Live Betting T&C’s Part 2

Version 12: Effective as of 22.10.26.

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Soccer Live

Article 1

The outcome of a bet on a football (soccer) live 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, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the settled bets will stand valid.

Article 3

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

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

Article 4

Regarding all the interval markets: injury time is included for the outcome of a bet when the market is related to an interval from X to 45 min or from Y to 90 min. It is also included for the interval straddling the two halves.

Article 5

Market Types.

1X2

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

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.

3 Way Handicap (spread) (Handicap)

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

Example:

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

Example 2:

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

1X2 UP
Predict the outcome of the match within 90 minutes. If the team you selected takes a lead at any point during the match of the number of goals indicated (1UP, 2UP or 3UP), your selection will be settled as a winner.

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

Halftime 1X2 (Halftime – 3way) (1st Half – 1X2)
You have to predict the winner of the 1st half only. There are 3 possible outcomes: 1 HT (the home team wins), X HT (the teams draw), 2 HT (the away team wins).

Halftime Over/Under (spread) (1st Half – Over/Under) (Halftime – Total)
You have to predict if the total number of goals scored during the 1st half only will be over or under the spread indicated.

1st Half Over/Under Home (spread) (Halftime – Over/Under Home)
You have to predict if the total number of goals scored by the home team during the 1st half only will be over or under the spread indicated.

1st Half Over/Under Away (spread) (Halftime – Over/Under Away)
You have to predict if the total number of goals scored by the away team during the 1st half only will be over or under the spread indicated.

1st Half 3 Way Handicap (spread) (Halftime – 3 Way Handicap)
You have to predict the final result of the first half only taking into consideration the handicap spread offered.

Second Half 1X2 (2nd Half – 3way)
You have to predict the result of the second half, considering only the goals scored in this half.

Second Half Over/Under (spread) (2nd Half – Total)
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 – Over/Under Home
You have to predict if the total number of goals scored by the home team during the 2nd half only will be over or under the spread indicated.

2nd Half – Over/Under Away
You have to predict if the total number of goals scored by the away team during the 2nd half only will be over or under the spread indicated.

2nd Half 3 Way Handicap (spread)
You have to predict the final result of the second half only taking into consideration the handicap spread offered.

Draw No Bet
You have to predict which team will win the match. If the teams draw the selection will be void.

1st Half Draw No Bet (DNB 1HT)
You have to predict which team will win the 1st half. If the teams draw the 1st half the selection will be void.

2nd Half Draw No Bet (DNB 2HT)
You have to predict which team will win the 2nd half, considering only the goals scored in this half. If the teams draw the 2nd half, the selection will be void.

Rest of Match 1X2
You have to predict the outcome of the match not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

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

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

Double Chance (1X- 12 -X2)
You have to predict the outcome of the entire match. There are 3 possible outcomes:

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

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

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

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

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

X2 (at the end of the 1st half the away team wins or draws),

12 (at the end of the 1st half the home team wins or the away team wins).

2nd Half – Double Chance (1X – 12 – X2)
You have to predict the outcome of the second half only, considering only the goals scored during this half.

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

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

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

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

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

Kick Off (Which team has kick off?)
You have to predict which team will be awarded the kick off of the match.

Goal/No Goal

You have to predict whether both teams will score in the match. 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).

1st Half Goal/No Goal (1st Half – Both teams to score)
You have to predict whether both teams will score in the 1st Half. There are two possible outcomes:

GG (both teams score at least one goal each during the 1st half),

NG (one or both the teams do not score any goal during the 1st half).

2nd Half Goal/No Goal (2nd Half – Both teams to score)
You have to predict whether both teams will score in the 2nd half. There are two possible outcomes:

GG (both teams score at least one goal each during the 2nd half),

NG (one or both the teams do not score any goal during the 2nd half).

1X2 + Over/Under
You have to predict the combination of the result of the match plus whether the total goals scored will be over or under the indicated spread. There are 6 possible outcomes:
1 & Over (home team wins and the total number of goals in the match is over the indicated spread)

1 & Under (home team wins and the total number of goals in the match is under the indicated spread)

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

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

2 & Over (away team wins and the total number of goals in the match is over the indicated spread)

2 & Under (away team wins and the total number of goals in the match is under the indicated spread).

1st Half 1X2 & Over/Under
You have to predict the combination of the result of the 1st half of the match plus whether the total goals scored in the first half will be over or under the indicated spread. There are 6 possible outcomes:

1 & Over (home team wins the 1st half and the total number of goals in the 1st half is over the indicated spread)

1 & Under (home team wins the 1st half and the total number of goals in the 1st half is under the indicated spread)

X & Over (1st half ends in a draw and the total number of goals in the 1st half is over the indicated spread)

X & Under (1st half ends in a draw and the total number of goals in the 1st half is under the indicated spread)

2 & Over (away team wins the 1st half and the total number of goals in the 1st half is over the indicated spread)

2 & Under (away team wins the 1st half and the total number of goals in the 1st half is under the indicated spread)

2nd Half 1X2 & Over/Under
You have to predict the combination of the result of the 2nd half only plus whether the total goals scored in the 2nd half only will be over or under the indicated spread. There are 6 possible outcomes:

1 & Over (home team wins the 2nd half and the total number of goals in the 2nd half is over the indicated spread)

1 & Under (home team wins the 2nd half and the total number of goals in the 2nd half is under the indicated spread)

X & Over (2nd half ends in a draw and the total number of goals in the 2nd half is over the indicated spread)

X & Under (2nd half ends in a draw and the total number of goals in the 2nd half is under the indicated spread)

2 & Over (away team wins the 2nd half and the total number of goals in the 2nd half is over the indicated spread)

2 & Under (away team wins the 2nd half and the total number of goals in the 2nd half is under the indicated spread)

1X2 + Goal/No Goal
You have to predict the combination of the result of the match plus whether both teams will score at least one goal in the match. There are 6 possible outcomes:

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

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

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

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

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

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

1st Half 1X2 & Both Teams To Score
You have to predict the combination of the result of the first half plus whether both teams will score at least one goal in the first half. There are 6 possible outcomes:

Home & Yes (Home team to win the 1st half and both teams to score in the 1st half)

Home & No (Home team to win the 1st half and only one or neither team to score in the 1st half)

Draw & Yes (1st half to end in a draw and both teams to score in the 1st half)

Draw & No (1st half to end in a draw and only one or neither team to score in the 1st half)

Away & Yes (Away team to win the 1st half and both teams to score in the 1st half)

Away & No (Away team to win the 1st half and only one or neither team to score in the 1st half)

2nd Half 1X2 & Both Teams To Score (2nd Half – 1X2 + Both Teams To Score) (2nd Half – 3way & Goal/No Goal
You have to predict the combination of the result of the 2nd half only plus whether both teams will score at least one goal during the 2nd half of the match. There are 6 possible outcomes:

Home & Yes (Home team to win the 2nd half and both teams to score in the 2nd half)

Home & No (Home team to win the 2nd half and only one or neither team to score in the 2nd half)

Draw & Yes (2nd half to end in a draw and both teams to score in the 2nd half)

Draw & No (2nd half to end in a draw and only one or neither team to score in the 2nd half)

Away & Yes (Away team to win the 2nd half and both teams to score in the 2nd half)

Away & No (Away team to win the 2nd half and only one or neither team to score in the 2nd half)

Double Chance & Totals (Double Chance (1X – 12 – X2) and Totals)
You have to predict the combination of the result of the match and whether the total goals scored will be over or under the indicated spread. There are 6 possible outcomes:

1X & Under (The match finishes in a home win or a draw and the total number of goals scored are under the indicated spread)

1X & Over (The match finishes in a home win or a draw and the total number of goals scored are over the indicated spread)

X2 & Under (The match finishes in an away win or a draw and the total number of goals scored are under the indicated spread)

X2 & Over (The match finishes in an away win or a draw and the total number of goals scored are over the indicated spread)

12 & Under (The match finishes in a home win or an away win and the total number of goals scored are under the indicated spread)

12 & Over (The match finishes in a home win or an away win and the total number of goals scored are over the indicated spread)

1st Half – Double Chance & Total
You have to predict the combination of the result of the 1st half of the match and whether the total goals scored during the 1st half will be over or under the indicated spread. There are 6 possible outcomes:

1X & Under (The 1st half finishes in a home win or a draw and the total number of goals scored in the 1st half are under the indicated spread)

1X & Over (The 1st half finishes in a home win or a draw and the total number of goals scored in the 1st half are over the indicated spread)

X2 & Under (The 1st half finishes in an away win or a draw and the total number of goals scored in the 1st half are under the indicated spread)

X2 & Over (The 1st half finishes in an away win or a draw and the total number of goals scored in the 1st half are over the indicated spread)

12 & Under (The 1st half finishes in a home win or an away win and the total number of goals scored in the 1st half are under the indicated spread)

12 & Over (The 1st half finishes in a home win or an away win and the total number of goals scored in the 1st half are over the indicated spread)

2nd Half – Double Chance & Total
You have to predict the combination of the result of the 2nd half only of the match and whether the total goals scored during the 2nd half only will be over or under the indicated spread. There are 6 possible outcomes:

1X & Under (The 2nd half finishes in a home win or a draw and the total number of goals scored in the 2nd half are under the indicated spread)

1X & Over (The 2nd half finishes in a home win or a draw and the total number of goals scored in the 2nd half are over the indicated spread)

X2 & Under (The 2nd half finishes in an away win or a draw and the total number of goals scored in the 2nd half are under the indicated spread)

X2 & Over (The 2nd half finishes in an away win or a draw and the total number of goals scored in the 2nd half are over the indicated spread)

12 & Under (The 2nd half finishes in a home win or an away win and the total number of goals scored in the 2nd half are under the indicated spread)

12 & Over (The 2nd half finishes in a home win or an away win and the total number of goals scored in the 2nd half are over the indicated spread)

Double Chance & Both Teams to Score (Double chance (1X – 12 – X2) and both teams to score)
You have to predict the combination of the result of the match and whether both teams will score in the match. There are 6 possible outcomes:

1X & Yes (The match finishes in a home win or a draw and both teams score in the match)

1X & No (The match finishes in a home win or a draw and only one team or neither team score in the match)

X2 & Yes (The match finishes in an away win or a draw and both teams score in the match)

X2 & No (The match finishes in an away win or a draw and only one team or neither team score in the match)

12 & Yes (The match finishes in a home win or an away win and both teams score in the match)

12 & No (The match finishes in a home win or an away win and only one team or neither team score in the match)

1st Half – Double Chance & Goal/No Goal
You have to predict the combination of the result of the 1st half of the match and whether both teams will score during the 1st half of the match. There are 6 possible outcomes:

1X & Yes (The 1st half finishes in a home win or a draw and both teams score in the 1st half)

1X & No (The 1st half finishes in a home win or a draw and only one team or neither team score in the 1st half)

X2 & Yes (The 1st half finishes in an away win or a draw and both teams score in the 1st half)

X2 & No (The 1st half finishes in an away win or a draw and only one team or neither team score in the 1st half)

12 & Yes (The 1st half finishes in a home win or an away win and both teams score in the 1st half)

12 & No (The 1st half finishes in a home win or an away win and only one team or neither team score in the 1st half)

2nd Half – Double Chance & Goal/No Goal
You have to predict the combination of the result of the 2nd half only of the match and whether both teams will score during the 2nd half. There are 6 possible outcomes:

1X & Yes (The 2nd half finishes in a home win or a draw and both teams score in the 2nd half)

1X & No (The 2nd half finishes in a home win or a draw and only one team or neither team score in the 2nd half)

X2 & Yes (The 2nd half finishes in an away win or a draw and both teams score in the 2nd half)

X2 & No (The 2nd half finishes in an away win or a draw and only one team or neither team score in the 2nd half)

12 & Yes (The 2nd half finishes in a home win or an away win and both teams score in the 2nd half)

12 & No (The 2nd half finishes in a home win or an away win and only one team or neither team score in the 2nd half)

1X2 and First Team to Score
You have to predict whether the final result of the match will be 1, X or 2 and which team will score the first goal of the match.

Home Win and Home to Score First (HWHSF) – The home team will win the match and the home team will score the first goal of the match.

Home Win and Away to Score First (HWASF) – The home team will win the match and the away team will score the first goal of the match.

Draw and Home to Score First (DHSF) – The match will end in a draw and the home team will score the first goal of the match.

Draw and Away to Score First (DASF) – The match will end in a draw and the away team will score the first goal of the match.

Draw and Neither Team to Score (DNTS) – The match will end in a draw and neither team will score a goal.

Away Win and Home to Score First (AWHSF) – The away team will win the match and the home team will score the first goal of the match.

Away Win and Away to Score First (AWASF) – The away team will win the match and the away team will score the first goal of the match.

Goal/No Goal + Over/Under
You have to predict if both teams will score at least one goal in the match plus whether the total number of goals scored will be over or under the spread indicated. There are 4 possible outcomes:

Yes & Over (both teams will score at least one goal and the total goals scored are over the indicated spread)

Yes & Under (both teams will score at least one goal and the total goals scored are under the indicated spread)

No & Over (one or both teams do not score any goal and the total goals scored are over the indicated spread)

No & Under (one or both teams do not score any goal and the total goals scored are under the indicated spread)

Anytime + 1X2

You have to predict the combination of the final match result and whether the selected player will score at least once during the match. Both criteria are determined strictly at the end of regular play, including injury time (extra time and penalty shootouts are excluded). Both selections must be correct for the bet to win. If the goal is scored by a player not included in the offered selection list, the winning outcome for the goalscorer part will be settled as "Other". If the selected player does not take part in the match at all, the market will be settled as void. Own goals do not count for the player's goal count. The official data provider's final decision applies.

Next Goalscorer + 1X2

You have to predict the combination of the final match result and whether the selected player will score the indicated goal of the match. Both criteria are determined strictly at the end of regular play, including injury time (extra time and penalty shootouts are excluded). Both selections must be correct for the bet to win. If the indicated goal is scored by a player not included in the offered selection list, the winning outcome for the goalscorer part will be settled as "Other". If the selected player does not take part in the match at all, the market will be settled as void. Own goals do not count for the player's goal count. Settlement is strictly based on the official data provider's data.

Anytime + Correct Score

You have to predict the combination of the final correct score of the match and whether the selected player will score at least once during the match. Both criteria are determined strictly at the end of regular play, including injury time (extra time and penalty shootouts are excluded). Both selections must be correct for the bet to win. If the goal is scored by a player not included in the offered selection list, the winning outcome for the goalscorer part will be settled as "Other". If the selected player does not take part in the match at all, the market will be settled as void. Own goals do not count for the player's goal count. The official data provider's final statistics apply.

Next Goalscorer + Correct Score

You have to predict the combination of the final correct score of the match and whether the selected player will score the indicated goal of the match. Both criteria are determined strictly at the end of regular play, including injury time (extra time and penalty shootouts are excluded). Both selections must be correct for the bet to win. If the indicated goal is scored by a player not included in the offered selection list, the winning outcome for the goalscorer part will be settled as "Other". If the selected player does not take part in the match at all, the market will be settled as void. Own goals do not count for the player's goal count. The official data provider's final decision applies.

To Score in interval X

You have to predict whether the selected team will score at least once during the indicated interval of time. For settlement purposes, the exact time of the goal will be determined by the official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as “Minutes 11-20” covers the period from 10:00 to 19:59). Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a goal is awarded after a VAR review, the official time recorded by the data provider will apply. Own goals scored by the selected team do not count in their favor, but will count as a goal for the opposing team.

Card in interval X

You have to predict whether the selected team will receive at least a card (yellow or red) during the indicated interval of time. For settlement purposes, the exact time of the card will be determined by the official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as “Minutes 11-20” covers the period from 10:00 to 19:59). Only cards shown to players currently active on the pitch during active halves of play will count. Cards shown during the half-time interval, to managers, coaching staff, or players on the bench (including substitutes or already substituted players) do not count. Any card shown after the final whistle of the match is excluded. Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a card is awarded after a VAR review, the official time recorded by the data provider will apply.

Shot in interval X

You have to predict whether the selected team will have at least a shot during the indicated interval of time. A shot is credited for any intentional attempt to score a goal, regardless of the outcome. For settlement purposes, the exact time of the shot will be determined by the official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as “Minutes 11-20” covers the period from 10:00 to 19:59). Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a shot is recorded after a VAR review, the official time recorded by the data provider will apply.

Shot on Target in interval X

You have to predict whether the selected team will have at least a shot on target during the indicated interval of time. A shot is considered on target only if officially registered as such by the designated official data provider. Shots that hit the post or crossbar without crossing the line do not count. For settlement purposes, the exact time of the shot will be determined by the official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as “Minutes 11-20” covers the period from 10:00 to 19:59). Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a shot on target is recorded after a VAR review, the official time recorded by the data provider will apply.

X Minutes – 1X2 interval Y-Z

You have to predict which team will score the most goals during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A goal scored at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who scored most goals in 5 minutes interval 11-15

All goals taken into consideration are those scored from 10:00 to 14:59. A Goal scored at 15:00 will not be considered.

X Minutes – Over/Under interval Y-Z
You have to predict if the total number of goals scored during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A goal scored at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 in 15 minutes interval 1-15

All goals taken into consideration are those scored from 00:00 to 14:59. A Goal scored at 15:00 will not be considered.

X Minutes – Next Goal interval Y-Z
You have to predict which team will score the next goal during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A goal scored at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who scores the 1 goal in 15 minutes interval 1-15

All goals taken into consideration are those scored from 00:00 to 14:59. A Goal scored at 15:00 will not be considered.

Total Goal Bands
You have to predict the total number of goals to be scored during the match.

Total Goals
You have to predict the exact amount of goals that will be scored in the entire match.

Exact number of goals
You have to predict the total number of goals in the match with the following outcomes:

- 0, 1, 2, 3, 4, 5, 6+

Odd/Even (Odd/Even goals)

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

Halftime Odd/Even (Odd/Even goals)
You have to predict if the number of goals during the first half only is going to be odd or even. If the half time score is 0-0 then this is considered even.

Home Team Odd/Even (Odd/Even Home)
You have to predict whether the number of goals scored by the home team is an odd or even number (0 is considered an even number of goals).

Away Team Odd/Even (Odd/Even Away)
You have to predict whether the number of goals scored by the away team is an odd or even number (0 is considered an even number of goals).

Home Win to Nil

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

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

Clean Sheet

Clean sheet is a term used to describe a team that has not conceded any goals.
You have to predict if either teams will keep a clean sheet during the match.

Clean Sheet Home
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 entire match.

Clean Sheet Away
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 entire match.

Highest Scoring Half
You have to predict which half in the match will see the most goals. There are 3 possible options:

First half HSH – the 1st half will see the most goals

Second Half HSH – the 2nd half will see the most goals

Equals HSH – an equal amount of goals scored in the 1st and 2nd halves.

1st Half Correct Score (Half Time Correct Score)
You have to predict the correct score of the first half.

Halftime Who Wins The Rest? (Rest of First Half Result)
You have to predict the outcome of the 1st half only not considering goals scored before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 HT (the home team wins), X HT (the teams draw), 2 HT (the away team wins).

1st Half – Total Goals
You have to predict the exact amount of goals that will be scored in the first half of the match.

1st Half – Exact number of goals
You have to predict the total number of goals in the first half with the following outcomes:

- 0
- 1
- 2
- 3+

1st half Goals Home Team (Halftime – Total Goals Home)
You have to predict the exact number of goals that will be scored by the home team during the 1st half only. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

1st half Goals Away Team (Halftime – Total Goals Away)
You have to predict the exact number of goals that will be scored by the away team during the 1st half only. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).

When Will The Next Goal Be Scored? (Next Goal Time)
You have to predict when the next goal in the match will be scored using the offered time periods. The outcome "No Goal" means that no more goals will be scored during the match.
Next Home/Away Goal Time
You have to predict when the next goal of the indicated team in the match will be scored using
the offered time periods. The outcome "No Goal" means that no more goals will be scored during the match by the indicated team.
To Qualify (Who advances to next round)
You have to predict which team will advance to the next round of the indicated competition.

To Win Tie
You have to predict which team will win the tie.

To Win The Trophy

You have to predict which team will win the trophy.

15 Minutes – Which Team Will Score the Most Goals?
You have to predict which team will score the most goals in the indicated 15 minute period.

15 Minutes – Which Team Will Score ?
You have to predict which team will score the named goal in the indicated 15 minute period.

15 Minutes – Totals
You have to predicted whether the total goals scored in the indicated 15 minute period is over or under the indicated spread.

Team to Score Last Goal
You have to predict which team will score the last goal of the match.

Winning margin
You have to predict the winning margin of the winning team (Home or Away). In case of draw, there are the outcomes “0-0 Draw” or “Score Draw”.

Both Teams to Score in Both Halves
You have to predict whether both teams will score at least one goal in both halves.

Home to Score Both Halves
You have to predict whether the home team will score at least one goal in both halves.

Away to Score Both Halves
You have to predict whether the home team will score at least one goal in both halves.

Number of teams to score
You have to predict how many teams will score in the match. There are three possible outcomes:

- None : the match will end 0-0
- One : only one team will score
- Both: both teams will score at least one goal

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

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

Exact Total Goals
You have to predict the exact number of goals scored during the match.

Time of First Goal
You have to predict when the first goal will be scored in the match using the offered time periods.

X Half – Time of First Goal
You have to predict when the first goal of the half will be scored, using the offered time periods.

Time of X Match Goal
You have to predict when the X goal will be scored in the match using the offered time periods.

Time of X Home Goal / When Will The Next Home Goal Be Scored?
You have to predict when the X goal will be scored in the match by the home team using the offered time periods.

Time of X Away Goal / When Will The Next Away Goal Be Scored?
You have to predict when the X goal will be scored in the match by the away team using the offered time periods.

Time of X Match Goal – Under/Over/No Goal
You have to predict when the X goal will be scored in the match with three possible outcomes:

- Under 30 min: the X goal will be scored between 0:00 and 29:59
- Over 30 min: the X goal will be scored between 30:00 and the end of the match
- No Goal: there will be no goals

Time of X Home Goal – Under/Over/No Goal
You have to predict when the X goal will be scored in the match by the home team with three possible outcomes:

- Under 30 min: the X goal will be scored by the home team between 0:00 and 29:59
- Over 30 min: the X goal will be scored by the home team between 30:00 and the end of the match
- No Goal: there will be no goals scored by the home team

Time of X Away Goal – Under/Over/No Goal
You have to predict when the X goal will be scored in the match by the away team with three possible outcomes:

- Under 30 min: the X goal will be scored by the away team between 0:00 and 29:59
- Over 30 min: the X goal will be scored by the away team between 30:00 and the end of the match

- No Goal: there will be no goals scored by the away team
  Which Half Will the X Goal Be Scored?
  You have to predict when the X goal of the match will be scored. There are three possible outcomes:

- First half: the X goal will be scored during the first half
- Second half: the X goal will be scored during the second half
- No Goal: there will be no X goal
  Which Half Will the X Home Goal Be Scored?
  You have to predict when the X home team goal will be scored. There are three possible outcomes:

- First half: the X home team goal will be scored during the first half
- Second half: the X home team goal will be scored during the second half
- No Goal: there will be no X home team goal
  Which Half Will the X Away Goal Be Scored?
  You have to predict when the X away team goal will be scored. There are three possible outcomes:

- First half: the X away team goal will be scored during the first half
- Second half: the X away team goal will be scored during the second half
- No Goal: there will be no X away team goal
  Home Win Both Halves
  You have to predict whether the home team will win both halves of the match.

  Away Win Both Halves
  You have to predict whether the away team will win both halves of the match.

  X Goal Own Goal?
  You have to predict whether the X goal scored in the match will be an own goal.

  Last Goal Own Goal?
  You have to predict whether the last goal scored in the match will be an own goal.

  Match Winning Margin
  You have to predict the margin of victory for the winning team. In case of a draw, there is the outcome “Draw”.

  Home to Win Either Half
  You have to predict whether the home team will win at least an half in the match.

  Away to Win Either Half

You have to predict whether the away team will win at least an half in the match.

Goal in Both Nets
You have to predict whether a goal will be scored in both nets of the field.

Home No Bet
You have to predict whether the match will end in a draw or away team will win. If home team will win the match, the selections will be void.

Away No Bet
You have to predict whether the match will end in a draw or home team will win. If away team will win the match, the selections will be void.

Time of First Corner
You have to predict when the first corner will be taken.

Time of First Home Corner
You have to predict when the first home team corner will be taken.

Time of First Away Corner
You have to predict when the first away team corner will be taken.

First Team to Be Booked
You have to predict which team will receive the first card in the match.

Sending Off Home
You have to predict whether there will be a red card for home team during the match.

Sending Off Away
You have to predict whether there will be a red card for away team during the match.

Who Receives the X Card
You have to predict which team will receive the X indicated card during the match.

Will There Be a Penalty Awarded?
You have to predict whether a penalty will be awarded during the match.

Will There Be a Penalty Scored?
You have to predict whether a penalty will be scored during the match.

Xth penalty scored
You have to predict if the indicated penalty during the match (overtime and penalty shootout included) will be scored or not.

Next Home Penalty Scored
You have to predict whether the indicated penalty awarded to the home team during the match will be scored or not.

Next Away Penalty Scored
You have to predict whether the indicated penalty awarded to the away team during the match will be scored or not.

Own Goal?
You have to predict whether there will be an own goal scored during the match

X Half Sending Off?
You have to predict whether there will be a red card during the X indicated half only of the match.

X Half Penalty Awarded
You have to predict whether a penalty will be awarded during the X indicated half only of the match.

A Goal to be Scored in X-Y Minutes (Goal Scored in the Next N Minutes (Interval Z))
You have to predict whether a goal will be scored during the indicated interval.

Home to Score a Goal in X-Y Minutes
You have to predict whether the home team will score a goal during the indicated interval.

Away to Score a Goal in X-Y Minutes
You have to predict whether the away team will score a goal during the indicated interval.

Total Corners Range
You have to predict the number of corners taken in the match, with 4 possible outcomes:

- 0-5
- 6-10
- 11-15
- 16+

X Half Total Corners Range
You have to predict the number of corners taken in the X indicated half of the match, with 4 possible outcomes:

- 0-3
- 4-6
- 7-9
- 10+

Both Teams to Score No Draw
You have to predict which outcome will happen:

- GG No Draw: both teams will score at least one goal and the match will not end in a draw.
- NG Or Draw: at least one team will not score a goal or the match will end in a draw.

Home Team to Score a Goal Between X:00-X:59
You have to predict whether the home team will score a goal during the indicated interval.

Away Team to Score a Goal Between X:00-X:59
You have to predict whether the away team will score a goal during the indicated interval.

Home Win From Behind
You have to predict whether the home team will win the match having been in a losing position.

Away Win From Behind
You have to predict whether the away team will win the match having been in a losing position.

Goal in Both Halves
You have to predict whether there will be at least one goal scored in both halves.

Cornerbet (Team With Most Corners)
You have to predict which team will take the most corners in the match. The corner must be taken for it to count. Corners awarded but not taken are not considered.

Corners – Over/Under
You have to predict whether the total amount of corners taken in the match is over or under the indicated spread. The corner must be taken for it to count. Corners awarded but not taken are not considered.

Multi Corner
You have to predict the number of corners taken in the match with three outcomes:

- 0-8
- 9-11
- 12+

Total Corners (Bands)
You have to predict the total number of corners that will be taken in the match. The corner must be taken for it to count. Corners awarded but not taken are not considered.

Corner Handicap
You have to predict which team will take the most corners in the match taking into consideration the handicap offered. The corner must be taken for it to count. Corners awarded but not taken are not considered.

Corners – Odd/Even
You have to predict whether the total amount of corners taken in the match is an odd or even number. The corner must be taken for it to count. If no corners are taken in the match it is considered an even number. Corners awarded but not taken are not considered.

Odd/Even Home/Away Corners
You have to predict whether the total amount of corners taken in the match by the indicated team only is an odd or even number. The corner must be taken for it to count. If no corners are taken in the match by the indicated team it is considered an even number. Corners awarded but not taken are not considered.

Corners – Over/Under Home
You have to predict whether the total amount of corners taken in the match by the home/away team only is over or under the indicated spread.
Corners – Over/Under Away
You have to predict the number of corners taken in the match by the home/away team only.
1st Half – 1X2 Corners
You have to predict which team will take the most corners in the 1st half only. The corner must be taken for it to count. Corners awarded but not taken are not considered.
1st Half – Corner Handicap (spread)
You have to predict the team who takes the most corners in the first half period taking into consideration the handicap spread offered.

1st Half – Multi Corner
You have to predict the number of corners taken in the first half using the ranges offered in the available outcomes.

1st Half Corners Odd/Even
You have to predict whether the total amount of corners taken in the 1st half only is an odd or even number. The corner must be taken for it to count. If no corners are taken in the 1st half it is considered an even number. Corners awarded but not taken are not considered.
1st Half – Corners Home Team/Away Team
You have to predict the number of corners taken in the first half by the home/away team only with four outcomes:

- 0-1
- 2
- 3
- 4+

1st Half – Over/Under Corners
You have to predict whether the total amount of corners taken in the first half only will be over or under the indicated spread.

1st Half – Total Corners Home Team/Away Team (spread)
You have to predict whether the total amount of corners taken in the first half by the home/away team only is over or under the indicated spread.

Which team wins race to X corners
You have to predict which team will reach the indicated number of corners first, in a race situation. 'None' option is offered, then this will be declared the winner if neither team will reach the indicated number of corners.

1st Half – Which team wins race to X corners
You have to predict which team will reach the indicated number of corners in the first half first, in a race situation. 'None' option is offered, then this will be declared the winner if neither team will reach the indicated number of corners in the first half.

X Minutes – 1X2 Corners interval Y-Z
You have to predict which team will take the most corners during the indicated interval Y-Z. Possible X intervals are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Regarding the interval Y-45 or Y-90 also injury time is included instead. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who takes most Corners in 15 minutes interval 1-15?

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

X Minutes – 1X2 interval Y-Z
You have to predict which team will score the most goals during the indicated interval Y-Z. Possible X intervals are 5,10 or 15 minutes. A goal scored at Z:00 minute will not be considered to settle the bets. Regarding the interval Y-45 or Y-90 also injury time is included instead. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who scored most goals in 5 minutes interval 11-15?

All goals taken into consideration are those scored from 10:00 to 14:59. A Goal scored at 15:00 will not be considered.

X Minutes – Next Corner interval Y-Z
You have to predict which team will take the 1st corner during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. If the first corner will be taken at Z:00 minute, it will not be considered to settle the bets. Regarding the interval Y-45 or Y-90 also injury time is included instead. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Who takes 1st Corner in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered

X Minutes – Over/Under Corners interval Y-Z
You have to predict if the total of taken corners during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Regarding the interval Y-45 or Y-90 also injury time is included instead. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 Corners in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered

X Minutes – Odd/Even Corners interval Y-Z
You have to predict if the number of corners taken during the indicated interval Y-Z will be odd or even. The score line 0-0 is considered even. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Regarding the interval Y-45 or Y-90 also injury time is included instead. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Odd/Even Corners in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

X Minutes – Over/Under Corners Home interval Y-Z
You have to predict if the total corners taken by the home team during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Regarding the interval Y-45 or Y-90 also injury time is included instead. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 Corners home team in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

X Minutes – Over/Under Corners Away interval Y-Z
You have to predict if the total corners taken by the away team during the indicated interval Y-Z will be over or under the spread indicated. Possible X outcomes are 5,10 or 15 minutes. A corner taken at Z:00 minute will not be considered to settle the bets. Regarding the interval Y-45 or Y-90 also injury time is included instead. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Example: Total 0.5 Corners away team in 15 minutes interval 1-15

All corners taken into consideration are those taken from 00:00 to 14:59. A corner taken at 15:00 will not be considered.

Away Team Goals (Bands)
You have to predict the total number of goals the away team will score in the match.

Home Team Goals (Bands)
You have to predict the total number of goals the home team will score in the match.

Which Team to Score
You have to predict which team will score.

The following options are available:
Only Home – Only the home team scores.
Only Away – Only the away team scores.
Both – Both teams score at least one goal in the match.
Neither – Neither the home or away team scores in the match.

Result after X Minutes (X Minutes – 1X2)
Any injury time added in the first half will not be considered in the minute count, therefore for example 49:59 will include 4 minutes and 59 seconds that are played in the second half.

Result after 5 Minutes (5 Minutes – 1X2)
You have to predict the outcome of the 5 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 5 minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 04:59 to be classed in the first 05 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 10 Minutes (10 Minutes – 1X2)
You have to predict the outcome of the 10 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 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 09 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 15 Minutes (15 Minutes – 1X2)
You have to predict the outcome of the 15 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 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.

Result after 20 Minutes (20 Minutes – 1X2)
You have to predict the outcome of the 20 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 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.

Result after 25 Minutes (25 Minutes – 1X2)
You have to predict the outcome of the 25 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 25 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 24:59 to be classed in the first 25 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 30 Minutes (30 Minutes – 1X2)
You have to predict the outcome of the 30 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 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.

Result after 35 Minutes (35 Minutes – 1X2)
You have to predict the outcome of the 35 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 35 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 34:59 to be classed in the first 35 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 40 Minutes (40 Minutes – 1X2)
You have to predict the outcome of the 40 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 40 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 39:59 to be classed in the first 40 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 50 Minutes (50 Minutes – 1X2)
You have to predict the outcome of the 50 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 40 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 49:59 to be classed in the first 50 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 55 Minutes (55 Minutes – 1X2)

You have to predict the outcome of the 55 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 55 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 54:59 to be classed in the first 55 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 60 Minutes (60 Minutes – 1X2)

You have to predict the outcome of the 60 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 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.

Result after 65 Minutes (65 Minutes – 1X2)

You have to predict the outcome of the 65 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 65 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 64:59 to be classed in the first 65 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 70 Minutes (70 Minutes – 1X2)

You have to predict the outcome of the 70 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 70 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 69:59 to be classed in the first 70 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 75 Minutes (75 Minutes – 1X2)

You have to predict the outcome of the 75 minutes. There are 3 possible outcomes: 1 X 2.

Example:
You have to predict the outcome of the first 75 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 74:59 to be classed in the first 75 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 80 Minutes (80 Minutes – 1X2)

You have to predict the outcome of the 80 minutes. There are 3 possible outcomes: 1 X 2.

Example:

You have to predict the outcome of the first 80 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 79:59 to be classed in the first 80 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

Result after 85 Minutes (85 Minutes – 1X2)

You have to predict the outcome of the 85 minutes. There are 3 possible outcomes: 1 X 2.

Example:

You have to predict the outcome of the first 85 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 84:59 to be classed in the first 85 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

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

Any injury time added in the first half will not be considered in the minute count, therefore for example 49:59 will include 4 minutes and 59 seconds that are played in the second half.

Totals Over/Under after 5 Minutes (5 Minutes – Over/Under)

You have to predict whether the total goals scored in the indicated 5 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 60 minutes of the match. (0:00 – 04:59) is over or under the indicated spread.

Totals Over/Under after 10 Minutes (10 Minutes – Over/Under)

You have to predict whether the total goals scored in the indicated 10 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 10 minutes of the match. (0:00 – 09:59) is over or under the indicated spread.

Totals Over/Under after 15 Minutes (15 Minutes – Over/Under)

You have to predict whether the total goals scored in the indicated 15 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 15 minutes of the match. (0:00 – 14:59) is over or under the indicated spread.

Totals Over/Under after 20 Minutes (20 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 20 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 20 minutes of the match. (0:00 – 19:59) is over or under the indicated spread.

Totals Over/Under after 25 Minutes (25 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 25 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 25 minutes of the match. (0:00 – 24:59) is over or under the indicated spread.

Totals Over/Under after 30 Minutes (30 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 30 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 30 minutes of the match. (0:00 – 29:59) is over or under the indicated spread.

Totals Over/Under after 35 Minutes (35 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 35 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 35 minutes of the match. (0:00 – 34:59) is over or under the indicated spread.

Totals Over/Under after 40 Minutes (40 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 40 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 40 minutes of the match. (0:00 – 39:59) is over or under the indicated spread.

Totals Over/Under after 50 Minutes (50 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 50 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 50 minutes of the match. (0:00 – 49:59) is over or under the indicated spread.

Totals Over/Under after 55 Minutes (55 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 55 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 55 minutes of the match. (0:00 – 54:59) is over or under the indicated spread.

Totals Over/Under after 60 Minutes (60 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 60 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 60 minutes of the match. (0:00 – 59:59) is over or under the indicated spread.

Totals Over/Under after 65 Minutes (65 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 65 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 65 minutes of the match. (0:00 – 64:59) is over or under the indicated spread.

Totals Over/Under after 70 Minutes (70 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 70 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 70 minutes of the match. (0:00 – 69:59) is over or under the indicated spread.

Totals Over/Under after 75 Minutes (75 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 75 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 75 minutes of the match. (0:00 – 74:59) is over or under the indicated spread.

Totals Over/Under after 80 Minutes (80 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 80 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 80 minutes of the match. (0:00 – 79:59) is over or under the indicated spread.

Totals Over/Under after 85 Minutes (85 Minutes – Over/Under)
You have to predict whether the total goals scored in the indicated 85 minute period is over or under the indicated spread.

You have to predict the total goals that will be scored in the first 85 minutes of the match. (0:00 – 84:59) is over or under the indicated spread.

General Booking Markets

Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards. Cards for non-players (already substituted players, managers, players on bench) are not considered. Cards shown to players before the kick off, or after the final whistle of regular time, will not be taken into consideration. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

Cards 1X2

You have to predict which team will be shown the most cards in the match.

Cards – Over/Under

You have to predict whether the total number of cards shown to the players on the pitch will be over or under the indicated spread.

1st Half – Over/Under Cards

You have to predict whether the total number of cards shown to the players on the pitch during first half only will be over or under the indicated spread.

Sending off? (Red Card)

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

A card awarded after the end of the match will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

Cards – Over/Under Home

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

A card awarded after the end of the match will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

Cards – Over/Under Away

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

A card awarded after the end of the match will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

Total Cards (Bands)

You have to predict the total number of cards that will be shown to players on the pitch during the match.

Exact Cards

You have to predict the exact number of cards shown to the players of both teams selecting one of the offered options (4, 5, 6, 7, 8, 9, 10, 11, 12+).

1st Half – Over/Under Cards

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

A card awarded after the end of the first half will be not considered to settle the bets. A card

awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

1st Half – Over/Under Cards Home

You have to predict whether the total number of bookings awarded to the home team in the first half period only will be over or under the indicated spread.

A card awarded after the end of the first half will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

1st Half – Over/Under Cards Away

You have to predict whether the total number of bookings awarded to the away team in the first half period only will be over or under the indicated spread.

A card awarded after the end of the first half will be not considered to settle the bets. A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

X Minutes – 1X2 Cards interval Y-Z

You have to predict which team will receive the most bookings during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organising the events and reports from official provider will be used to determine the correct outcome.

Example: Who receives most bookings in 15 minutes interval 1-15

All cards taken into consideration are those awarded from 00:00 to 14:59. A card awarded at 15:00 will not be considered.

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

X Minutes – Red Card interval Y-Z

You have to predict if one or more players will be sent off during the indicated interval Y-Z. Possible X outcomes are 5,10 or 15 minutes. A red card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organising the events and reports from official provider will be used to determine the correct outcome.

Example: Sending off in 15 minutes interval 1-15

All red cards taken into consideration are those awarded from 00:00 to 14:59. A red card awarded at 15:00 will not be considered

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

X Minutes – Red Card Home interval Y-Z

You have to predict if one or more home team players will be sent off during the indicated Y-Z interval. Possible X outcomes are 5, 10 or 15 minutes. A red card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organising the events and reports from official provider will be used to determine the correct outcome.

Example: Sending off home team in 15 minutes interval 1-15

All red cards taken into consideration are those awarded from 00:00 to 14:59. A red card awarded at 15:00 will not be considered

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

X Minutes – Red Card Away interval Y-Z
You have to predict if one or more away team players will be sent off during the indicated Y-Z interval. Possible X outcomes are 5, 10 or 15 minutes. A red card received at Z:00 minute will not be considered to settle the bets. Official reports of the leagues organising the events and reports from official provider will be used to determine the correct outcome.

Example: Sending off away team in 15 minutes interval 1-15

All red cards taken into consideration are those awarded from 00:00 to 14:59. A red card awarded at 15:00 will not be considered

A card awarded to someone who is not participating to the match (already substituted players, players on bench, managers, staff member) will be not considered to settle the bets.

Card Awarded in the Next X Minutes (Interval Y)
You have to predict if there will be a card shown to players on the pitch during the indicated interval.

Next Carded Team
You have to predict which team will receive the next card, only players on the pitch count.

Odd/Even Home/Away Cards
You have to predict whether the number of cards shown to players on the pitch of the indicated team only during the match will be odd or even (0 is considered an even number of cards).

Next Goalscorer
You have to predict which player will score the next goal of the match. If an own goal is scored, the outcome “own goal” will be the winner outcome for that indicated goal.

The winner outcome for the indicated goal will be “other”, if it’s an unlisted player to score the goal.

If no goals are scored after the placement of the bet, the winner outcome will be “no goal.”

Next Home Goalscorer

You have to predict which player will score the indicated home team goal of the match. If an own goal is scored in favour of the home team, the outcome “own goal” will be the winner outcome for that indicated goal.

The winner outcome for the indicated goal will be “other”, if it’s an unlisted home player to score the goal.

If no home goal is scored after the placement of the bet, the winner outcome will be “no goal.”

Next Away Goalscorer
You have to predict which player will score the indicated away team goal of the match. If an own goal is scored in favour of the away team, the outcome “own goal” will be the winner outcome for that indicated goal.

The winner outcome for the indicated goal will be “other”, if it’s an unlisted away player to score the goal.

If no away goal is scored after the placement of the bet, the winner outcome will be “no goal.”

Last Goalscorer
You have to predict which player will score the last goal of the match.

Anytime Goalscorer
You have to predict if your selected player will score at anytime during the match. 90mins only. Own goals do not count towards settlement of this market. All bets on players who take part to the match are valid.

If one player does not take part to the match, all bets on that player will be paid as void.

2 or More
You have to predict if your selected player will score at least two goals during the match. 90mins only. Own goals do not count towards settlement of this market. All bets on players who take part to the match are valid.

If one player does not take part to the match, all bets on that player will be paid as void.

3 or More

You have to predict if your selected player will score at least three goals during the match. 90mins only. Own goals do not count towards settlement of this market. All bets on players who take part to the match are valid.
If one player does not take part to the match, all bets on that player will be paid as void.

Extra Time – 1X2
You have to predict the outcome of the extra time of the match. There are 3 possible outcomes: 1 (considering only the goals scored during the extra time, the home team wins), X (considering only the goals scored during the extra time, the two teams draw), 2 (considering only the goals scored during the extra time, the away team wins).
Extra Time – Over/Under
You have to predict whether the total goals scored in the Extra Time period only is over or under the indicated spread. Goals scored outside of the extra time period do not count.
Extra Time Who Wins the Rest?
You have to predict the outcome of the Extra Time period only not considering possible goals scored in Extra Time before the placement of the bet. The current score when the bet is placed will be indicated in the bet receipt. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

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

Extra Time Correct Score
You have to predict the correct score of the extra time period only. The outcome "other" is a winning outcome in case at least one of the teams scored at least 3 goals during the extra time period only.

Extra Time – 1st Half 1X2
You have to predict who wins the 1st half of Extra Time only. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Goals scored outside of the 1st half of Extra Time period do not count.
Extra Time – 1st Half Over/Under
You have to predict if the total number of goals scored during the first half of the extra time only will be over or under the spread indicated.
Extra Time – 1st Half Asian Handicap
You have to predict the outcome of the first half of the overtime only taking into account the handicap offered and not considering the goals scored before the overtime.
Overtime – Handicap
You have to predict the outcome of the overtime only taking into account the handicap offered and not considering the goals scored before the overtime.
Match to go to Extra Time
You have to predict if the match will go to the extra time.

Match to go to ET & Goal Scored in ET
You have to predict if the match will go to the extra time plus whether a goal will be scored during the extra time. There are 2 possible outcomes:

Yes (the match will go to the extra time and a goal will be scored during the extra time)

No (the match will go to the extra time and no goal will be scored during the extra time or the match will not go to the extra time)

Match to go to Penalty Shootout
You have to predict if the match will go to penalty shootout.

Extra Time – Next Goalscorer
You have to predict which player will score the next goal of the match during the extra time. If an own goal is scored, the outcome "own goal" will be the winner outcome for that indicated goal.

All players who are currently taking part are listed. If for any reason an unlisted player scores a goal all bets on listed players stand.

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

Next Goal Penalty Shootout
You have to predict which team will score the next goal in the penalty shootout.

Exact Goals Home
You have to predict the exact number of goals that will be scored by the home team during the entire match. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).
Exact Goals Away
You have to predict the exact number of goals that will be scored by the away team during the entire match. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).
1st Half – Exact Goals Home
You have to predict the exact number of goals that will be scored by the home team during the 1st half only. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).
1st Half – Exact Goals Away
You have to predict the exact number of goals that will be scored by the away team during the 1st half only. You can select either 0 goals, 1 goal, 2 goals or 3+ goals (3 or more).
Xth Corner (Next Corner)
You have to predict the team that takes the Corner Xth. There are three possible outcomes: 1 (the home team takes the corner), 2 (the away team takes the corner) and No Xth Corner (no more corners are taken during the match).

1st half – Xth Corner
You have to predict if in the first half the team that takes the Corner Xth.

There are three possible outcomes: 1 (the home team takes the corner), 2 (the away team takes the corner) and No Xth Corner (no more corners are taken during the match).

1st Half – Corners Hometeam/Awayteam (exact corners
You have to predict the number of corners taken in the first half by the home/away team only with four outcomes:

- 0-1
- 2

- 3
- 4+

Extra Time – 1st Half Correct Score
You have to predict the exact result of the Overtime 1st Half.
Penalty shootout – xth goal
You have to predict which team will score the indicated goal during a penalty shootout. Goals scored before a penalty shootout do not count towards settlement of this market.

Penalty shootout – competitor1/ competitor 2 total
You have to predict if the total number of penalties shootout scored during the penalties shootout by the home/away team only will be over or under the spread indicated.

Penalty shootout – xth penalty scored
You have to predict if Penalty Shootout – Xth will be scored or missed.

Xth Home Shoot-out Penalty Scored
You have to predict whether the indicated penalty kicked by the home team during the penalty shoot-out will be scored or not.

Xth Away Shoot-out Penalty Scored
You have to predict whether the indicated penalty kicked by the away team during the penalty shoot-out will be scored or not.

Penalty shootout – Correct Score
You have to predict the exact result of the Penalty Shootout.

Penalty shootout – Winning Margin
You have to predict the winning margin of the Penalty Shootout.

Penalty shootout – Odd/Even
You have to predict if the total number of penalties scored during the penalty shootout will be odd or even.

Penalty shootout – competitor1/competitor2 odd/even
You have to predict if the total number of penalties shootout scored during the penalties shootout by the home/away team only will be odd or even (0 is considered an even number of penalties).

Penalty shootout – Exact Goals
You have to predict the number of goals in Penalties Shootout

Penalty Shootout – Over/Under
You have to predict if the total number of Penalties Shootout scored during the Penalties Shootout by the home and away team summed up will be over or under the spread indicated.
Penalty shootout – Winner & Total

You have to predict the combination of the result at the end of penalty shootout plus whether the total goals scored during penalty shootout will be over or under the indicated spread.

Penalty shootout – Last Penalty Team
You have to predict which team will kick the last penalty during penalty shootout.

Penalty shootout – Last Penalty Outcome
You have to predict if the last penalty kicked will be scored or missed.

Penalty shootout – Sudden Death
You have to predict if both teams will kick at least 6 penalties during penalty shootout.

X Minutes – Over/Under Cards interval Y-Z
You have to predict whether the total number of cards shown to the players of both teams will be over or under the indicated spread in X minutes.

1X2 Multigoal
You have to predict the combination of the final result plus if the range of total goals scored during the match.

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

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

How will the match be decided? (Winning Method)
You have to predict which team will advance/win the trophy and whether the match will end in regular time, extra time or with a penalty shootout deciding the outcome.

1st Half – Clean Sheet
You have to predict that the selected team will keep a clean sheet during the first half of the match.

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.

2nd Half – Clean Sheet Home

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 second half of the match.

2nd Half – Clean Sheet Away
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 second 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.

Rapid Markets
Rapid Markets Bets (1-minute markets) will be settled based on the events that occur only within the specific time period of the match.

Every minute interval will count until the 59th second of that specific interval.

Rapid Markets Bets (1-minute markets) will be settled based on the time announced by TV (Official Broadcast).

If this time is not available, the time shown on the match clock will be considered.

Rapid Markets Bets (1-minute markets) are not eligible for cash out.

Only the time intervals specified in the market list of applicable live fixtures on the website page will be valid.

If VAR is used to confirm a penalty or goal, the time of the original goal or penalty decision will stand.

If VAR is used to award a penalty or a red card, the market will settle when the referee awards the penalty or shows the red card following the VAR review.

If VAR is used to overrule the original penalty decision, then that penalty will not be counted as awarded in this instance.

If VAR is used to overrule the original score of a goal, then that goal will not be counted as scored in this instance.

Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the 2nd half only and does not include the 1st half injury time.

Please note that the minute intervals are counted in the following way:
1st minute of the match: 0:00 – 0:59

2nd minute of the match: 1:00 – 1:59
3rd minute of the match: 2:00 – 2:59, etc.

Asian Handicap

Predict the match outcome after the handicap spread has been applied to the Home Team by adding (or subtracting if the value is negative) the number of goals in brackets after the match ends.

Considering that value in brackets is always applied to goals scored by the Home Team, negative value marks advantage of Away Team, while positive value marks advantage of the Home Team.

In the case of a whole goal handicap (value in brackets ends with ".00"), if the result is level after the handicap is taken into consideration, all bets are void and stake refunded.

By placing a bet on value in brackets that represents a quarter of one or more goals (value in brackets ends with ".25" or ".75"), the bet can be:

- half won (half of the stake multiplied by the odds is won)
- half lost (half of the stake will be refunded).

For example:

1H(-0.25) If Home Team wins, the bet is won. If the match draws, the bet is half-lost. If the away team wins, the bet is lost.
2H(-0.25) If Home Team wins, the bet is lost. If the match draws, the bet is half-won. If away wins, the bet is won.
1H(-0.75) If Home Team wins with 2 or more goals, the bet is won. If home wins by only 1 goal, the bet is half won. The bet is lost if the match draws or the away team wins.
2H (-0,75) If Home Team wins by 2 or more goals, the bet is lost. If the home team wins by one goal, the bet is half lost. If the match draws or away wins, the bet is won.

1st Half Asian Handicap

Predict the outcome of the first half of the match after the handicap spread has been applied to the Home Team by adding (or subtracting if the value is negative) the number of goals in brackets at the end of first half.

Considering that value in brackets is always applied to goals scored by the Home Team, negative value marks advantage of Away Team, while positive value marks advantage of the home team.

In the case of a whole goal handicap (value in brackets ends with ".00"), if the result is level after the handicap is taken into consideration, all bets are void and stake refunded.

By placing a bet on value in brackets that represent a quarter of one or more goals (value in brackets ends with ".25" or ".75"), the bet can be:

- half won (half of the stake multiplied by the odds is won)

- half lost (half of the stake will be refunded).
  For Example

  1H(-0.25) If Home Team wins the first half, the bet is won. If the first half draws, the bet is half-lost. If the away team wins the first half, the bet is lost.
  2H(-0.25) If Home Team wins, the first half bet is lost. If the first half draws, the bet is half-won. If the away team wins the first half, the bet is won.
  1H(-0.75) If Home Team wins the first half by 2 or more goals, the bet is won. If home wins the first half by only one goal, the bet is half won. If the first half draws or away team wins, the bet is lost.
  2H (-0,75) If Home Team wins the first half by 2 or more goals, the bet is lost. If home wins the first half by one goal, the bet is half lost. If the first half draws or away wins, the bet is won.
  Asian Total
  Predict whether the number of goals scored during the match will be over or under the indicated value. If the number of goals scored is the same as the stated value (when the whole goal handicap is chosen – value in brackets ends with ".00"), the stake will be refunded.

  By placing a bet on value in brackets that represent a quarter of 1 or more goals (value in brackets ends with ".25" or ".75"), the bet can be:

- half won (half of the stake multiplied by the odds is won)
- half lost (half of the stake will be refunded).
  For example:

  If you bet on the lines representing quarter, for example, the outcome "over 2.75", your bet is won if they will be scored at least 4 goals during the match.

  If there are 3 goals, your bet is half-won; meanwhile, your bet is lost if there will be 2 or fewer goals during the match.

  If you bet on **"under 2.75",** the bet is:
- Won if there will be 2 or fewer goals during the game.
- Half-lost if there will be 3 goals.
- Lost if they will score 4 or more goals during the match.
  If you bet on the outcome **"over 3.25"**, your bet is:
- Won if they will be scored at least 4 goals during the match.
- Half-lost If there will be 3 goals.
- Lost if there will be 2 or less goals during the match.
  If you bet on **"under 3.25"**, the bet is:
- Won if there are 2 or less goals during the match.
- Half -won if there are 3 goals.
- Lost if they will be scored 4 or more goals during the match.

Please refer to the following table for more details on Asian handicap bet results:

Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Win	Win	**0**	Win	Win
	Draw	Stake refund		Draw	Stake refund
	Lose	Lose		Lose	Lose
- 0.25	Win	Win	**+ 0.25**	Win	Win
	Draw	Half lose		Draw	Half win
	Lose	Lose		Lose	Lose
- 0.50	Win	Win	**+ 0.50**	Win	Win
	Draw	Lose		Draw	Win
	Lose	Lose		Lose	Lose
- 0.75	Win by 2+	Win	**+ 0.75**	Win	Win
	Win by 1	Half win		Draw	Win
	Draw	Lose		Lose by 1	Half Lose
	Lose	Lose		Lose by 2+	Lose
- 1.00	Win by 2+	Win	**+ 1.00**	Win	Win
	Win by 1	Stake refund		Draw	Win
	Draw	Lose		Lose by 1	Stake refund
	Lose	Lose		Lose by 2+	Lose
- 1.25	Win by 2+	Win	**+ 1.25**	Win	Win
	Win by 1	Half lose		Draw	Win
	Draw	Lose		Lose by 1	Half win
	Lose	Lose		Lose by 2+	Lose
- 1.50	Win by 2+	Win	**+ 1.50**	Win	Win
	Win by 1	Lose		Draw	Win
	Draw	Lose		Lose by 1	Win
	Lose	Lose		Lose by 2+	Lose
- 1.75	Win by 3+	Win	**+ 1.75**	Win	Win
	Win by 2	Half win		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose
	Lose	Lose		Lose by 3+	Lose
- 2.00	Win by 3+	Win	**+ 2.00**	Win	Win
	Win by 2	Stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Stake refund
	Lose	Lose		Lose by 3+	Lose

Scoring Type – Xth Next Goal
Predict how the next goal will be scored from one of the following options: Shot; Header; Own Goal; Penalty; Free Kick or None. The number of the next goal will be shown in brackets.

For example: with the result (1: 1), the number of the third goal will be shown in brackets "Next Goal (3)".

Home Team No Bet
Predict whether the match will end in a draw or the Away Team will win. If the Home Team wins the game, the selections will be voided.

Away Team No Bet
Predict whether the match will end in a draw or the Home Team will win. If the Away Team wins the match, the selections will be voided.

Competitor 1 to win
Predict if the Home Team wins.

Competitor 2 to win
Predict if the Away Team wins.

Any team to win
Predict if the Home or Away Team wins.

Rest of the Match Over/Under
You have to predict if the total number of goals scored during the rest of the match will be over or under the spread indicated. Goals scored before the placement of the bet will not be considered. The current score when the bet is placed will be indicated in the bet receipt.
Goal/No Goal 2+
You have to predict whether both teams will score at least 2 goals in the match.

Team to Score – 2way
You have to predict that the selected team will score at least 1 goal during the match.
Team Not to Score – 2way
You have to predict that the selected team will not score during the match.
Rapid Markets
Bets markets
1-minute Total Goals
1-minute goal markets will be settled based on the actual time the ball crossed the goal line, not the time of the kick.
In case the minute of the kick and the minute of the line cross do not coincide, the bet outcome will be applied to the minute of the line cross.
1-minute Total Offsides
1-minute offside markets will be settled based on the time the referee gave out the decision, i.e. blew the whistle.
This rule will be applied to any video assistant referee (VAR) situation.

1-minute Total Penalties Awarded
1-minute penalty markets will be settled based on the time the referee gave out the decision, i.e. pointed to the penalty spot.
This rule will be applied to any video assistant referee (VAR) situation.
Penalties awarded but not taken will not be taken into consideration.
1-minute Total Corners
1-minute corner markets will be settled based on the time of the actual corner kick, not the time the corner was conceded or awarded.
Corners awarded but not taken will also not be taken into consideration.
1-minute Total Bookings
1-minute booking markets will be settled based on the time the card was shown, not when the incident occurred.
Only cards shown to any active player in the specific time period before the final whistle is VAR reviews for bookings during the half time will not be considered.

Soccer Live Players
Article 1
Definitions:
Pass
An intentional played ball from one player to another. Passes do include open play passes, goal kicks and free kicks played as pass – but exclude crosses, keeper throws and throw-ins.

A cross is an intentional played ball from a wide position intending to reach a team mate in a specific area in front of the goal.

Foul conceded
A foul conceded is defined as any infringement that is penalised as foul play by a referee.

Offsides are not given as a foul conceded.

Foul won
A foul won is defined as where a player wins a free kick or penalty for their team after being fouled by an opposing player.

There is no foul won for a handball, dive, back pass, illegal restart, dissent, GK 6-second violation or obstruction where a free kick is conceded.

Offside
Awarded to the player deemed to be in an offside position where a free kick is awarded. If two or more players are in an offside position when the pass is played, the player considered to be most active and trying to play the ball is given offside.

Corner (won, lost and taken)
When the ball has left the field of play resulting in a corner. A corner won is collected for the team being awarded a corner, and corner lost for the team conceded a corner for the opposition team. A corner taken is added on the player event, which is taking the corner, typically a pass or cross.

Goal/Own Goal
Different governing bodies have different rules and Opta usually works with the relevant people to reflect their official decisions on goal scorers.

With regard to deflections, normally a goal is awarded if the original attempt is on target. An own goal is usually awarded if the attempt is off target and deflected into the goal by an opponent.

Direct Free Kick for Goals
Direct free kick shots are any attempts created directly from the free kick taken event (unassisted).

Body Part for Goals
The following four body parts are collected: Right foot, left foot, head and other.

Location for Goals
The position of the ball, when the shot is taken (shot origin).

Goal Assist
The final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal, this includes touches without a decisive touch from an opposition player. Own goals, directly taken free kicks, direct corner goals or penalties do not get an assist awarded.

Shot on target
A shot on target is defined as any goal attempt that:

- Goes into the net regardless of intent.
- Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or stopped by an opposing player who is the last-man and the goalkeeper having no chance of preventing the goal (last line block).
  Shots directly hitting the frame of the goal are not counted as shots on target.

Shots blocked by another player, who is not the last-man, are not counted as shots on target.

Shot off target
A shot off target is defined as any clear attempt to score that:

- Goes over or wide of the goal without making contact with another player.
- Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.
- Directly hits the frame of the goal and a goal is not scored.
  Blocked shots are not counted as shots off target.

Blocked Shot
A blocked shot is defined as any clear attempt to score that:

- Is going on target and is blocked by an outfield player, where there are other defenders or a goalkeeper behind the blocker.
- Includes shots blocked unintentionally by the shooter's own team mate.
  Clearances off the line by an opposition player (last line blocks) are counted as shots on target and do not get counted as a blocked shot.

Direct Free Kick for Shots
Direct free kick shots are any attempts created directly from the free kick taken event (unassisted).

Body Part for Shots
The following four body parts are collected: Right foot, left foot, head and other.

Location for Shots
The position of the ball, when the shot is taken (shot origin).

Hit Woodwork
Hit woodwork is given in any situation the ball hits the frame of the goal.

Goals that hit the frame before going into the net are not counted as hit woodwork. Any shot that hits the frame two times (e.g. bar and left post) only counts as one hit woodwork.

Typically, this is logged for attempts on goal, but can also be given for any open play event (such as passes, crosses or even tackles which result in the ball directly hitting or being deflected onto either post or the bar) for the offensive team.

Hit woodwork is always collected for the attacking team (and the player, who performed the last action), even when the ball hits the frame coming from a defensive back pass.

Tackle
A tackle is defined as where a player connects with the ball in a ground challenge where he successfully takes the ball away from the player in possession.

The tackled player must clearly be in possession of the ball before the tackle is made.

It is not a tackle, when a player reads an opponent's pass and intercepts the ball by moving into the line of the pass before the intended recipient touches the ball (Interception) or when a player tries to cut out an opposition pass by any means – similar to an interception except there is much less reading of the pass (Blocked Pass).

Cards

Cards are collected as yellow, 2nd yellow or red card. For most competitions, we cross-check cards against official (referee) reports to match the official statistics – unless these are obviously wrong.

Throw-In
Awarded to the team/player taking a throw-in.

Goal Kick
Awarded to the team/player taking a goal kick.

Penalty (won, conceded and taken)
A penalty is collected on the foul conceded (team and player). A foul won resulting in a penalty is only collected for players and doesn't include handballs instigated. The penalty taken is collected as a shot or penalty pass (team and player).

Article 2
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.

The selected player must play at least 1 second of the match or the bet will be voided.

Article 3
Markets Types
Anytime Goalscorer (Player X)
You have to predict whether the selected player will score at least one goal during the match.

Last Goalscorer (Player X)
You have to predict whether the selected player will score the last goal of the match.

Next Goalscorer (Goal X) (Player Y)
You have to predict whether the selected player will score the next goal of the match. If the player is on the pitch anytime before the X goal, the bet is valid. if the selected player enters the match after the X goal has been scored, the bet is void. If the selected player does not score the X 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.

Player to score 2+ (Player X)
You have to predict whether the selected player will score at least two goals during the match.

Player to score 3+ (Player X)

You have to predict whether the selected player will score at least three goals during the match.

Total Passes (Spread X) (Player Y)
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.

Total Shots on Target (Spread X) (Player Y)
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.

Total Shots (Spread X) (Player Y)
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.

Next Foul Committed (Foul X) (Player Y)
You have to predict whether the selected player will commit the next foul of the match.

Next Shot on Target Attempted (SoT X) (Player Y)
You have to predict whether the selected player will attempt the next shot on target of the match.

Next Shot Attempted (Shot X) (Player Y)
You have to predict whether the selected player will attempt the next shot of the match.

Total Fouls (Spread X) (Player Y)
You have to predict whether the total number of fouls committed by a selected player during the match will be over or under the spread offered.

First/Second/Third… Card (Card X) (Player Y)
You have to predict whether the selected player will get the next card of the match.

Anytime Red Card (Player X)
You have to predict whether the selected player will be sanctioned with a red card during the match.

Anytime Card (Player X)
You have to predict whether the selected player will be sanctioned with at least one yellow or red card during the match.

Anytime Assist (Player X)
You have to predict whether the selected player will make at least one assist during the match.

Player to Assist X+

You have to predict that the selected player will record at least the indicated number of assists during the match.

Player Shots X+
You have to predict that the selected player will record at least the indicated number of shots during the match.

Player Shots on Target X+
You have to predict that the selected player will record at least the indicated number of shots on target during the match.
To Score from Outside Box

You have to predict whether the selected player will score at least once from outside of the box during the match. The player's entire body and the ball must be completely outside the penalty area line at the exact moment the shot is taken. Goals scored where the shot is taken from on the penalty line will be settled as inside the box (loser). Own goals are excluded.

To Score or Assist

You have to predict whether the selected player will score or make an assist at least once during the match. The official data provider's final decision will determine the official goalscorer and assist provider. Own goals do not count as a scored goal, and winning a penalty kick does not count as an assist.

Player Shots on Target from Outside Box

You have to predict whether the selected player will have at least the indicated number of shots on target from outside of the box during the match. A shot is considered on target only if officially registered as such by the designated official data provider. Shots that hit the post or crossbar without crossing the line do not count.

To Score a Header

You have to predict whether the selected player will score a header at least once during the match. The final touch before the ball crosses the goal line must be made with the player's head. Own goals are excluded.

To Score a Free Kick

You have to predict whether the selected player will score directly from a free kick during the match at least once (goals scored from penalty kicks are excluded). The goal must be scored directly from a dead-ball situation. If the free kick is taken via a pass to another player who subsequently scores, or if the selected player scores after a teammate has touched or passed the ball from the free kick, the situation becomes open-play and the bet will be settled as a loser. Deflections off the wall or goalkeeper will count only if the goal is officially awarded to the free-kick taker.

Player Fouls

You have to predict whether the selected player will commit at least the indicated number of fouls during the match. A foul conceded is credited to a player when they commit an infraction against an opponent, resulting in the referee awarding a free kick or penalty kick to the opposing team. Incidents where play is stopped for offside, handballs, or technical infractions do not count as fouls conceded. The official data provider's final decision will determine the settlement of the bet.

Player Fouls Won

You have to predict whether the selected player will win at least the indicated number of fouls during the match. A foul won is credited to a player when they are fouled by an opponent, resulting in a free kick or penalty kick being awarded to their team. Incidents where play is stopped for offside, handballs, or technical infractions do not count as fouls won. The official data provider's final decision will determine the settlement of the bet.

Goalkeeper Saves

You have to predict whether the selected goalkeeper will make at least the indicated number of saves during the match. A save is credited when a goalkeeper prevents the ball from entering the goal with any part of their body after an intentional attempt by an opponent. Saves made during a penalty shootout do not count. The bet will be settled strictly based on the statistics provided by the designated official data provider.

To Be Yellow Carded

You have to predict whether the selected player will receive at least a yellow card during the match. Only cards shown to players currently active on the pitch during active halves of play will count. Cards shown during the half-time interval, to managers, coaching staff, or players on the bench (including substitutes or already substituted players) do not count. Any card shown after the final whistle of the match is excluded. The official data provider's final statistics will determine the settlement of the bet.

To Be Yellow Carded in interval X

You have to predict whether the selected player will receive at least a yellow card during the indicated interval of time. For settlement purposes, the exact time of the card will be determined by the official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as "Minutes 11-20" covers the period from 10:00 to 19:59). Only cards shown to players currently active on the pitch during active halves of play will count. Cards shown during the half-time interval, to managers, coaching staff, or players on the bench (including substitutes or already substituted players) do not count. Any card shown after the final whistle of the match is excluded. Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a card is awarded after a VAR review, the official time recorded by the data provider will apply.

Player to Score in interval X

You have to predict whether the selected player will score at least once during the indicated interval of time. For settlement purposes, the exact time of the goal will be determined by the

official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as “Minutes 11-20” covers the period from 10:00 to 19:59). Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a goal is awarded after a VAR review, the official time recorded by the data provider will apply. Own goals are excluded.

Player Shot in interval X

You have to predict whether the selected player will have at least a shot during the indicated interval of time. A shot is credited for any intentional attempt to score a goal, regardless of the outcome. For settlement purposes, the exact time of the shot will be determined by the official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as “Minutes 11-20” covers the period from 10:00 to 19:59). Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a shot is recorded after a VAR review, the official time recorded by the data provider will apply.

Player Shot on Target in Interval X

You have to predict whether the selected player will have at least a shot on target during the indicated interval of time. A shot is considered on target only if officially registered as such by the designated official data provider. Shots that hit the post or crossbar without crossing the line do not count. For settlement purposes, the exact time of the shot will be determined by the official data provider. Intervals are defined based on the official match clock (for example, a 10-minute interval indicated as “Minutes 11-20” covers the period from 10:00 to 19:59). Injury time added at the end of the first half counts exclusively towards the final interval of that half, while injury time at the end of the second half counts towards the final interval of the match. If a shot on target is recorded after a VAR review, the official time recorded by the data provider will apply.

Match Stats Live.

Shots – 1X2

You have to predict the team that records the highest number of shots during the match.

Shots on Target – 1X2

You have to predict the team that records the highest number of shots on target during the match.

Shots – Over/Under

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

Shots on Target – Over/Under

You have to predict whether the total number of shots on target during the match will be over or under the spread offered.

Shots – Over/Under Home

You have to predict whether the total number of shots made by the home team during the match will be over or under the spread offered.

Shots – Over/Under Away
You have to predict whether the total number of shots made by the away team during the match will be over or under the spread offered.

Shots on Target – Over/Under Home
You have to predict whether the total number of shots on target made by the home team during the match will be over or under the spread offered.

Shots on Target – Over/Under Away
You have to predict whether the total number of shots on target made by the away team during the match will be over or under the spread offered.

Swimming Live

Article 1
The outcome of the betting on swimming is based on the first official results published. Decisions taken after the awards ceremony which are taken by the relevant sporting bodies and which eventually amend the said results will not be taken into consideration.

Article 2
If a swimming event is officially postponed or suspended, all the best will remain valid if the event is completed before midnight (CET) of the following day from the actual one.

Article 3
Types of Bets
Winner
This means that the swimmer or national team selected will win the race. If there is a draw the Dead heat rule applies (Art. 8 in the General Rules section)

Placing

This means that the swimmer or national team selected will reach the podium (first, second or third position). If there is a draw the Dead heat rule applies (Art. 8 in the General Rules section)
Head to Head
One has to predict which one of the two swimmers or one of the two nations specified in the bet reaches the best placing in the final classification. If one of the swimmers or teams retires or is disqualified, this type of bet will be declared void.

Table Tennis Live

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 that where still open at the moment of the interruption will be considered void, while the settled bets will stand valid.

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

Article 2
Unless otherwise stated for specific bet typologies, if a player withdraws during a match all the bets still open at the moment of the withdrawal will be void, while the settled bets will stand valid.

Article 3
Market Types
Which team will win the match? (Match Winner)
You have to predict which player or team win the match

Which team will win the set? (Game X Winner)
You have to predict which player or team win the indicated set/game

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

Total X Period (Game X Total Points Over/Under)
You have to predict if the total points scored in the named set will be over or under the spread indicated.

Asian Handicap
You have to predict the winner of the match by adding or subtracting the spread offered from the the total point scored by players or teams.

Asian Handicap for X period (Game X Handicap)
You have to predict the winner of the set by adding or subtracting the spread offered from the the total point scored by players or teams in the indicated set.

Race to Points Set X
You have to predict which player or team will reach the indicated number of points first.

Who scores Xth point Y set
You have to predict which player or team will score the indicated point in named set.

Final Result (in sets – best of 7/5) (Correct Match Score)
You have to predict what will be the correct score in terms of sets in the entire match (could be best of 5 or 7 sets).

Exact number of Sets
You have to predict how many sets will be played during the entire match (could be best of 5 or 7 sets).

Odd/Even
You have to predict if the total number of points scored in the entire match will be odd or even.

Odd/Even Set X (Game X Total Points Odd/Even)
You have to predict if the total number of points scored in the indicated set will be odd or even.

How many sets will exceed score limit?
You have to predict how many sets will exceed score limit (could be best of 5 or 7 sets).

Competitor X Total Points Odd or Even
You have to predict if the total number of points scored by the X competitor will be odd or even.

Competitor X Total Point Over / Under
You have to predict if the total points scored in the match by the X competitor will be over or under the spread indicated.

Game X Extra Points
You have to predict if the X Game will be decided by the Extra Points. Going to the Extra Points means that at least one team must score 12 points.

Match Game 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 games won by each team.

Total Games Over / Under
You have to predict if the total Games played in the match will be over or under the spread indicated.

Tennis Live

Article 1
Whenever a tennis match is officially postponed or suspended, all the related bets will remain valid
if the event is resumed or is completed within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all the bet typologies related to
that event that where still open at the moment of the interruption will be considered void, while the
settled bets will stand valid.
If a player is disqualified during the match, only settled bets will be paid, all the bet

typologies
related to that event that where still open at the moment of the disqualification will be considered
void, “Match Winner” included.

Article 2

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

Article 3

If the player indicated as serving is not the correct one, all the bets related to the current or next game, current or next score, handicap and next game’s first point will be voided, independently from their outcome.

Article 4

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

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

Article 5

Market Types

Which player will win the match?

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).

Which player will win the set? (Set X)

You have to predict the winner of the given set. If the set is not completed the selection will be void. There are 2 possible outcomes: 1 (the first player wins the set), 2 (the second player wins the set).

Final Result [in sets – best of X] (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 the selection will be void

Correct score in set Tennis (Set X)

You have to predict the correct score of the indicated set in terms of games won by each player. If the set is not completed this selection will be void.

Number of sets (best of X)

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

Double Result (1st Set / Match)

You have to predict the combined result of who will win the 1st set and the overall match. There are 4 possible options:

1/1 – Player 1 wins the first set in the match and the match overall

1/2 – Player 1 wins the first set in the match and Player 2 wins the match overall

2/1 – Player 2 win the first set in the match and Player 1 wins the match overall

2/2 – Player 2 wins the first set in the match and the match overall

Who Wins Game X of Set Y? (Game Winner Set Y, Game X)
You have to predict the winner of the indicated game played in the indicated set. There are 2 possible outcomes: 1 (the first player wins the game), 2 (the second player wins the game).

Total number of games (spread)
You have to predict whether the number of games played in the entire match will be over or under the indicated spread. A tie break is regarded as one game.

Total number of games in set X (Set Total Games Over/Under [spread] Set X)
You have to predict whether the total number of games played in the indicated set is over or under the indicated spread. A tie break is regarded as one game.

Odd/Even number of games
You have to predict whether the number of games played in the match is an odd or even number.

Score of Game X of Set Y or Break
You have to predict the score of the indicated game. There are 5 possible options:

Player X to 0 – The server wins the game without conceding a point

Player X to 15 – The server wins the game with the receiver scoring 15

Player X to 30 – The server wins the game with the receiver scoring 30

Player X to 40 – The server wins the game after the game went to deuce

Break – The receiver wins the game by breaking serve

Exact Number of Points in Game X of Set Y
You have to predict the exact number of points played in the named game of the specific set.

Who wins X point in game Y of set Z? (Point Winner Set Z, Game Y, Point X)
You have to predict which player will win the named point in the specific game of the set.

Any set will end 6:0 or 0:6
You have to predict whether any set in the match will end with a 6:0 or 0:6 score line.

Correct Score in Tie Break
You have to predict the correct score of the indicated Tie Break.

Total Points in Tie Break (spread)
You have to predict whether the total amount of points scored in the indicated tie break is over or under the indicated spread.

Total Number of Games of Player 1 (spread)
You have to predict whether the number of games won by Player 1 in the entire match will be over or under the indicated spread. A tie break is regarded as one game. If the match is not completed, the bet will be considered void unless already determined.

Total Number of Games of Player 2 (spread)
You have to predict whether the number of games won by Player 2 in the entire match will be over or under the indicated spread. A tie break is regarded as one game. If the match is not completed, the bet will be considered void unless already determined.

Race to [X] points in game [Y] of set [Z]
You have to predict which player will reach the indicated number of points first in named game and set.

Who will win first [X] points of game [Y] of set [Z]
You have to predict which player will win the most points for an indicated number of points in named game and set. The available selections are 1, X or 2.

Race to X games of set Y
You have to predict which player will reach the indicated number of games first in named set.

Player 1 to win a set

You have to predict if the Player 1 will win at least one set
Player 2 to win a set
You have to predict if the Player 2 will win at least one set

Odd/Even number of games in set (Set X)

You have to predict whether the number of games played in the indicated set is an odd or even number.
Odd/Even points in game X of set Y

You have to predict whether the number of points played in the indicated game of the indicated set is an odd or even number.

Tiebreak in match

You have to predict if a tiebreak will be played in the match.

Set Handicap (spread)

You have to predict which player will win the most number of sets taking into account the handicap offered.

Total number of sets (spread)

You have to predict whether the number of set played in the match will be over or under the indicated spread.

Match Handicap Games 2way (spread)

You have to predict which player will win the most number of games taking into account the handicap offered.

Match Handicap Games 3way (spread)

You have to predict which player will win the most number of games taking into account the handicap offered.

Example:

The handicap offered is Player 1 "-2". If you bet on 1H your bet will be a winner if Player 1 will win three or more games than Player 2. If you bet on XH your bet is a winner if the Player 1 will win exactly two games more than Player 2. If you bet on 2H your bet will be a winner if the Player 2 will win more games than Player 1, if two Players will win the same number of games or if the Player 2 will lose only one game more than Player 1.

Will Set Go To Tie Break? (Set X)

You have to predict whether the indicated set will end on a tiebreak.

Player to win on a Tiebreak (Set X)

You have to predict whether one of players will win the set on Tiebreak or not.

Set X Score After Y Games

You have to predict the score of the indicated set after an indicated number of games.

Set X Total Deuce Games (spread)

You have to predict whether the number of games finished to Deuce in the indicated set will be over or under the indicated spread.

Score of game X of set Y (Game Correct Score Set Y, Game X)

You have to predict the score of the indicated game. There are 8 possible outcomes:

Player 1 wins to 0 – Player 1 wins the game without conceding a point

Player 1 wins to 15 – Player 1 wins the game to 15

Player 1 wins to 30 – Player 1 wins the game to 30

Player 1 wins to 40 – Player 1 wins the game to deuce

Player 2 wins to 0 – Player 2 wins the game without conceding a point

Player 2 wins to 15 – Player 2 wins the game to 15

Player 2 wins to 30 – Player 2 wins the game to 30

Player 2 wins to 40 – Player 2 wins the game to deuce

Set X Game Y Deuce Betting (Will Game Go To Deuce? Set X, Game Y)
You have to predict whether the indicated game will end after at least one Deuce situation (40-40) or not.

Set X Game Y Total Points (Game Total Points Over/Under [spread] Set X, Game Y)
You have to predict whether the number of points scored in the indicated game will be over or under the indicated spread.

Which player will win games X and Y of set Z
You have to predict which player will win both of indicated games. If players will win one game each, the winning outcome will be "Neither".

Set X Games Y & Z Total Points (spread)
You have to predict whether the number of points scored in indicated games will be over or under the indicated spread.

Player To Win & Both Players to Win a Set
You have to predict the combination of the result of the match and if both players will win at least one set in the match. There are 4 possible outcomes:

1&Yes (Player 1 wins and both players win at least one set)

1&No (Player 1 wins and Player 2 doesn't win any set)

2&Yes (Player 2 wins and both players win at least one set)

2&No (Player 2 wins and Player 1 doesn't win any set)

Setcast (set exacta)
You have to predict which player will win the match and the correct outcome of each set.

Example: Player 1 wins the match, but loses the second set (match at best of 3 sets).
The winning outcome will be "Player 1 – WLW".

Player to Win First Set & Win
You have to predict the combination of the result of the first set plus the result of the match.

There are 4 possible outcomes:

Player 1&1 (Player 1 wins the first set and the match)

Player 1&2 (Player 1 wins the first set and Player 2 wins the match)

Player 2&1 (Player 2 wins the first set and Player 1 wins the match)

Player 2&2 (Player 2 wins the first set and the match)

Player to Win & Total Games (spread)
You have to predict the combination of the result of the match plus whether the total of games played will be over or under the indicated spread. There are 4 possible outcomes:

1 & Over (Player 1 wins and total of games in the match is over the indicated spread)

1 & Under (Player 1 wins and total of games in the match is under the indicated spread)

2 & Over (Player 2 wins and total of games in the match is over the indicated spread)

2 & Under (Player 2 wins and total games in the match is under the indicated spread)

Set X Champions Tiebreak Correct Score
You have to predict the correct score of the Champions Tiebreak of the indicated set.

Set X Champions Tiebreak Total Points (spread)
You have to predict whether the number of points scored during the Champions Tiebreak of the indicated set will be over or under the spread indicated.

Set X Tiebreak Correct Score
You have to predict the correct score of the Tiebreak of the indicated set.

Set X Tiebreak Total Points (spread)
You have to predict whether the number of points scored during the Tiebreak of the indicated set will be over or under the spread indicated.

Set X Game Y Total Points Exact
You have to predict the total number of points scored in the indicated game of the indicated set.

Player to Win Most Games
You have to predict which player will win most games during the entire match.

Set Game Handicap (Set X) (spread)
You have to predict which player will win the most number of games in the indicated set, taking into account the handicap offered.

Set Winner and Total Set Games (spread) (Set X)
You have to predict combination of the result of the indicated set and if the number of games played in the indicated set will be over or under the indicated spread.

Beach Volleyball Live

Article 1
Unless otherwise stated for specific bet typologies the outcome of a bet on volleyball live event is based on the result of the match after the scheduled regular time. For settlement purpose will be considered only the competition's official websites results.

Article 2
If a volleyball match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. Otherwise all the bet typologies related to that event that were still open at the moment of the suspension will be considered void, while all the settled bets will stand valid.

Article 3
Market Types
Match Winner
You have to predict which team will win the match.

Total Points (spread)
You have to predict whether the total points scored in the match is over or under the indicated spread.

Set Winner
You have to predict which team will win the indicated set.

Asian Handicap
You have to predict which team will score more points during the match by adding or subtracting the spread offered from the sum of points scored by the indicated team.

If the spread offered is Home -6.5:

– Betting on 1H, the bet is won if the home team scores at least 7 points more than the away team.

– Betting on 2H, the bet is won if the away team scores at most 6 points less than the home team.

Asian Handicap for X period
You have to predict the winner of the indicated set by adding or subtracting the spread offered from the final set score.

If the spread offered is Home -3.5:

– Betting on 1H, the bet is won if the home team wins the set with a margin of at least 4 goals.

– Betting on 2H, the bet is won if the away team wins by any margin or loses the set with a margin lower than 4 goals.

Set X – Which Team Wins Race to Y Points?
You have to predict which team will score the indicated point first in a race situation. If the nominated point is not scored in the indicated set, the selection will be void.

Set X Team to Score Point Y
You have to predict which team will score the indicated point in the set. If the indicated point is not scored, the selection will be made void.

Set X Total Points (spread)
You have to predict whether the total points scored in the set is over or under the indicated spread.

Final Results (in sets – best of 3)
You have to predict the correct score of the match in terms of sets won by each team.

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

Set X Odd/Even
You have to predict if the total number of points scored during the indicated set are going to be odd or even.

How Many Sets Will Exceed Score Limit?
You have to predict how many completed sets in the match will go to a sudden death scenario.

Volleyball Live

Article 1

Unless otherwise stated for specific bet typologies the outcome of a bet on volleyball live event is based on the result of the match after the scheduled regular time. For settlement purpose will be considered only the competition's official websites results.

Article 2

If a volleyball match is officially postponed or suspended, all the related bets will remain valid if the event is completed within midnight (CET) of the day of the match. Otherwise all the bet typologies related to that event that were still open at the moment of the suspension will be considered void, while all the settled bets will stand valid.

Article 3

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

Market Types

Which Team will win the Match

You have to predict which team will win the match.

Total Points Over / Under spread

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

Which Team will win the X set

You have to predict which team will win the indicated set.

Asian Handicap

You have to predict which team will score more points during the match by adding or subtracting the spread offered from the sum of points scored by the indicated team.

If the spread offered is Home -6.5:

– Betting on 1H, the bet is won if the home team scores at least 7 points more than the away team.

– Betting on 2H, the bet is won if the away team scores at most 6 points less than the home team.

Asian Handicap for X period

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

If the spread offered is Home -3.5:

– Betting on 1H, the bet is won if the home team wins the set with a margin of at least 4 points.

– Betting on 2H, the bet is won if the away team wins by any margin, or loses the set with a margin lower than 4 points.

Set X – Race to Y Points
You have to predict which team will score the indicated point first in a race situation. If the nominated point is not scored in the indicated set, the selection will be void.

Who scores the Y point in the X Set
You have to predict which team will score the indicated point in the set. If the indicated point is not scored, the selection will be made void.

Total for X Set (spread)
You have to predict whether the total points scored in the set is over or under the indicated spread.

Final Result (in sets – best of 5)
You have to predict the correct score of the match in terms of sets won by each team.

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

Odd / Even for X period
You have to predict if the total number of points scored during the indicated set are going to be odd or even.

How Many Sets Will Exceed Score Limit?
You have to predict how many completed sets in the match will go to an extra points scenario.

Match Set Handicap
You have to predict the winner of the match by adding or subtracting the set spread offered from the final score.

Set X Correct Score
You have to predict the correct score of the indicated set.

Set X Extra Points
You have to predict whether the indicated set will go to an extra points scenario.

Total Points Odd or Even
You have to predict if the total number of points scored during the match are going to be odd or even.

Set X Leader after Y Points
You have to predict wich team will be ahead after Y points during the X set.

Home Team Total Points Over / Under (spread)
You have to predict whether the total points scored in the match scored by the home team is over or under the indicated spread.

Away Team Total Points Over / Under (spread)
You have to predict whether the total points scored in the match scored by the away team is over or under the indicated spread.

Odd / Even Home Team
You have to predict if the total number of points scored by the home team during the match are going to be odd or even.

Odd / Even Away Team
You have to predict if the total number of points scored by the away team during the match are going to be odd or even

Waterpolo Live

Article 1
The outcome of a bet on a live waterpolo event is based on the result obtained at the end of normal time plus eventual extra time and penalties.

For reference purposes, the final results published on the official website will be retained as valid.

Article 2
If an event in waterpolo is officially postponed or suspended, all the bets will remain valid if the event is completed before midnight (CET) of the following day from the actual one.

If the event does not take place or is not completed in the stipulated time, all the bets which are open at the moment of suspension will be declared void while those which have been made before will remain valid.

Article 3
Types of Bets
Winner
The winning bet will be on the selected team which will be the winner

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

Head to Head

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

Winter Sports Live

Article 1

The outcome of a bet on skiing (alpine skiing, nordic skiing) is based on the first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the results published by the tournament officials.

Article 2

If a competition is officially postponed or suspended, all related bets will remain valid if the event is resumed and finished within 72 hours from the official start time. If the competition is not resumed or if it is not completed within the mentioned time frame, all bet typologies related to that event will be deemed void. Bets which have already been settled (Head to Head) will remain valid.

Article 3

If one or more competitors retire before the beginning of the competition, all bet typologies affected by their performance will be deemed void.

Article 4
Market types

- **Winner**
  You predict that the selected competitor will win the competition. In case of a draw the Dead heat rule will apply (Art. 8 in the General Rules section).

  If the selection “Any Other” is offered, it will include all the competitors who are not included in the initial list of competitors. Under no circumstances the selection “Any Other” will include a competitor that has been previously offered as a single option during the live event.

- **Winner First Run**
  You predict that the selected competitor will win the first run.

- **Placed**
  You predict that the selected competitor will reach the podium (first, second or third place). In case of a draw the Dead heat rule will apply (Art. 8 in the General Rules section).

- **Head to Head**
  You have to predict which of the two competitors specified in the bet will achieve the best position in the event. If, during a competition consisting of one run only, one of the two competitors does not reach the finish line or is disqualified, he will be regarded as the loser.

If both competitors do not complete the competition, the bet will be deemed void.

- **Head to Head Run**
  You have to predict which of the two competitors specified in the bet will achieve the best position in the run. If both competitors do not complete the run, the bet will be deemed void. If one of the two competitors does not reach the finish line or is disqualified, he will be regarded as the loser. The results of the previous or following runs will not be considered.

Cinema and Music Live

Article 1
The outcome of a bet on Music and Entertainment is based on the final result of the competition.

Article 2
All the bets will be reported and paid only after the official conclusion of the relevant competition or phase. In no case the payment will be made before this time.

Article 3
Any decision taken by disciplinary or legal entities, before or during the course of the competition / phase will be taken into account in the evaluation of the outcome of the bet (for example, any penalties or disqualification). In the event that such decisions are taken after the official announcement of the winner, they will not be considered.

Article 4
Types of market
Winner
You predict which entrant will win the competition. In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

Placing
You predict which entrant will reach the podium (first, second or third position). In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

Head to Head
You predict which one of the two teams specified in the bet reaches the best placing in the classification. If both of the selections were to achieve the same result or be eliminated at the same stage of the competition, this type of bet will be void.

Elections Live

Article 1
The outcome of a bet on Elections will be set according to the official results announced by the relevant Electoral Commission. Any decisions that will affect the result, taken after the official announcement, will not be taken into account.

Article 2

All the bets will be reported and paid only after the official conclusion of the relevant competition or phase. In no case the payment will be made before this time.

Article 3
Types of market
Winner
You predict which political party or politician will win the competition. In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

Placing
You predict which political party or politician reach the first, second or third place. In case of a draw the Dead heat rule will be applied (Art. 8 in the General Rules section).

Head to Head
You predict which of the two political parties or politicians specified in the bet will get the best placing in the event.

eSports LIVE
General rules.
Article 1
Where an event involves the same two players or teams playing multiple games or maps, for example “best of 3”, and one or more games or maps are not played because the result of the event has already been determined, bets on unplayed games or maps are void and stakes refunded.

Article 2
Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.

Article 3
Bets are settled based on the official broadcast of the game by the publisher or event organizer. Where the broadcast shows a counter of rounds won, kills, dragons, towers etc., this will generally be used to settle relevant bets. If the result of a bet is unclear from the broadcast, or if there is no broadcast, then the statistics API for the game will be used where available.

Article 4
In the case of indexed or numbered markets (such as the winner of a specific round in Counter Strike: GO, or the team to score a particular numbered kill in League of Legends or DOTA2), the index determines the objective that counts. Words such as “next” in the market name are not guaranteed to be correct, as broadcasts may be delayed and we may not always advance the index precisely when an objective is scored or a round completed. All bets are

therefore settled on the particular numbered round or objective specified, regardless of any other wording in the market name or its timing in relation to when the bet was placed.

Article 5
If the scheduled number of rounds or maps is changed, or if markets are erroneously offered based on a different number of rounds or maps from the actually scheduled number, then bets on the winning margin (including handicap), total rounds / maps, correct scores etc. are void and stakes refunded. Map winner and matchup winner bets stand.

DOTA 2
Where one team surrenders (calls a "GG"), bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving Roshans, barracks, kills and towers are settled based on the situation at the time the ancient was destroyed (either by player or after "GG" countdown as concluded and it destroys the ancient

Map X Game Time Over/Under
You have to predict whether the time of the indicated map will be under or over the indicated spread.

Markets are resulted according to ingame clock. Prehorn duration does not count towards total game time (since when players spawn the timer starts at about -01:00 (minus 1 minute) and horn is sounded when the timer reaches 00:00 and the game time starts recording). If the game time is exactly xx:00, as was the market, then those bets are voided and stakes refunded.

Map X Race to Y Kills
You have to predict which team will get firstly up to Y kills during the X map.

Map X Team to Destroy the Next Barracks
You have to predict which team destroy the next Barracks during the X map.

All destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a minion or denied by the player whose tower was destroyed. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.

Map X Team to Score the Most Kills Handicap
You have to predict which team will score the most kills handicap during the X map.

Map X Team to Slay the Next Roshan
You have to predict which team will the next Roshan during the X map.

Map X Total Barracks Destroyed
You have to predict whether the Barracks destroyed total of the indicated map will be under or over the indicated spread during the X map.

Map X Total Roshans Slain Over/Under
You have to predict whether the Roshans slain total of the indicated map will be under or over the indicated spread during the X map.

Team to Score a Rampage
You have to predict if the indicated team will score a Rampage.

Team to Score an Ultra Kill
You have to predict if the indicated team will score an Ultra Kill.

X Map – First Aegis
You have to predict which team will get the Aegis power first.

X Map – First Barracks
You have to predict which team will destroy a Barracks first.

X Map – First Tower
You have to predict which team will will destroy a Tower first.

Match Up Handicap (Asian Map 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 maps won by each team.

Counter-Strike: Global Offensive
Draw No Bet
You have to predict the winner of the match. If the match ends in a tie, the selection is considered void.

Match Up Winner
You have to predict the winner of the match.

Match Up Winner (3 way)
You have to predict the final result of the match.

Match Up 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 maps won by each team.

Map X Team to Win the Next Round
You have to predict which team will win the next round of the X map.

Map X Winner
You have to predict which team will win the X map.

Map X Rounds Handicap

You have to predict the winner of the map adding or subtracting the indicated spread to the result of the map in terms of Rounds won by each team.

Map X Total Number of Rounds
You have to predict whether the total number of Rounds of the indicated map will be under or over the indicated spread.

League of Legends
For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving dragons, barons and kills are settled based on the situation at the time the surrender takes place. Bets involving towers and inhibitors are settled as if the winning team had destroyed the minimum number of additional towers and / or inhibitors theoretically required to win the game normally from the position when the surrender occurred. For example, if any inhibitor of the losing team is down at the time of surrender then no additional inhibitor is deemed to have been destroyed. If no inhibitor of the losing team is down then the winning team is deemed to have destroyed one additional inhibitor, with priority given to an inhibitor that has already been destroyed if such an inhibitor exists and has respawned. If the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two nexus towers to have won the game normally from that position.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Match Up Winner
You have to predict the winner of the match.

Match Up Winner (3 way)
You have to predict the final result of the match.

Map X Winner
You have to predict which team will win the X map.

Match Up Handicap (Asian Map 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 maps won by each team.

X Map – 3 way

You have to predict the winner of the map. If the map goes to extratime (15-15 tie) the X will be the winner outcome.
X Map – Will there be overtime
You have to predict whether the map will need an extratime to proclaim a winner. An extratime starts when the two teams are tied at 15-15.
Best of 2 Correct Score
You have to predict the final result of the series of maps between the 2 teams indicated. There are 3 possibile outcomes: 2-0, 0-2, 1-1.

Best of 3 Correct Score
You have to predict the final result of the series of maps between the 2 teams indicated.

Best of 5 Correct Score
You have to predict the final result of the series of maps between the 2 teams indicated.

Draw No Bet
You have to predict the winner of the match. If the match ends in a tie, the selection is considered void.

Map X Both Teams to Destroy an Inhibitor
You have to predict whether both teams slay at least one inhibitor each during the X map.

All destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion.

Map X Both Teams to Slay a Baron
You have to predict whether both teams slay at least one Baron each during the X map.

Map X Both Teams to Slay a Dragon
You have to predict whether both teams slay at least one Dragon each during the X map.

Map X Game Time Over/Under
You have to predict whether the time of the indicated map will be under or over the indicated spread.

For bets on Game Time markets (over/under), markets are resulted according to ingame clock. If the game time is exactly xx:00, as was the market, then those bets are voided and stakes refunded.

Map X Race to Y Kills
You have to predict which team will get firstly up to Y kills during the X map.

Map X Team to Destroy the Next Inhibitor
You have to predict which team will destroy the next inhibitor of the X map.

All destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion.

Map X Team to Destroy the Next Tower
You have to predict which team will destroy the next tower of the X map.

All destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

Map X Team to Draw First Blood
You have to predict which team will draw blood first during the X map.

Map X Team to Score the Most Kills
You have to predict which team will score most Kills during the X map.

Map X Team to Score the Next Kill
You have to predict which team will score the next kill during the X map.

Map X Total Barons Slain
You have to predict exactly how many Barons will be killed during the X map.

Map X Total Inhibitors Destroyed Over/Under
You have to predict whether the Inhibitors destroyed of the X map will be under or over the indicated spread.

All destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion.

Map X Total Kills Odd/Even
You have to predict if the number Kills scored during the X map is going to be odd or even.

Map X Total Kills Scored Over/Under
You have to predict whether the total Kills scored of the X map will be under or over the indicated spread.

Map X Total Towers Destroyed
All destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

Map X Total Towers Destroyed Over/Under
You have to predict whether the total Towers destroyed of the X map will be under or over the indicated spread.

All destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

Team to Score a Penta Kill
You have to predict if the indicated team will score a Penta Kill during the match.

Team to Score a Quadra Kill
You have to predict if the indicated team will score a Quadra Kill during the match.

Total Maps Played Over/Under
You have to predict whether the total maps played of the match will be under or over the indicated spread.

eSoccer

Article 1
In relation to duration of matches, the time could change depending on the specific tournament.

Article 2
The outcome of a bet on a eSoccer live 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 3
Whenever a eSoccer match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event that were still open at the moment of the interruption will be considered void, while the settled bets will stand valid.

Article 4
Market Types
1×2 (3way)
You have to predict the winner of the match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

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

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

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

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

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

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

Draw No Bet

You have to predict the winning team. In case of a draw, the selection is voided.

Goal/No Goal

You have to predict if both teams will score (GG) or at least one team fails to score (NG) during the entire match.

Who wins the rest of the match? (Which team wins the rest of the match)

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

Handicap

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

Example:

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

Example 2:

The handicap offered is Away -3. If you bet on 1H your bet will be a winner if the home team wins by any score, the match finishes in a draw or the home team loses by 2 goals or less. If you bet XH your bet will be a winner if the away team wins by 3 goals exactly. If you bet 2H yourWhenever a tennis match is officially postponed or suspended, all the related bets will remain valid
if the event is resumed or is completed within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all the bet typologies related to
that event that where still open at the moment of the interruption will be considered void, while the
settled bets will stand valid.
If a player is disqualified during the match, only settled bets will be paid, all the bet typologies
related to that event that where still open at the moment of the disqualification will be considered

void, “Match Winner” included. bet will be a winner if the away team wins by 4 or more goals.

Total Home Team

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

Total Away Team

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

Goal Home Team (Home Team exact goals)

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

Goal Away Team (Away Team exact goals)

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

Odd/Even (Odd/Even goals)

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

eBasketball

Article 1

In relation to duration of matches, the time could change depending on the specific tournament.

Article 2

The outcome of a bet on an eBasketball live event is based on the final result of the match, including any potential overtime played, unless otherwise stated for specific bet typologies.

Article 3

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

Article 4

Market Types

Moneyline

You have to predict the winner of the match.

Asian Handicap

You have to predict the match winner after applying the point handicap to the final score.

If the spread offered is Home -6.5:
– Betting on “1H” the bet is won if the home team wins with a margin of at least 7 points.

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

Over/Under

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

3way (Regular Time)/1X2

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

eAmerican Football

Article 1
In relation to duration of matches, the time could change depending on the specific tournament.

Article 2

The outcome of a bet on an eAmerican Football live event is based on the final result of the match, including any potential overtime played, unless otherwise stated for specific bet typologies.

Article 3

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

Article 4

Market Types

Moneyline

You have to predict the winner of the match.

Asian Handicap

You have to predict the match winner after applying the point handicap to the final score.

If the spread offered is Home -6.5:
– Betting on “1H” the bet is won if the home team wins with a margin of at least 7 points.

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

Over/Under

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