xth Set Odd Even.

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

Point Handicap.

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match in terms of points won by each team.

1st Set – Point Handicap.

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

1st Set – Total Points.

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

Sets Extra Points.

You have to predict the number of sets that will go to the extra point situation.

1°Set/Match.

You have to predict the combination of 2 markets: first set winner and match winner.

Over/Under Home/Away.

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

4th Set Yes/No.

You have to predict if the 4th Set will be played. Both teams have to win at least 1 set.

5th Set Yes/No.

You have to predict if the 5th Set will be played. Both teams have to win at least 2 set.

Home/Away to Win A Set.

You have to predict if the home/away team will win at least 1 set.

Home/Away to Win Exactly 1 Set.

You have to predict if the home/away team will win exactly 1 set.

Home/Away to Win Exactly 2 Sets.

You have to predict if the home/away team will win exactly 2 set.

Article 4

Volleyball Antepost.

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

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

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

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

WATERPOLO

Article 1

The outcome of a bet on a waterpolo event is based on the result of the match after the

scheduled regular time. Unless otherwise stated for specific bet typologies overtimes and penalty shoot outs will not affect the outcome of the bet.

Article 2

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

Article 3

Market Types

1X2.

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

Head to Head (HH).

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

Heads-Up with Handicap (spread).

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

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

Example:

If you bet on “(H.-5.5) Home” the bet will be winning if the home team wins with a margin of victory of at least 6 goals.

If you bet on “(H.-5.5) Away” the bet will be winning if:

– the away team wins the match.

– the away team loses conceding a maximum of 5 goals to its opponent.

Over/Under (spread).

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

WINTER SPORTS

Article 1

The outcome of a bet on skiing (Alpine skiing, Nordic skiing or ski jumping) is based on first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

If one or more participants retire before the beginning of the competition and at least one of them has odds for winning equal or fewer than 5.0, Bet9ja reserves the right to void all bets affected by this happening.

Article 2

Whenever a competition is officially postponed or suspended, all the related bets will remain valid if the event is resumed or is completed within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

If the effective conditions of the competition are different from those originally published by the organizational committee Bet9ja reserves the right to deem void all the related bets.

Article 4

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

Article 5

Market Types

Winner.

You have to predict the winner of the competition.

1st and 2nd.

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

Podium.

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

HH.

You have to predict which of the two competitors specified in the bet will achieve the best position in the event. If both competitors do not complete the competition, the winner will be the one that obtained the best timing during the previous stage. In case of competitions consisting of two runs, if both competitors withdraw in the first run, the bet will be deemed void. If, during a competition consisting of one run only, one of the two competitors retires after the beginning of the competition, the athlete who completes the competition will be regarded as the winner.

Winner Group.

You have to predict which of the competitors specified for this type of bet will get the best finish in the event. If none of the competitors do not complete the competition, the winner will be the one that obtained the best timing during the previous phase. In case of competitions consisting of two runs, if both competitors withdraw in the first run, the bet will be declared void.

Article 6

For our bets purposes only official times and/or podium rankings will be considered. Possible disqualifications which will take place later will be not considered. If the game starts but does not end (i.e. there is no winner proclamation) all bets will be voided and refunded.

Markets:

-Winning

-Placed

-Head-to-head

OTHER SPORTS

CHESS

Article 1

All results of a Chess event are determined based on the relevant competition's official website.

Article 2

Whenever a Chess match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following

the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the markets related to that event will be considered void.

Article 3

Market Types

Head to Head (HH) / Money Line / Match Winner

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

1×2

You have to predict the winner of the match. There are 2 possible outcomes: 1 (the player 1 wins), 2 (the player 2 wins), X (draw).

Double Chance

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

1X – player 1 wins, or the match ends in a draw

X2 – player 2 wins, or the match ends in a draw.

12 – either player 1 or player 2 wins

Draw no Bet

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

DIVING

Article 1

All results of a Diving event are settled based on the relevant competition's official website. If a competition is shortened or otherwise affected by weather conditions, the bets will be settled according to the decisions taken by tournament officials.

Article 2

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

Article 3

Market Types

Head to Head (HH) / Match Winner

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

KABADDI

Article 1

All results of a Kabaddi event are settled based on the relevant competition's official website.

Article 2

Whenever a Kabaddi event is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date initially set for the match. If it does not occur or is not completed within the mentioned time frame, all the markets related to that event will be considered void.

Article 3

Market Types

1×2

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

PADEL

Article 1

Whenever a padel match is officially postponed or suspended, all the related bets will remain valid if the event is resumed or is completed within 72 hours from the official start time. If it is not resumed or if it is not completed within 72 hours, all the markets related to that event will be considered void.

Article 2

If a player withdraws or is disqualified before the match's start, all markets related to the match will be void. If a player withdraws before completing the first set, then bets based on the final result will be void – except for markets where the outcome has already been determined. If the withdrawal occurs after completing the first set, the opponent will be deemed the winner.

Article 3

Market Types

Head to Head (HH).

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the first player wins), 2 HH (the second player wins).

Head to Head (HH) 1st Set.

You have to predict the winner of the 1st Set. There are 2 possible outcomes: 1 HH (the first player wins the 1st Set), 2 HH (the second player wins the 1st Set).

If a player retires before completing the first set, this bet typology will be considered void – otherwise, it will stand valid. The winner of the 1st Set will be indicated in the bet settlement by the first number in brackets.

Head to Head (HH) 2nd Set.

You have to predict the winner of the 2nd Set. There are 2 possible outcomes: 1 HH (the first player wins the 2nd Set), 2 HH (the second player wins the 2nd Set).

If a player retires before completing the second set, this bet typology will be considered void – otherwise, it will stand valid. The winner of the 2nd Set will be indicated in the bet settlement by the second number in brackets.

Set Betting.

You have to predict the correct score of the match in terms of sets won by each player. If one player retires, this bet typology will be considered void.

ROWING

Article 1

All results of a Rowing event are settled based on the relevant competition's official website. If a competition is shortened or otherwise affected by weather conditions, the bets will be settled according to the decisions taken by tournament officials.

Article 2

Whenever a competition is officially postponed or suspended, all the related bets will remain valid if the event is resumed or is completed within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

Market Types

Head to Head (HH) / Match Winner

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

SAILING

Article 1

All results of a Sailing event are settled based on the relevant competition's official website. If a competition is shortened or otherwise affected by weather conditions, the bets will be settled according to the decisions taken by tournament officials.

Article 2

Whenever a competition is officially postponed or suspended, all the related bets will remain valid if the event is resumed or is completed within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

Market Types

Head to Head (HH) / Match Winner

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

CASH OUT: TERMS & CONDITIONS

Cash Out is available on a wide variety of markets. However, Bet9ja has the right to remove some games or competitions or sports from the Cash Out offer at anytime without prior notice.

A time delay in accepting a Cash Out request is in place. If a price changes or a market suspends then the Cash Out of the original amount request may not be successful.

If the Cash Out request is successful, this will be displayed and the bet will be settled immediately. The actual final result of the related market will have no impact on the Cash Out amount.

The Cash Out amount offered at any time is the total amount that will be returned to your account if successful.

Where we have reason to believe that a Cash Out is carried out after the outcome of an event is known, we reserve the right to void the original bet that was Cashed Out.

Any bets that are settled in full or part using Cash Out will not count towards the turnover requirement of any offer.

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Bets placed with Bonus Funds cannot be cashed out.

Bet9ja cannot guarantee that the Cash Out feature will be available on your bet selection.

Bet9ja will not be responsible if the Cash Out feature is not available for technical reasons and bets will stand as originally placed during any such period.

Bet9ja reserves the right to accept or decline any bet/wager requested for any sport, competition, market or bet type that is included in the Cash Out feature.

Bet9ja reserves the right to amend, suspend or remove the Cash Out feature at any time for any event, fixture or market. Any bets placed on such events, fixtures or markets will stand as originally placed.

Bet9ja reserves the right to reverse the settlement of a Cash Out if the bet or a market is settled in error.

BETMAKER

Article 1

Betmaker odds are special prices made by Bet9Ja which may combine certain odds which cannot normally be combined.

For example:

Chelsea to beat Man Utd, Over 2.5 goals & Over 7.5 corners in the match (Chelsea – Man Utd)

Usually these markets cannot be combined within a single match but these can be offered as a special unique bet.

They can also be offered as a combination of different matches or related to specific players.

Article 2

If one or more matches included in a bet is abandoned or postponed and not played within midnight (WAT) of the day of the match, all related selections will be void.

If any mentioned player doesn't start the specific match then all related selections will be void.

Article 3

In any other instance, usual individual sports rules will apply.

ODDS SURGE

Article 1

Odds Surge selections are special bets selected by Bet9Ja where the odds are increased as a special offer.

For example:

Chelsea to beat Man Utd, Barcelona to beat Real Madrid & Juventus to beat Lazio – WAS 7.75, NOW 9.5

They can be offered as a combination of different matches or related to specific players.

Article 2

The 'WAS' price is calculated from when the odds surge selection was first published and is subject to change.

Article 3

If one or more matches included in a bet is abandoned or postponed and not played within midnight (WAT) of the day of the match, all related selections will be void.

If any mentioned player doesn't start the specific match then all related selections will be void.

Article 4

In any other instance, usual individual sports rules will apply.

Zoom Virtual Soccer

Zoom soccer is a virtual soccer game featuring real team names and real league names, but with entirely simulated results and outcomes.

The Zoom scores page, that contains live scores, results and league tables, are all related strictly to the Zoom virtual game ONLY.

The outcome of the match displayed on the results section is the result that Bet9ja will determine winning and losing bets from.

Zoom bets can be combined with selections from any other real life events

Multiple boost will apply to bets on Zoom.

Zoom bets can be combined across leagues.

If the Bet9ja site undergoes any technical problems during a zoom fixture, undergoes maintenance, or becomes unable to access for any reason, games will still be played and the result will be unaffected.

Zoom Soccer is unrelated to any real-life matches or leagues, and any Zoom Soccer virtual fixtures that correspond with a real-life equivalent is strictly coincidence

Bet9ja general terms and conditions apply.

Bet9ja sports terms and conditions apply.

Zoom Market Rules

1X2

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

Double Chance (DC)

You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins)

Goal Goal / No Goal (GG/NG)

There are two possible outcomes: GG (both teams score at least one goal each during the whole match), NG (one or both the teams do not score any goal during the whole match).

Correct Score

You have to predict the correct score of the entire match

Over/Under (O / U) X.5

You have to predict whether the total goals scored in the match will be over or under the spread indicated. For example; if you bet on 'over 2.5', the match would have to contain 3 goals or more to be a winner.

Home/Away Under/Over (H/A O/U) X.5

You have to predict whether the total goals scored by either the home team or the away team

is over or under the spread indicated. For example; if you bet on 'home under 2.5', the home team would have to score 2 goals or fewer for the bet to win.

1X2 + Over/Under (1X2 +O/U X.5)

You have to predict the combination of the final result of the match and whether the total number of goals scored in the match will be over or under the spread indicated. There are 6 possible outcomes:

1&Ov = The home team wins and total goals is over the spread

1&Un = The home team wins and total goals is under the spread

X&Ov = The match finishes in a draw and total goals is over the spread

X&Un = The match finishes in a draw and total goals is under the spread

2&Ov = The away team wins and total goals is over the spread

2&Un = The away team wins and total goals is under the spread

Double Chance + Over/Under (DC & O/U X.5)

You have to predict the combination of the double chance of the match and whether the total number of goals scored in the match will be over or under the spread indicated. There are 6 possible outcomes:

1X&Ov = The home team wins or draw and total goals is over the spread

1X&Un = The home team wins or draw and total goals is under the spread

X2&Ov = The away team wins or draw and total goals is over the spread

X2&Un = The away team wins or draw and total goals is under the spread

12&Ov = The home or away team wins and total goals is over the spread

12&Un = The home or away team wins and total goals is under the spread

Multi Goal

You have to predict the number of goals scored during the match based on different ranges offered by Bet9ja in Zoom Soccer

1X2 + GG/NG

You have to predict the combination of the final result of the match and the result of the both teams to score market.

1X2 or GG/NG

You have to predict the winning outcome of the match OR whether both, one or neither 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.

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.

The current version of the Terms and Conditions is valid for the latest review of the website