CONTENT

GENERAL RULES **6**
1. The outcome of a market is settled once this is determined. 6
Scorers: First, Last, Anytime Scorer 12
3. Settlement of Asian Lines 12
TEASER BETS 14
DEAD HEAT RULE 14
RULES FOR CLASSIFICATION MARKETS 15
SOCCER EARLY PAYOUT 15
BASEBALL EARLY PAYOUT 16
AMERICAN FOOTBALL EARLY PAYOUT 17
BASKETBALL EARLY PAYOUT 17
TENNIS EARLY PAYOUT 18
ICE HOCKEY EARLY PAYOUT 18
0% MARGIN ON SOCCER 1X2 19
0% MARGIN ON BASKETBALL MONEY LINE 19
0% MARGIN ON AMERICAN FOOTBALL MONEY LINE 19
0% MARGIN ON TENNIS MATCH WINNER 20
0% MARGIN ON BASEBALL MONEY LINE 20
0% MARGIN ON ICE HOCKEY MONEY LINE 20
SOCCER BORE DRAW OFFER 20
SPORTS RULES AND MARKETS EXPLANATION **21**
SOCCER 21
Main Markets* 21
First Half Markets 26
Second Half Markets 28
Combo Markets 30
Corner Markets 35
Booking Markets 37
Goalscorer Markets / Player Specials Markets 39
Other Player Specials 46
Extra Markets 47
Fast Markets / Interval Markets 55
Soccer - Outrights 58
Statistic settlement. 60
TENNIS 63
General Rules. 63
Main Markets 64
Set Markets 67
Tennis - Outrights 70
BASKETBALL 71
Main Markets* 71

1st half Markets 75
2nd half Markets 76
Quarter Markets 76
Player Special Markets 78
Extra Markets 81
Basketball - Outrights 82
ICE HOCKEY / FIELD HOCKEY 83
Main Markets* 83
Period Markets 88
Player Specials 89
Ice Hockey/Field Hockey Outrights 91
HANDBALL 92
Main Markets 92
1st Half Markets 93
2nd Half Markets 94
Player Specials 94
Handball Outrights 95
AMERICAN FOOTBALL 95
Main Markets: 95
1st Half Markets 97
2nd Half Markets 97
Quarters Markets 98
Drive Markets 98
Player Specials 99
Team Specials 104
Other Statistical Markets 110
American Football Outrights 114
BASEBALL 115
BASEBALL RULES 115
Main Markets: 117
Baseball Player Specials Markets: 121
Extra Markets: 123
Baseball Outright Markets: 124
RUGBY / RUGBY LEAGUE 125
Main Markets: 125
1st Half Markets: 131
2nd Half Markets: 134
Combo Markets: 136
Try Markets: 137
Rugby/Rugby League Outright Markets: 139
MOTORSPORTS 140
Motorsports Markets: 140
MOTORBIKES 142
Motorbikes Markets: 143

CYCLING 143
Cycling Markets: 144
Curling 144
Curling Main Markets: 144
Curling Outright Markets: 145
WINTER SPORTS 145
Winter Sports Markets: 145
BOXING/MMA 146
Boxing/MMA Markets: 147
VOLLEYBALL 150
Main Markets: 150
Set Markets: 150
Outright Markets: 151
BEACH VOLLEY 151
Main Markets: 151
Set Markets: 152
Outright Markets: 152
DARTS 152
Main Markets: 152
Fast Markets: 153
Outright Markets: 154
FUTSAL 155
Futsal Markets: 155
First Half Markets 156
Other Markets 156
SNOOKER 157
Snooker Markets: 157
Outright Markets: 157
GOLF 158
Golf Markets: 158
CRICKET 163
Cricket Markets 164
Outright Markets: 169
E-SPORTS 169
General Rules 169
Counter Strike:GO Rules 172
Dota2 Rules 172
League of Legends (LoL) Rules 174
General Markets* 175
Extra E-sports Markets 176
CS:GO Markets 181
Extra CS:GO Markets 181
Dota2 Markets 181
Extra Dota2 Markets 183

League of Legends Markets 183
Extra League of Legends Markets 185
Call of Duty Markets 186
Overwatch Markets 186
FIFA Markets 187
NBA 2K Markets 187
E-Basketball 188
BEACH SOCCER 188
All Beach Soccer bets are based on regular time unless otherwise stated in the market name. 188
Main Markets 188
Outrights 188
BADMINTON 188
Main Markets 188
Outright Markets: 189
BIATHLON / ATHLETICS 189
Outrights 189
PESAPALLO 189
Main Markets 190
Outrights 190
SQUASH 190
Main Markets 190
Outrights 191
SKI JUMPING 191
GAELIC HURLING 191
Main Markets 191
Outrights 191
AUSSIE RULES 192
Main Markets 192
Quarter Markets 194
Outrights 194
TABLE TENNIS 195
Main Markets 195
Game Markets 195
BASKETBALL 3x3 196
Main Markets 196
BANDY 196
Main Markets 197
Bandy Outrights 197
FLOORBALL 197
Main Markets 197
Floorball Outrights 197
WATERPOLO 197
Main Markets 198
Waterpolo Outrights 198

KABADDI 198
Main Markets 198
First Half Markets 199
BOWLS 199
Main Markets 199
Bowls Outrights 200
PADEL TENNIS 200
Main Markets 200
SHORT FOOTBALL 203
Main Markets 203

GENERAL RULES

1. The outcome of a market is settled once this is determined.

In the event of a long or short term outright market being decided through an official announcement, the company reserves the right to void any bets placed after the publication of the outcome.

For settlement purposes, official standings published immediately after the conclusion of the competition's final match will apply, including any penalty points awarded prior to that point. Any penalties, points deductions, or disciplinary decisions imposed or announced after the competition has concluded will not be taken into consideration.

Following the final settlement of completed events, no subsequent federation decisions shall be considered.

In the event of a match not being completed (due to weather conditions, insufficient amount of players etc) and eventually decided by the referee and/or an official announcement, the company reserves the right to settle accordingly any bets placed following the announcement by the official source.

In case the announcement is done in more than 48 hours after the end of the match and any undecided bets have been already handled as undecided, thus voided, settlement will stand.

Any player specials markets are excluded from the above rule.

If a market is not determined earlier in the game, the company settles the result of the game once the normal duration (regular time) of the match is concluded, unless stated otherwise on the market description on the website.

Example 1: **Match winner 1X2** market of an event is determined after the end of the normal duration (regular time) of the event. Football (Soccer) 1x2 Match Winner is determined after the 90 min, including any extra minutes called by the referee of the match as "normal duration".

In case an event is driven to Overtime/Extra time (when regular time does not decide the winner) all markets that are subject to "include overtime" or "include extra time" are paid after the completion of the Overtime/Extra time. Any penalty kicks (or other decider) may follow is not taken in consideration, unless clearly stated in the market.

Official competition websites will be the primary source for verifying and settling markets, unless otherwise specified under the relevant sport or where clear and conclusive video evidence is available.

When a match is played on neutral ground, the team named first is considered the nominal home team. This ordering is determined by the governing sports body or official event organizer, if no official designation exists, it defaults to the ordering used by the majority of secondary sources, such as major news outlets and betting platforms. If there is a discrepancy or inconsistency between sources regarding which team is listed first on a neutral venue, all bets will stand provided the odds are not affected by the listing order.

Events not started on time for any reason or even postponed may be kept open and all bets remain valid if those kick off (start) within the next 48 hours from the official start time. In any other case, the company reserves, at its own discretion, the right to void all bets of such postponed events and refund the stakes to the customers.

Events abandoned after its starting time and get continued from the organizer within 48 hours from the official start time, the company reserves the right to keep all bets valid and settle according to this result.

Events abandoned after its starting time and not getting continued from the organizer within 48 hours, the company will settle all determined markets decided in the pitch and void the rest by refunding stakes to customers. Additionally, if an abandoned match resumes within 48 hours but is restarted from minute 0 (rather than continuing from the time of interruption), all markets undecided at the time of the original abandonment will be voided and refunded, regardless of the match's eventual final result.

Any markets related with the qualification of a team (e.g. To Qualify, Method of Victory etc) through a specific tournament (Cup matches, Playoff matches etc) will be settled as void in case the match is postponed or abandoned and the match isn't rescheduled to be played within 48 hours. In case there are 2 legs, only the markets being placed in the postponed event/s will be void.

Any bets related with qualifications made on short term or long term outrights will stand until they get decided no matter the postponement/abandonment of the events.

On above general rule there are exceptions as in:

Tennis games will be kept open with all bets valid until the officials or organizing body declares a winner. In such cases, the 48 hours rule is not valid. However, and in case of a player retirement or default (injury, Illness, or personal circumstance), adult decision, walkover, disqualification or abandonment, all markets determined in the pitch are settled accordingly and all the rest undecided declared void and null. For avoidance of doubt, if a tennis player retired before the last point concluded, the match winner market is void, but all markets related to specific sets or games that are determined, are settled accordingly.

In case the following US Sports games such as MLB (or other Baseball leagues), NHL and NBA (NFL and MLS is not included in this rule) don't kick off or are abandoned after kickoff and not resumed within the same day in the local time zone from the announced kick off time, all non-decided bets are void.

(e.g. if a football match is abandoned in the second half, the markets of the first half will be settled normally).

(e.g. in the example above, the markets of the second half have not been decided) will be void and stakes will be refunded to customers).

In case of abandoned or postponed NFL (or other American Football) events, all markets are considered void unless the match continues in the same NFL (or other American Football) weekly schedule (Thursday - Wednesday local stadium time).

MLB (or other Baseball leagues): the Moneyline (Winner Market) is considered as decided if the officials of the league consider the game as finished and if:

1. at least 5 innings are completed

OR

2. 4.5 innings are completed and the home team (or the team batting second) is ahead. In all other cases, bets on Money Line, are settled as void.

For avoidance of doubt, bets on all other markets (e.g Totals, Spread etc) will stand, unless already decided, if:

1. at least 9 innings are completed

OR

2. 8.5 innings are completed and the home team (or the team batting second) is ahead.

In all other cases, bets are settled as void. In the event of a Mercy Rule being called, all bets will stand on the score at the time.

MLB (or other Baseball leagues), all **Pitcher Lines** (PL Markets for Moneyline, Spread and Totals) are void in case of change in the listed starting pitcher. Bets placed on Pitcher line markets will include the indication (PL) inside the betslip and the bet history pages. In case the (PL) indicator is not visible inside the betslip, the bet is placed on the Action Line and it will be settled accordingly. Action lines are settled based

on the outcome of the event regardless of any pitcher changes. Any new offered pitcher lines will follow the above rules. Action lines are following the general rules with the exceptions regarding **MLB (or other Baseball leagues)**, as above.

In Baseball and in case of a **7-inning game**, bets on all markets will stand, unless already decided, if :

1. at least 7 innings are completed

OR

1. 6.5 innings are completed and the home team(or the team batting second) is ahead.

Exception is the **Moneyline (Match Winner)** that is considered as decided if:

➢ at least 5 innings are completed

OR

1. 4.5 innings are completed and the home team (or the team batting second) is ahead.

In all other cases, bets on Money Line are settled as void.

Basketball cup or playoff etc matches which are decided through best of 2 matches with aggregate points fall into specific settlement rules. In the event of a draw result in the first match no overtime is played and the winner market (including overtime) is settled as void, while the rest of the markets are settled normally according to the result. Settlement would be the same if second match is drawn, while there is a winner on first match.

Regarding cases where winning scores are tied after the second match (e.g. Team A wins on first match with a score of 75-70 and Team B wins the second match with a score of 85-80) settlement will be done on all markets based on regular time result and overtime result will be ignored.

1.2 The company reserves the right not to accept all or part of a bet without providing a reason to the customer. If a bet is not accepted, customer's stakes are refunded

1.3 Before an event starts, the company reserves, at its own discretion, the right to void or cancel part or whole of a bet even after its acceptance without providing any reason to the customer.

After the event start, the company reserves, at its own discretion, the right to void or cancel part or whole of a bet, even after its acceptance and even after its settlement, if there is a valid reason for this, such as

- mistake in the wording (palpable error) of the event or the odds, or starting time.
- the customer attempt to bypass company limits (potential payout) and risk management by placing multiple identical or similar bets or opening multiple accounts
- the customer is getting advantage of any public announcement or secret information he has access to that determines the outcome of the bet.
- the customer combined related bets.
- the customer is actively participating in the event, such as Players, Referees, Managers or has direct or indirect relationships with events participants.
- the company suffers a technical error offering wrong odds or events.
- any other valid reason duly communicated to the customer upon request.

1.4 The maximum winnings per bet slip are .... (..... .EUR).

1.5 Our company reserves the right to cancel all bets of an event, if there is any change regarding the venue of the event. Non-team sports aren't included in this rule.

1.6 Our company reserves the right to cancel all bets if there are radical changes in the circumstances of an event such as the length of playing time, the distance in a race speed or the number of periods, etc.

1.7 In case our company suspect that a sports betting event is fraudulent or with high probability to be fixed thus the result to be known to certain individuals beforehand, the company reserves the right to:

- keep specific betting slips unsettled
- inform relevant regulatory bodies and authorities (ESSA, Sportradar, Federations) about, depends on what body or authority the company is regulated under and cooperating with
- wait until a verdict from those bodies or authorities is submitted as feedback
- settle or void the bet following the verdict of relevant bodies or authorities

1.8 In the event and during the bet placement process, the system is technically interrupted for any reason, the company will follow the standard checks, such as funds availability, price correctness, etc and reserves the right to accept or reject the bet accordingly. In such a case the customer needs to login as soon as the system is available and visit his betting history page to confirm if the bet has been accepted or not.

1.9 Any decision taken by the **Video Assistant Referee (VAR)** which conflicts with the original decision sanctioned by the officials on the pitch (including non-decisions like allowing play to continue before reviewing the video), thus altering the understood state of the match at the time of bet placement, will result in all bets placed in the timeframe between the actual occurrence of the original incident and the referee's final decision on the incident being deemed as void, unless the odds offered on the specific bet offer are unaffected by the use of VAR or have already been accounted for in the odds offered at the time of bet acceptance. Settlement on all other unrelated bet-offers, including those determined by any play between the time of the original incident and the decision following the VAR review, which are not influenced/altered by the VAR decision will stand.

For resulting purposes VAR reviews are to be considered as having happened at the time of the original incident for which the VAR would be eventually used even if play has not been immediately interrupted. The company reserves the right to reverse any previously settled offers where the settlement becomes inaccurate following the final referee decision, providing said decision is taken and communicated before the conclusion of the match and/or timeframe listed.

1.10 For user-experience purposes thus a better visual result, our company is applying two decimal digits truncation on the odds visible on screen. The Total Odds calculations are done using a sixth decimal digit rounding, whereas the Total Winning amount is always truncated to the second decimal digit. Any difference noticed, is just a product of the rounding rules explained herein.

1.11 The maximum time frame between the settlement of a betslip and a potential re-settlement, is 30 days.

1.12 In matches that are ABANDONED/STOPPED due to other reasons (fan riots, player fights, heavy injury, bad weather, floodlight failure etc), all undecided markets will be voided.

1.13 Supported match formats in Soccer

The possible supported formats for both prematch and live bets are 2x25, 2x30, 2x35, 2x40,2x45.

Our company doesn’t take any responsibility over unexpected changes on formats and eventually relevant settlement based on our rules, the risk is on client’s side and it’s included in the acceptance of the T&C during their registration.

1.14 Outright (short term and long term outrights) For all “Outright” bets featuring a dynamic list of outcomes, the following settlement rules apply:

Non-Participant / Non-Starter: The selection will be voided and the stake refunded.

Retirement or Disqualification during the event: The bet will remain valid and will be settled as Lost.

H2H

Both participants must start the event, and at least one must finish, for bets to stand.

If both participants achieve the exact same result (a tie), all bets are void, unless otherwise stated in the relevant sport.

If a participant withdraws from an event after the event has commenced, for any reason, the participant will be deemed to have finished last for betting purposes.

2. Explanation of specific Betting Types

Scorers: First, Last, Anytime Scorer

Bets apply to regular time only. Own goals (based on official authority) omitted or count as “no Scorer” if the game has only “own goals”.

Betting First Goalscorer will be VOID if a player never plays or comes in the pitch after the first goal of the game has been scored, except in the case of an own goal, which is ignored.

Bets on Last Goalscorer will be VOID if a player never plays. Player to score apply for any player, whatever the time he entered the game.
Bets on Anytime Goalscorer, apply to any player involved in the game, regardless of the time they enter the game. Bets on Anytime goalscorer will be VOID if a player never plays.

In case a match is abandoned but there has been at least one Scorer, bets on the first Goalscorer apply and bets on the last goalscorer are void. Anytime Goalscorer market for this player is settled as winner and bets on other players are void.

The above rules stand for ‘**First/Anytime Goalscorer & 1X2**’ and ‘**First/Anytime Goalscorer & Correct Score**’ markets.

3. Settlement of Asian Lines

*Applies for all markets that may have asian lines as available selections across all sports (points/sets/ games/rounds/etc. may be applied instead of goals).

Total goals Table

Asian Goal Line Selection	Total Goals scored	Selection Result	Asian Goal Line Selection	Total Goals scored	Selection Result
Over 0.5	0	Lost	Under 0.5	0	Won
	1 or more	Won		1 or more	Lost
Over 0.75	0	Lost	Under 0.75	0	Won
	1	Half-won		1	Half-lost
	2 or more	Won		2 or more	Lost
Over 1	0	Lost	Under 1	0	Won
	1	Void		1	Void
	2 or more	Won		2 or more	Lost
Over 1.25	0	Lost	Under 1.25	0	Won
	1	Half-lost		1	Half-won
	2 or more	Won		2 or more	Lost
Over 1.5	1 or less	Lost	Under 1.5	1 or less	Won
	2 or more	Won		2 or more	Lost
Over 1.75	1 or less	Lost	Under 1.75	1 or less	Won
	2	Half-won		2	Half-lost
	3 or more	Won		3 or more	Lost
Over 2	1 or less	Lost	Under 2	1 or less	Won
	2	Void		2	Void
	3 or more	Won		3 or more	Lost

Explanation of Half-won / Half-lost results: A half-won selection has half of the stake considered as won and the other half considered as void. A half-lost selection has half of the stake considered as lost and the other half considered as void

2-way Handicap Table

2-way Handicap Selection	Final Outcome	Selection Result	2-way Handicap Selection	Final Outcome	Selection Result
Team A (-0)	Team A wins	Won	Team A (+0)	Team A wins	Won
	Draw	Void		Draw	Void
	Team A loses	Lost		Team A loses	Lost

Team A (-0.25)	Team A wins	Won		Team A (+0.25)	Team A wins	Won
	Draw	Half-lost			Draw	Half-won
	Team A loses	Lost			Team A loses	Lost
Team A (-0.5)	Team A wins	Won		Team A (+0.5)	Team A wins or Draw	Won
	Draw or Team A loses	Lost			Team A loses	Lost
Team A (-0.75)	Team A wins by 1 goal	Half-won		Team A (+0.75)	Team A wins or Draw	Won
	Team A wins by 2 or more goals	Won			Team A loses by 1 goal	Half-lost
	Draw or Team A loses	Lost			Team A loses by 2 or more goals	Lost
Team A (-1)	Team A wins by 1 goal	Void		Team A (+1)	Team A wins or Draw	Won
	Team A wins by 2 or more goals	Won			Team A loses by 1 goal	Void
	Draw or Team A loses	Lost			Team A loses by 2 or more goals	Lost
Team A (-1.25)	Team A wins by 1 goal	Half-lost		Team A (+1.25)	Team A wins or Draw	Won
	Team A wins by 2 or more goals	Won			Team A loses by 1 goal	Half-won
	Draw or Team A loses	Lost			Team A loses by 2 or more goals	Lost
Team A (-1.5)	Team A wins by 2 or more goals	Won		Team A (+1.5)	Team A wins or Draw or loses by 1 goal	Won
	Team A wins by 1 goal or Draw or Team A loses	Lost			Team A loses by 2 or more goals	Lost

Explanation of Half-won / Half-lost results: A half-won selection has half of the stake considered as won and the other half considered as void. A half-lost selection has half of the stake considered as lost and the other half considered as void.

4. Other General Rules

4.1 Cash out Feature

We cannot guarantee that the Cash Out feature will be available on your bet selection. We will not be responsible if the Cash Out feature is not available for technical or any other reason and bets will stand as originally placed during any such period.

TEASER BETS

In sports betting, a teaser bet is a type of parlay bet. In a teaser bet, the bettor is allowed to change the point spread for a game, making the bet easier to win. In exchange, the bettor realizes a lower return on the bets in the event of a win. If one selection loses, the teaser is considered as lost. If one selection is voided and the rest is won, the teaser is considered as void.

DEAD HEAT RULE

When there is no obvious winner or there is a draw between two, three or more competitors, the "Dead Heat" rule will apply. This means that the odds will be divided by the number of participants tied in that position.

For example: Draw in Horse Racing, or draw in the market to top scorer in a championship.

Two players are tied for the number of goals in a championship. Player 1 paid 3.00 and Player 2 paid 1.5

The odds will be divided by 2 and the bet will be paid normally.

Player 1 will be paid with odds of 3.00 / 2 = 1.5.

Player 2 will be paid with odds of 1.5 / 2 = 0.75.

RULES FOR CLASSIFICATION MARKETS

To qualify: this market consists of predicting which of the teams will go to the next round of the tournament. For this option, the results given in both the first leg and the second leg will be taken, including extra time and kicks from the penalty spot, if given.

Victory method

In this market we must predict how the team that qualifies to the next round will do it.

For example, if my selection is:

Home Overtime (Juventus Turin Overtime): I am indicating that the definition of that market will be given during overtime.

Home team regular time (Juventus Turin Regular time): I am predicting that this market will be defined during regular time + additional minutes of the game.

Visitor Penalties (Ajax penalties): I am predicting that the market will be defined on the penalty shootout.

SOCCER EARLY PAYOUT

With the Soccer Early Payout offer, you can place a bet before the start of the match on the 1X2 market (home or away win) and if your team is 2 goals ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the 1X2 market (Home or Away Win) ONLY before the start of the match and not during the match. The offer does not apply to bets placed on the Draw selection in each game.

Your bet is paid in full if your team is two goals up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.

All winnings will be credited as soon as possible once the team is two goals ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes two goals ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

SOCCER SUPER EARLY PAYOUT

With the Soccer Super Early Payout offer, you can place a bet before the start of the match on the 1X2 Super Early Payout market for the the specific team that participates in the promo. If that team goes 1 goal ahead at any point of the match, you win automatically without having to wait for the match to end!
The offer is valid for single, multiple and system bets placed at the 1X2 Super Early Payout market (Home or Away Win) ONLY before the start of the match and not during the match. The offer does not apply to bets placed on the Draw selection in each game. The offer is not valid for Bet Builder bets.
Your bet is paid in full if your team is one goal up at any point in the match, regardless of the final result.
This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.
All winnings will be credited as soon as possible once the team is one goal ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes one goal ahead, the bet will be settled on the remaining active stake.
If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.
The Super Early Payout offer is not included in the accumulator bonus template. Bets placed on the 1X2 Super Early Payout market are excluded from bonus campaign rollover requirements.

BASEBALL EARLY PAYOUT

With the Baseball Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team goes 5 runs ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line (Winner) market (Home or Away win) ONLY before the start of the match and not during the match.

Your bet is paid in full if your team is five runs up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.

All winnings will be credited as soon as possible once the team is five runs ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes five runs ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

The offer is not valid for the relevant Pitcher Lines (Money Line PL).

AMERICAN FOOTBALL EARLY PAYOUT

With the American Football Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team is 17 points ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line market (Home or Away Win) ONLY before the start of the match and not during the match.

Your bet is paid in full if your team is seventeen points up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.

All winnings will be credited as soon as possible once the team is seventeen points ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes seventeen points ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

BASKETBALL EARLY PAYOUT

With the Basketball Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team is 18 or 20 points ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line market (Home or Away Win) ONLY before the start of the match and not during the match.

Your bet is paid in full if your team is eighteen or twenty points up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.

All winnings will be credited as soon as possible once the team is eighteen or twenty points ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes eighteen or twenty points ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

TENNIS EARLY PAYOUT

With the Tennis Early Payout offer, you can place a bet before the start of the match on the Match Winner market (home or away win) and if your player is 2 sets ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Match Winner market (Home or Away Win) ONLY before the start of the match and not during the match.

Your bet is paid in full if your player is two sets up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.

All winnings will be credited as soon as possible once the player is two sets ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your player goes two sets ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

ICE HOCKEY EARLY PAYOUT

With the Ice Hockey Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team is 3 goals ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line market (Home or Away Win) ONLY before the start of the match and not during the match.

Your bet is paid in full if your team is three goals up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.

All winnings will be credited as soon as possible once the team is three goals ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes three goals ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

0% MARGIN ON SOCCER 1X2

This feature gives you the opportunity to place a bet on 1X2 market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the 1X2 market with the 0% indication, ONLY before the start of the match and not during the match.

The 0% margin markets are not included in the accumulator bonus template and the Early Payout offer.

0% MARGIN ON BASKETBALL MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.

The 0% margin markets are not included in the accumulator bonus template and the Early Payout offer.

0% MARGIN ON AMERICAN FOOTBALL MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.

The 0% margin markets are not included in the accumulator bonus template and the Early Payout offer.

0% MARGIN ON TENNIS MATCH WINNER

This feature gives you the opportunity to place a bet on Match Winner market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Match Winner market with the 0% indication, ONLY before the start of the match and not during the match.

The 0% margin markets are not included in the accumulator bonus template and the Early Payout offer..

0% MARGIN ON BASEBALL MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.

The 0% margin markets are not included in the accumulator bonus template and the Early Payout offer.

The offer is not valid for the relevant Pitcher Lines (Money Line PL).

0% MARGIN ON ICE HOCKEY MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.

The 0% margin markets are not included in the accumulator bonus template and the Early Payout offer.

SOCCER BORE DRAW OFFER

Place a bet before the start of the match, on the markets offered for this offer, and, if the match ends in a 0-0 draw, your bet will be fully refunded.

The offer is valid for single, multiple, system and Bet Builder bets placed at the markets offered for this offer, ONLY before the start of the match and not during the match.

The refunds will be credited as soon as possible once the match finishes. If, in the meantime, the player interferes to the bet in any way (for example cashout/partial cashout), the bet will no more apply for the Bore Draw offer.

SPORTS RULES AND MARKETS EXPLANATION

SOCCER

All Soccer bets are based on regular time unless otherwise stated in the market name.

Settlement Source Priority

For the settlement of sports betting markets, results will be determined using the following source priority order. The first available and applicable source in the hierarchy will be considered final.

Corner, Booking & Goalscorer Markets

1. Official competition or club sources
2. Data Provider

Player Specials (PS) Markets & Tackles

2. OPTA
3. Official competition or club sources
4. Data Providers

*In the event of discrepancies between sources, the above priority order shall apply, unless there is clear video evidence of the respective event.

Main Markets*

Some of the below listed markets might appear under **E-Soccer (same rules apply)*

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Double chance: You have to predict the outcome of the 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).

Total (Over/Under): You have to predict if the total number of goals scored during the match will be over or under the line indicated.

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

Both teams to score (GG/NG): there are two possible outcomes: GG (both teams score at least one goal each during the whole match), NG (one or both the teams do not score any goal during the whole match).

Draw no bet (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Next goal: You have to predict which Team will score the next goal. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).

Which team will win the rest of the match: Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0.

Correct Score: predict the exact result of a match, that is, to the exact score at the end of the match, for example: (1-0, 3-0, 2-3…)

Handicap (2 way): bet in which the winner of the game must be decided with a respective goal margin. The correct score is added or subtracted from the goals proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team. For the settlement of Asian lines (+/-2.0, +/-2.25, +/-2.75 etc. please refer to the relevant table).

Handicap (3 way): You have to predict the final result of the match taking in consideration the handicap in brackets.

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

Bet Types available on this market:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Halftime / Fulltime: You have to predict the outcome of the 1st half time of the match together with the outcome of the match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2).

Last Goal: In this market we must predict which of the two teams will score the last Goal of this game.

If you selected the None option, you are indicating that no more goals will be scored.

Winning margin: in this type of bets, you predict which team will win and by how much margin it will win.

Total Hometeam: You have to predict if the total number of goals scored, from Hometeam, during the match will be over or under the spread indicated.

Total Away Team: You have to predict if the total number of goals scored, from Away Team, during the match will be over or under the spread indicated.

Exact Goals: You have to predict the exact number of goals scored during the match. The possible outcomes are 0 goals, 1,2,3,4,5+ .

Which team to score: consists of predicting if only the home team, the away team, both teams or neither will score in the match. It consists of selecting YES or NO if one of the following betting markets available in the special section is chosen.

Home No bet (1 no bet): You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

Away No bet (2 no bet): You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

Home Exact Goals: You have to predict the exact number of goals scored from the Home team during the match. The possible outcomes are 0 goals, 1,2,3+.

Away Exact Goals: You have to predict the exact number of goals scored from the Away Team during the match. The possible outcomes are 0 goals, 1,2,3+.

Odd/Even: You have to predict if the match result is an odd or even number, if the match result is "0:0", bets are counted as "even".

Odd/Even Home: You have to predict if the number of goals scored by the home team during the match is going to be odd or even. If the home team does not score any goal the winning selection is even.

Odd/Even Away: You have to predict if the number of goals scored by the away team during the match is going to be odd or even. If the home team does not score any goal the winning selection is even.

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

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

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

Home Multigoals: You have to predict the number of goals scored from the Home team during the match based on different ranges offered.

Away Multigoals: You have to predict the number of goals scored from the Away Team during the match based on different ranges offered.

Next scoring type: You have to predict the scoring type between the following outcomes:

➔Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal;

➔Penalty: Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count;

➔Own Goal: If goal is declared as an own goal;

➔Header: The scorers last touch has to be with the head;

➔Shot: Goal has to be with any other part of the body than the head and the other types do not apply;

➔No Goal.

Will there be a penalty shootout: You have to predict if in the match there will be a penalty shootout

Overtime Yes/No: You have to predict whether the match will go to an extra-time period.

Method of Victory: You have to predict how the home team or away team will qualify to the next round (or win, in case of a championship final). There are six (6) possible outcomes offered:

– Home team wins in regular time

– Away team wins in regular time

– Home team wins in extra time

– Away team wins in extra time

– Home team wins after penalty shots – Away team wins after penalty shots

Overtime & goal: You have to predict if the match will go to the Overtime and will there be a goal (Yes) or not (No).

Overtime - 1x2: You have to predict the outcome 1X2 of the Overtime period only.

Overtime - which team wins the rest : Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0**.** The market will consider Overtime only.

Overtime - next goal : You have to predict which Team during the Overtime period will score the next goal. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).

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

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

Overtime - correct score: You have to predict the correct score of the Overtime only.

Penalty shootout – winner: You have to predict which team will win the penalty shootout (1-2).

Penalty shootout - xth penalty scored: You have to predict if the penalty "x" will be scored or not during the penalty shootout.

Penalty shootout - xth goal: You have to predict which team will score the goal "x" during the penalty shootout. 3 Possible outcomes: 1, X, 2.

Penalty shootout - winning margin: You have to predict the margin of victory for the penalty shootout for the home or away team, or whether the match ends in a draw.

Penalty shootout – total: You have to predict if the total goals scored during the penalty shootout will be Over or Under.

Penalty shootout - Home total: You have to predict if the total goals scored from the Home team during the penalty shootout will be Over or Under.

Penalty shootout - Away total: You have to predict if the total goals scored from the Away team during the penalty shootout will be Over or Under.

Penalty shootout - exact goals: You have to predict if the exact goals scored during the penalty shootout. 7 are the possible outcomes: 0-4,5,6,7,8,9,10+.

Penalty shootout - odd/even: You have to predict if the numbers of goals scored during the penalty shootout period will be odd or even.

Penalty shootout - Home odd/even: You have to predict if the numbers of goals scored from the Home team during the penalty shootout period will be odd or even.

Penalty shootout - Away odd/even: You have to predict if the numbers of goals scored from the Away team during the penalty shootout period will be odd or even.

Penalty shootout - correct score: You have to predict the correct score during the penalty shootout period.

Penalty shootout - winner & total: : You have to predict the outcome 1X2 of the penalty shootout together with the number of goals scored by considering the indicated spread.

Result At Extra Time Half-time (including normal time goals): You have to predict the result of the 1st half of the extra time.

Extra Time Xth Team To Score (including normal time goals): You have to predict which team will score the Xth goal in the extra time.

Correct Score At Extra Time Half-time (including normal time goals): You have to predict the correct score in the end of the 1st half of the extra time.

Overtime 1st Half Total Goals (including normal time goals): You have to predict the number of goals (over/under) on the 1st half of the overtime.

Asian Handicap At Extra Time Half-time (including normal time goals): You have to predict the result of the 1st half of the extra time, taking in consideration the handicap in brackets.

Result After X Minutes: You have to predict the result of the match after X minutes.

Total Goals Over / Under After X Minutes: You have to predict the number of goals (over/under) after X minutes.

Asian Handicap After X Minutes: You have to predict the result after X minutes, taking in consideration the handicap in brackets.

Overtime - handicap: You have to predict the result after applying the specified handicap in overtime.

Home Team to Win: You have to predict whether the home team will win the match.

Away Team to Win: You have to predict whether the away team will win the match.

First Half Markets

1st half - 1x2: You have to predict the outcome of the first half of the match only. Goals scored in the 2nd half of the match do not count.

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

1st half - which team wins the rest : Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0**.** The market will consider the 1st Half only.

1st half - Next goal : You have to predict which Team during the 1st Half period will score the next goal. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).

1st half - double chance: You have to predict the outcome of the 1st Half. 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).

1st half - draw no bet: You have to predict which team will win the first half of the match only. If the first half ends in a draw the selection will be void.

1st Half Handicap (2 Way): You have to predict the final result of the first half of the match taking in consideration the handicap in brackets.

1st Half Handicap (3 Way): You have to predict the final result of the first half of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the Away team has one goal advantage, as for (1:0) indicates that the Home team has one goal advantage.

1st half - Home Team exact goals: You have to predict the number of goals that will be scored from the Home team during the first half of the match.

1st half -Away Team exact goals: You have to predict the number of goals that will be scored from the Away team during the first half of the match.

1st half - odd/even: You have to predict if the number goals scored during the first half only is going to be odd or even. The half time score line 0-0 is considered even.

1st half - both teams to score: You have to predict whether both teams score at least one goal each during the first half OR only one team or both teams do NOT score any goals during the first half.

1st half - 1x2 & both teams to score: You have to predict the outcome of the 1st half and whether the both teams will score or not in the 1st half only.

1st half - 1x2 & total: You have to predict the combination of the half time result of the match and whether the total number of goals scored in the first half will be over or under the spread indicated. There are 6 possible outcomes:

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

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

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

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

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

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

1st half - correct score: You have to predict the correct score of the first half of the match.

1st half – multigoals: You have to predict the number of goals scored during the 1st half based on different ranges offered.

1st Half Home to Score: You have to predict whether the home team will score at least one goal during the 1st Half.

1st Half Away to Score: You have to predict whether the away team will score at least one goal during the 1st Half.

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

1st Half Multigoals: You have to predict the number of goals scored during the 1st half based on different ranges.

1st Half 1X2 or GG/NG: You have to predict the winning outcome of the 1st Half OR whether both, one or neither teams will score in the 1st Half. Only one prediction has to occur for the bet to be a winner.

Last Goal 1st Half: You have to predict the team that will score the last goal in the first half of the match.

1st Half - Total Goal Kicks: You have to predict the total number of Goal Kicks taken by both teams combined during the first half

1st Half - Goal Range: You have to predict the range of total goals scored in the first half.

Overtime - 1st Half Total: You have to predict the total number of goals scored in the first half of overtime.

1st Half - Home Team Total Fouls: You have to predict the total number of fouls committed by the Home Team in the first half.

1st Half - Away Team Total Fouls: You have to predict the total number of fouls committed by the Away Team in the first half.

1st Half - Home Team Total Throw Ins: You have to predict the total number of throw-ins taken by the Home Team in the first half.

1st Half - Away Team Total Throw Ins: You have to predict the total number of throw-ins taken by the Away Team in the first half.

1st Half - Total Throw Ins: You have to predict the total number of throw-ins taken in the first half.

1st Half - Throw Ins Handicap: You have to predict the first-half result after applying the specified throw-ins handicap.

1st Half - Draw No Bet: You have to predict the winner of the first half, with stakes returned if the first half ends in a draw.

1st Half - Handicap: You have to predict the first-half result after applying the specified handicap.

1st Half - Home Team Clean Sheet: You have to predict whether the Home Team will concede no goals in the first half.

1st Half - Away Team Clean Sheet: You have to predict whether the Away Team will concede no goals in the first half.

1st half - 1X2 Yellow Cards: You have to predict which team will receive more yellow cards in the first half: Home Team, Away Team, or Tie if both teams receive the same number of yellow cards.

Overtime 1st half - 1x2: You have to predict the result of the first half of overtime.

1st half - Away Team odd/even: You have to predict whether the total number of goals scored by the Away Team in the first half will be odd or even.

1st half - Home Team odd/even: You have to predict whether the total number of goals scored by the Home Team in the first half will be odd or even.

1st half overtime - total: You have to predict the total number of goals scored in the first half of overtime.

1st half overtime - double chance: You have to predict two possible outcomes in the first half of overtime.: Home Team win or draw, draw or Away Team win, Home Team win or Away Team win

1st half overtime - which team to score: You have to predict which team will score in the first half of overtime.

1st half overtime - corners Odd/Even: You have to predict whether the total number of corners in the first half of overtime will be odd or even.

1st half overtime - correct score: You have to predict the exact correct score in the first half of overtime.

1st half overtime - Home Team total: You have to predict the total number of goals scored by the Home Team in the first half of overtime.

1st half overtime - Away Team total: You have to predict the total number of goals scored by the Away Team in the first half of overtime.

1st half overtime - both teams to score: You have to predict whether both teams will score in the first half of overtime.

1st Half - Player N Shots: You have to predict the total number of shots recorded by the specified player during the first half.

1st Half - Player N Shots on Goal: You have to predict the total number of shots on goal recorded by the specified player during the first half.

1st Half - Player N Yellow Cards: You have to predict the total number of yellow cards received by the specified player during the first half.

1st Half - Player N Cards: You have to predict the total number of cards received by the specified player during the first half.

1st Half - Player N Fouls: You have to predict the total number of fouls committed by the specified player during the first half.

1st Half - Player N Offsides: You have to predict the total number of times the specified player will be caught offside during the first half.

Second Half Markets

2nd half - 1x2: You have to predict the outcome of the second half of the match only. Goals scored in the first half of the match do not count.

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 - which team wins the rest : Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0**.** The market will consider the second Half only.

2nd half - Next goal : You have to predict which Team during the second Half period will score the next goal. There are 3 possible outcomes: 1 (the home team score), none , 2 (the away team score).

2nd half - double chance: You have to predict the outcome of the second Half. There are 3 possible outcomes: 1X (at the end of the second Half the home team wins or draws), X2 (at the end of the second Half the away team wins or draws), 12 (at the end of the second Half the home team wins or the away team wins).

2nd half - draw no bet: You have to predict which team will win the second half of the match only. If the second half ends in a draw the selection will be void.

2nd Half Handicap (2 Way): You have to predict the final result of the second half of the match taking in consideration the handicap in brackets.

2nd st Half Handicap (3 Way): You have to predict the final result of the second half of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the Away team has one goal advantage, as for (1:0) indicates that the Home team has one goal advantage.

2nd half - competitor1 exact goals: You have to predict the number of goals that will be scored from the Home team during the second half of the match.

2nd half - competitor2 exact goals: You have to predict the number of goals that will be scored from the Away team during the second half of the match.

2nd half - odd/even: You have to predict if the number goals scored during the second half only is going to be odd or even. The score line 0-0 is considered even.

2nd half - both teams to score: You have to predict whether both teams score at least one goal each during the second half OR only one team or both teams do NOT score any goals during the second half.

2nd half – Home clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the Home team will keep a clean sheet during the second half of the match.

2nd half - Away clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the Away team will keep a clean sheet during the second half of the match.

2nd half - 1x2 & both teams to score: You have to predict the outcome of the second half and whether the both teams will score or not in the second half only.

2nd half - 1x2 & total: You have to predict the combination of the second half result of the match and whether the total number of goals scored in the second half will be over or under the spread indicated. There are 6 possible outcomes:

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

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

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

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

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

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

2nd half - correct score: You have to predict the correct score of the second half of the match.

2nd half – multigoals: You have to predict the number of goals scored during the second half based on different ranges offered.

2nd Half Home to Score: You have to predict whether the home team will score at least one goal during the second Half.

2nd Half Away to Score: You have to predict whether the away team will score at least one goal during the second Half.

2nd Half Double Chance & GG/NG: You have to predict the outcome of the second Half with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score in the match or not.

2nd Half Multigoals: You have to predict the number of goals scored during the second half based on different ranges.

2nd Half 1X2 or GG/NG: You have to predict the winning outcome of the second Half OR whether both, one or nether teams will score in the second Half. Only one prediction has to occur for the bet to be a winner.

Last Goal 2nd Half: You have to predict the team that will score the last goal in the second half of the match.

2nd Half - Total Goal Kicks: You have to predict the total number of Goal Kicks taken by both teams combined during the second half

2nd Half - Handicap: You have to predict the second-half result after applying the specified handicap.

2nd Half - Exact Goals: You have to predict the exact number of goals scored in the second half.

2nd Half - Both Teams to Score: You have to predict whether both teams will score during the second half.

2nd Half - Home Team Clean Sheet: You have to predict whether the Home Team will concede no goals in the second half.

2nd Half - Away Team Clean Sheet: You have to predict whether the Away Team will concede no goals in the second half.

2nd Half - Home Team Total Fouls: You have to predict the total number of fouls committed by the Home Team in the second half.

2nd Half - Away Team Total Fouls: You have to predict the total number of fouls committed by the Away Team in the second half.

2nd Half - Total Throw Ins: You have to predict the total number of throw-ins taken in the second half.

2nd half - 1X2 Yellow Cards: You have to predict which team will receive more yellow cards in the second half: Home Team, Away Team, or Tie if both teams receive the same number of yellow cards.

2nd half - Away Team odd/even: You have to predict whether the total number of goals scored by the Away Team in the second half will be odd or even.

2nd half - Home Team odd/even: You have to predict whether the total number of goals scored by the Home Team in the second half will be odd or even.

Combo Markets

1X2 & GG: You have to predict if both teams score and the outcome of the match together with the final result. 6 possible outcomes are offered:

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

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

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

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

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

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

Total & GG/NG: You have to predict the market Total (Under/Over goals) together with both teams will score at least one goal each during the whole match (GG) or one or both the teams do not score any goal during the whole match (NG). The bet offers 4 possible outcomes: Over&GG, Over&NG, Under&GG, Under&NG.

1X2 & O/U: You have to predict the outcome of the match together with the number of goals scored during the match by considering the indicated spread. Six outcomes are possible: 1&Over “X”, X&Over “X”, 2&Over “X”, 1&Under “X”, X&Under “X”, 2&Under “X”

1st/2nd half GG/NG: : You have to predict the outcome the Halftime/Fulltime of the match together with both teams will score. 4 possible outcomes are offered:

no/no, yes/no, yes/yes, no/yes.

Total (O/U) or GG/NG: You have to predict the number of goals in the match is over or under the indicated spread OR whether both, one or neither teams will score in the match. Example of 4 possible outcomes:

Over 2.5 or NG, Over 2.5 or GG, Under 2.5 or NG, Under 2.5 or GG

1x2 & Total (O/U) & GG/NG : You have to predict the combination of the final result of the match and the result of both teams to score market and the match will be over or under the spread indicated.

1x2 & Multigoals {Score}: You have to predict the combination of the final result plus if the range of total goals scored during the match will be between the indicated range.

Both team to score + Multigoals {Score}: You have to predict the combination of both teams to score market plus if the range of total goals scored during the match will be between the indicated range.

First goal & 1x2 (Matchflow): You have to predict together if the final result of the match will be 1, X or 2 and which team will score the first goal of the match. The bet offers seven possible outcomes:

1-1st goal & 1

1-1st goal & X

1-1st goal & 2

2-1st goal & 1

2-1st goal & X

2-1st goal & 2.

No Goal (0-0).

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

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

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

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

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

Halftime/fulltime & 1st half total: You have to predict the halftime-fulltime result plus the total goals in the first half will be over or under the indicated spread.

Halftime/fulltime & exact goals: You have to predict the halftime-fulltime result plus the exact goals scored during the match.

3 Chance Mix (*Home or over, Home or under, Draw or over, Draw or under, Away or over, Away or under, Home or GG, Draw or GG, Away or GG, Home or any clean sheet, Draw or any clean sheet, Away or any clean sheet*): You have to predict the winning outcome of the match OR whether both, one or nether teams will score in the match OR the total amount of goals of the match.

Under 1st Half & Under 2nd Half: You have to predict whether the number of goals in the 1st Half will be Under the indicated spread, plus if the number of goals in the 2nd Half only will be Under the indicated spread.

Example: Under 1,5/Under 1,5. This selection is winning if the total goals in the first half are under 1,5 plus the total goals in the second half are under 1,5.

Under 1st Half & Over 2nd Half: You have to predict whether the number of goals in the 1st Half will be Under the indicated spread, plus if the number of goals in the 2nd Half only will be Over the indicated spread.

Example: Under 1,5/Over 1,5. This selection is winning if the total goals in the first half are under 1,5 plus the total goals in the second half are Over 1,5.

Over 1st Half & Under 2nd Half: You have to predict whether the number of goals in the 1st Half will be Over the indicated spread, plus if the number of goals in the 2nd Half only will be Under the indicated spread.

Example: Over 1,5/Under 1,5. This selection is winning if the total goals in the first half are Over 1,5 plus the total goals in the second half are under 1,5.

Over 1st Half & Over 2nd Half: You have to predict whether the number of goals in the 1st Half will be Over the indicated spread, plus if the number of goals in the 2nd Half only will be Over the indicated spread.

Example: Over 1,5/Over 1,5. This selection is winning if the total goals in the first half are Over 1,5 plus the total goals in the second half is Over 1,5.

Halftime OR Fulltime: You have to predict the winning outcome of the match OR the first half. Only one prediction has to occur for the bet to be a winner.

1X2 Halftime/Double Chance FT: You have to predict the halftime result together with 3 possible double chance outcomes (1X, 12 & X2) of the match.

Double Chance HT/1X2 FullTime: You have to predict the halftime double chance result together with the final result of the entire match.

DC Halftime/DC Fulltime: Bet on the double chance result of both the 1st half and the full time.

At least a Half X: You have to predict if there will be at least a half that ends with a draw. For example: 1st HT 1-1 / FT 1-2 . The outcome win=Yes.

Double chance or Both teams to score: You have to predict the winning outcome of the match (Double Chance) OR whether both, one or neither teams will score in the match. Only one prediction has to occur for the bet to be a winner.

Double chance or Over/Under: You have to predict whether the match result will fall within the selected Double Chance outcome OR whether the total number of goals scored in the match will be over or under the specified line. At least one of the two conditions must be met for the bet to win.

Over X Home Team + Over Y Awat Team: You have to predict whether the number of goals in the Home team will be Over the indicated spread, plus if the number of goals in the Away team only will be Over the indicated spread.

Over X Home Team + Under Y Away Team: You have to predict whether the number of goals in the Home team will be Over the indicated spread, plus if the number of goals in the Away team only will be Under the indicated spread.

Under X + Under Y Away Team: You have to predict whether the number of goals in the Home team will be Under the indicated spread, plus if the number of goals in the Away team only will be Under the indicated spread.

Under X Home Team + Over Y Away Team: You have to predict whether the number of goals in the Home team will be Under the indicated spread, plus if the number of goals in the Away team only will be Over the indicated spread.

1st half - 1x2 or {total}: You have to predict the winning outcome of the 1st Half of the match OR the total number of goals (Over or Under). Only one prediction has to occur for the bet to be a winner.

2nd half - 1x2 or {total}: You have to predict the winning outcome of the 1st Half of the match OR the total number of goals (Over or Under). Only one prediction has to occur for the bet to be a winner.

Double Chance 1X & {total} & Both teams to score: You have to predict the combination of the final result double chance (1X) and the result of both teams to score market and the match will be over or under the spread indicated.

Double Chance X2 & {total} & Both teams to score: You have to predict the combination of the final result double chance (X2) and the result of both teams to score market and the match will be over or under the spread indicated.

Double Chance 12 & {total} & Both teams to score: You have to predict the combination of the final result double chance (12) and the result of both teams to score market and the match will be over or under the spread indicated.

Both teams to score 1st Half & Multigoal (match): You have to predict the combination of both teams to score on the First Half of the match, plus if the range of total goals scored during the match will be between the indicated range.

Multigoals Home & Multigoals Away: You have to predict the number of goals scored during the match from the Home team and the Away team based on different ranges offered.

Multigoal 1st Half & Multigoal 2nd Half: You have to predict the number of goals scored during the first half of the match and the second half, based on different ranges offered.

Combo Var (1X2 match + Var Y/N): You have to predict the correct combination of the match result and whether there will be VAR (with monitor review) or not. There are 6 possible outcomes:

Team 1 and Yes

Team 1 and No

Draw and Yes

Draw and No

Team 2 and Yes

Team 2 and No

1st Half - Home Team - Total Goal Kicks: You have to predict the total number of goal kicks taken by the Home Team during the first half

2nd Half - Home Team - Total Goal Kicks: You have to predict the total number of goal kicks taken by the Home Team during the second half

Away Team - Total Goal Kicks: You have to predict the total number of goal kicks taken by the Away Team during the match

1st Half - Away Team - Total Goal Kicks: You have to predict the total number of goal kicks taken by the Away Team during the first half

2nd Half - Away Team - Total Goal Kicks: You have to predict the total number of goal kicks taken by the Away Team during the second half

1X2 & Total: You have to predict the result of the match and whether the total number of goals will be over or under the specified value.

Corner Markets

Corners awarded but not taken do not count, unless otherwise stated in the market name. Corners awarded but not taken do not count, unless otherwise stated in the market name.

Corner 1x2: You have to predict which team in the match will be awarded the most corners.

Next corner: You have to predict which team will be awarded the next corner of the match.

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

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

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

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

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

Corner range: You have to predict the range of corners taken in the match.

Home corner range: You have to predict the range of corners taken in the match from the Hometeam.

Away corner range: You have to predict the range of corners taken in the match from the Away Team.

Odd/even corners: You have to predict whether the total corners taken in the match is an odd or even number. No corners awarded = even.

Race to x corners: You have to predict which team will reach the number x of corners first during the match.

1st half - corner 1x2: You have to predict which team will have more corners in the first half (1X2).

1st half - xth corner: You have to predict which team will be awarded the next corner during the 1st half period of the match.

1st half last corner: You have to predict which team will be awarded the Last corner during the 1st half of the match.

1st half - corner handicap: You have to predict the team who takes the most corners in the 1st half of the match taking into consideration the handicap spread offered.

1st half - total corners: You have to predict if the total amount of corners in the first half of the match will be over or under the total spread (Over/Under).

1st half - Home total corners: You have to predict if the total amount of corners in the first half of the match awarded from the Home team will be over or under the total spread (Over/Under).

1st half - Away total corners: You have to predict if the total amount of corners in the first half of the match awarded from the Away team will be over or under the total spread (Over/Under).

1st half - Home exact corners: You have to predict the exact numbers of corners taken during the 1st half of the match from the Hometeam. 4 possible outcomes: 0-1, 2,3,4+.

1st half - Away exact corners: You have to predict the exact numbers of corners taken during the 1st half of the match from the Away Team. 4 possible outcomes: 0-1, 2,3,4+.

1st half - corner range: You have to predict the range of corners taken in the 1st half of the match.

1st half - odd/even corners: You have to predict whether the total corners taken in the first half of the match is an odd or even number. No corners awarded = even

1st half - race to x corners: You have to predict which team will reach the number x of corners first during the 1st half of the match.

Total Corners (Over-exact-Under): You have to predict if the number of corners during the match will be over, under, or exact the indicated spread.

1st Half - Total Corners (Over-exact-Under): You have to predict if the number of corners in the 1st Half will be over, under or exact the indicated spread.

1X2 Match + 1X2 Corners: You have to predict the correct combination for the outcome of the match and which team will take the most corners at the end of the match.

1X2 Match & Over/Under Corners: You have to predict the correct combination for the outcome of the match and if the total number of corners in the match are more or less than the indicated line at the end of the match.

1X2 Corners: You have to predict which team will take more corners, or whether both teams will take the same number.

Total Corners: You have to predict the total number of corners taken by both teams.

Home Team Total Corners: You have to predict the total number of corners taken by the Home Team.

Away Team Total Corners: You have to predict the total number of corners taken by the Away Team.

Corner N: You have to predict which team will take the specified corner of the match.

Team Corners at least: You have to predict whether the selected team will record at least the specified number of corners during the match.

Extra Time - Team Corners at least: You have to predict whether the selected team will record at least the specified number of corners during extra time only.

Match Corners at least: You have to predict whether both teams combined will record at least the specified number of corners during the match.

Extra Time - Match Corners at least: You have to predict whether both teams combined will record at least the specified number of corners during extra time only.

Booking Markets

*The booking markets are being calculated as defined below, depending on whether they are **booking markets** or **booking markets with points** (if are being defined with points, it will be specified in the market's title).

Booking markets

A yellow card counts as one card. A red card counts as two cards. If a player gets one yellow plus a second yellow driving to a red card, this counts overall as three cards. As a result, a player cannot receive more than three cards. Settlement will be based on all available card data that appear during the normal playing time of an event. Cards shown after the final whistle will not be taken under consideration. Cards in non-playing players (players that have already been replaced, coaches, players on the bench who have not taken part in the game) are not taken under consideration. Cards issued during half-time contribute towards 2nd half markets/totals.

Booking markets with points

A yellow card counts as 10 points and the red and the second yellow-red as 25. The second yellow for a player that leads to a red card is not counted. As a result, a player cannot receive more than 35 points. Settlement will be based on all available card data that appears during the normal playing time of an event .Cards shown after the final whistle not to be taken under consideration. Cards in non-playing players (players that have already been replaced, coaches, players on the bench who have not taken part in the game) are not taken under consideration additionaly, if the player was on the bench when he got the card, it doesn't count, even if he later enters the field to play. Cards issued during half-time contribute towards 2nd half markets/totals.

Booking 1x2: You have to predict which of the two teams will receive the most number of bookings during the match.

Next booking: You have to predict which team during the match will receive the booking card specified in the bet.

Total booking points: You have to predict if the total number of booking points awarded during the match is over or under the spread indicated.

Total bookings: You have to predict if the total number of bookings awarded during the match is over or under the spread indicated.

Home total bookings: You have to predict if the total number of bookings awarded for the Home team during the match is over or under the spread indicated.

Away total bookings: You have to predict if the total number of bookings awarded for the Away team during the match is over or under the spread indicated.

Exact bookings: You have to predict the exact number of bookings awarded during the match.

Home exact bookings: You have to predict the exact number of bookings awarded from the Home team during the match.

Away exact bookings: You have to predict the exact number of bookings awarded from the Away team during the match.

Booking point range: You have to predict the range of booking points awarded from the teams during the match.

5 are the possible outcomes: 0-3, 31-45, 46-60, 61-75, 76+.

Sending off: You have to predict if a red card will be drawn or not during the match.

Home sending off: You have to predict if a red card will be drawn or not during the match for the Home team.

Away sending off: You have to predict if a red card will be drawn or not during the match for the Away team.

1st half - booking 1x2: You have to predict which of the two teams will receive the most number of bookings during the 1st half of the match.

1st half - Next booking: You have to predict which team during the 1st half of the match will receive the booking card specified in the bet.

1st half - total booking points: You have to predict if the total number of booking points awarded during the 1st half of the match is over or under the spread indicated.

1st half - total bookings: You have to predict if the total number of bookings awarded during the 1st half of the match is over or under the spread indicated.

1st half - Home total bookings: You have to predict if the total number of bookings awarded for the Home team during the 1st half of the match is over or under the spread indicated.

1st half - Home total bookings: You have to predict if the total number of bookings awarded for the Home team during the 1st half of the match is over or under the spread indicated.

1st half - exact bookings: You have to predict the exact number of bookings awarded during the 1st half of the match.

1st half - Home exact bookings: You have to predict the exact number of bookings awarded from the Home team during the 1st half of the match

1st half - Away exact bookings: : You have to predict the exact number of bookings awarded from the Away team during the 1st half of the match

1st half - booking point range: You have to predict the range of booking points awarded from the teams during the 1st half of the match. 4 are the possible outcomes: 0-10, 11-25, 26-40, 41+.

1st half - sending off: You have to predict if a red card will be drawn or not during the 1st half of the match.

1st half - Home sending off: You have to predict if a red card will be drawn or not during the 1st half of the match for the Home team.

1st half - Away sending off: You have to predict if a red card will be drawn or not during the 1st half of the match for the Away team.

Total bookings odd/even: You have to predict whether the total number of bookings will be odd or even.

1st half - total bookings handicap: You have to predict the result after applying the specified bookings handicap in the first half..

First Player To Be Booked: You have to predict which player will be booked first.

1st half - Red Card: You have to predict whether a red card will be shown in the first half.

2nd half - Red Card: You have to predict whether a red card will be shown in the second half.

Total Red cards: You have to predict the total number of red cards during the match.

Home Team Total Red cards: You have to predict the total number of red cards received by the Home Team during the match.

Away Team Total Red cards: You have to predict the total number of red cards received by the Away Team during the match.

Overtime - total bookings: You have to predict the total number of bookings in overtime.

Booking 1X2: You have to predict which team will receive more bookings, or whether both teams will receive the same number.

Total Yellow Cards: You have to predict the total number of yellow cards received by both teams.

Home Team Total Yellow Cards: You have to predict the total number of yellow cards received by the Home Team.

Away Team Total Yellow Cards: You have to predict the total number of yellow cards received by the Away Team.

1X2 Yellow Cards: You have to predict which team will receive more yellow cards, or whether both teams will receive the same number.

Total Bookings: You have to predict the total number of bookings received by both teams.

Home Team Total Bookings: You have to predict the total number of bookings received by the Home Team.

Away Team Total Bookings: You have to predict the total number of bookings received by the Away Team.

First Yellow Card: You have to predict which team will receive the first yellow card.

Team Yellow Cards at least: You have to predict whether the selected team will receive at least the specified number of yellow cards during the match.

Extra Time - Team Yellow Cards at least: You have to predict whether the selected team will receive at least the specified number of yellow cards during extra time only.

Match Yellow Cards at least: You have to predict whether both teams combined will receive at least the specified number of yellow cards during the match.

Extra Time - Match Yellow Cards at least: You have to predict whether both teams combined will receive at least the specified number of yellow cards during extra time only.

Team Cards at least: You have to predict whether the selected team will receive at least the specified number of cards during the match, counted according to the booking market rules.

Extra Time - Team Cards at least: You have to predict whether the selected team will receive at least the specified number of cards during extra time only, counted according to the booking market rules.

Match Cards at least: You have to predict whether both teams combined will receive at least the specified number of cards during the match, counted according to the booking market rules.

Extra Time - Match Cards at least: You have to predict whether both teams combined will receive at least the specified number of cards during extra time only, counted according to the booking market rules.

Goalscorer Markets / Player Specials Markets

Bets apply to regular time unless otherwise stated in the market name. Own goals (based on official authority) omitted or count as “no Scorer” if the game has only “own goals”.

Betting **First** Goalscorer will be VOID if a player never plays or comes in the pitch after the first goal of the game has been scored, except in the case of an own goal, which is ignored.
Bets on **Last** Goalscorer will be VOID if a player never plays. Player to score apply for any player, whatever the time he entered the game.
Bets on **Anytime** Goalscorer, apply to any player involved in the game, regardless of the time they enter the game. Bets on Anytime goalscorer will be VOID if a player never plays.

In case a match is abandoned but there has been at least one Scorer, bets on the first Goalscorer apply and bets on the last goalscorer are void. Anytime Goalscorer market for this player is settled as winner and bets on other players are void.

Anytime Goalscorer: You have to predict that the selected player will score at least one goal during the match. If the selected player doesn’ t take part in the match the bet will be voided.

First Goalscorer: You have to predict if the selected player will score the first goal of the match. If a player never plays or comes into the pitch after the first goal of the game has been scored the bet is Void.

If the selected player does not score the first goal and is replaced by a substitute, the bet is a loser.

Next Goalscorer: You have to predict if the selected player will score the goal “x” in the match. If the selected player doesn’ t take part in the match the bet will be voided.

Last Goalscorer: You have to predict that the selected player will score the last goal of the match. If the selected player doesn’ t take part in the match the bet will be voided. If the selected player does not score any goals during the match, the bet is lost, even if he was replaced by another player before the last goal has been scored.

Anytime goalscorer & 1x2: You have to predict a player to score anytime in the match plus predict the final result of the game combined.

Anytime goalscorer & correct score: You have to predict a player to score anytime in the match plus predict the exact final score of the game combined.

xth goalscorer & 1X2: You have to predict a player to score the goal “x” in the match plus predict the final result of the game combined.

xth goalscorer & correct score: You have to predict a player to score the goal “x” in the match plus predict the exact final score of the game combined.

Player to score 2+: You have to predict that the selected player will score at least two goals during the match. If the player you have selected does not take part in the match the bet is void. If the player takes part in the game, and does not score at least two goals the bet is lost independently from the final result of the match.

Player to score 3+: You have to predict that the selected player will score at least three goals during the match. If the player you have selected does not take part in the match the bet is void. If the player takes part in the game, and does not score at least three goals the bet is lost independently from the final result of the match.

Home team xth goalscorer: You have to predict if the selected player from the Home team will score the goal “x” in the match. If the selected player doesn’ t take part in the match the bet will be voided.

Away team xth goalscorer: You have to predict if the selected player from the Away team will score the goal “x” in the match. If the selected player doesn’ t take part in the match the bet will be voided.

Most shots: You have to predict which of the given players will record the most shots.

Most shots on goal: You have to predict which of the given players will record the most shots on goal.

Anytime Goalscorer First Half: You have to predict if a player will score during the first half of the match.

Anytime Goalscorer Second Half: You have to predict if a player will score during the second half of the match.

First or Last Goalscorer: You have to predict if a player will score First or Last during the match.

First and Last Goalscorer: You have to predict which player will score First and Last during the match.

Anytime Goalscorer + Double Chance: You have to predict if a player will score anytime in the match plus the final result Double Chance.

xth Goalscorer + Double Chance: You have to predict if a player will score the xth goal in the match plus the final result Double Chance.

Anytime Goalscorer + Multiscores: You have to predict if a player will score anytime in the match plus the multiscore of the match.

xth Goalscorer + Multiscores: You have to predict if a player will score the xth goal in the match plus the multiscore of the match.

Anytime Goalscorer + Total {total}: You have to predict if a player will score anytime in the match plus if the total number of goals during the match will be Over or Under.

xth Goalscorer + Total {total}: You have to predict if a player will score the xth goal in the match plus if the total number of goals during the match will be Over or Under.

Anytime Goalscorer + Both Teams to score: You have to predict if a player will score anytime in the match plus if Both teams will score.

xth Goalscorer + Both Teams to score: You have to predict if a player will score the xth goal in the match plus if Both teams will score.

Anytime Goalscorer or the substitute to score: You have to predict if, during the match, the player "X" or whoever will take his place from the bench will score (result YES), or not (result NO), at least one goal. For the purposes of the bet, only the player "X" and his direct substitute from the bench are considered.

Anytime Goalscorer + 1X2 + Over/Under X goals: You have to predict the exact combination of these 3 markets - Anytime goalscorer (if during the match, the player "X", will score at least one goal), 1x2 (predict the final result of the game), Over/Under (if the total number of goals scored during the match, will be over or under the indicated line). There are 6 possible outcomes for this bet:

Anytime scorer + 1 + Under

Anytime scorer + 1 + Over

Anytime scorer + 2 + Under

Anytime scorer + 2 + Over

Anytime scorer + Draw + Under

Anytime scorer + Draw + Over

1st Goalscorer + 1X2 + Over/Under X goals. You have to predict the exact combination of these 3 markets - **1st** goalscorer (if during the match, the player "X", will be the first scorer of the match), 1x2 (predict the final result of the game), Over/Under (if the total number of goals scored during the match, will be over or under the indicated line). There are 6 possible outcomes for this bet:

1st Goalscorer + 1 + Under

1st Goalscorer + 1 + Over

1st Goalscorer + 2 + Under

1st Goalscorer + 2 + Over

1st Goalscorer + Draw + Under

1st Goalscorer + Draw + Over

Player or his substitute to be shown a card: You have to predict if, during the match, the player "X" or whoever will take his place from the bench will be shown a card (Yellow or Red) (result YES), or not (result

NO). For the purposes of the bet, only the player "X" and his direct substitute from the bench are considered.

Anytime Goalscorer 15 minutes: You have to predict a player to score in the 1st 15 minutes of the match.

Anytime Goalscorer + HF/FT: You have to predict a player to score anytime in the match plus the Halftime/Fulltime market.

Anytime Goalscorer + 1X2 + Both teams to score: You have to predict a player to score anytime in the match plus predict the final result of the match plus if both teams will score or not.

Anytime goalscorer + 1X2 + Both Teams to Score + Total: You have to predict if the player will score anytime in the match plus the final result of the match, plus if both teams will score at least one goal in the match plus if the total number of goals during the match will be Over or Under combined.

First Goalscorer + 1X2 + Both teams to score: You have to predict a player to score the first goal of the match plus predict the final result of the match plus if both teams will score or not.

First goalscorer + 1X2 + Both Teams to Score + Total: You have to predict if the player will score the first goal of the match plus the final result of the match, plus if both teams will score at least one goal in the match plus if the total number of goals during the match will be Over or Under combined.

First goalscorer + Halftime/Fulltime: You have to predict if the player will score the first goal of the match plus the Halftime/Fulltime market.

First goalscorer Home Team: You have to predict if the player will score the first goal of the match for the home team.

First goalscorer Away Team: You have to predict if the player will score the first goal of the match for the away team.

Last goalscorer & 1x2: You have to predict if the player will score the last of the match plus predict the final result of the match.

Last goalscorer & Both Teams to score: You have to predict if the player will score the last goal of the match plus predict if both teams will score at least one goal in the match.

Last goalscorer & Double chance: You have to predict if a player will score the last goal of the match plus the final result Double Chance.

Last goalscorer & Correct score: You have to predict if a player will score the last goal of the match plus the correct score of the match.

Last goalscorer Home Team: You have to predict if the player will score the last goal of the match for the home team.

Last goalscorer Away Team: You have to predict if the player will score the last goal of the match for the away team.

Last Goalscorer + Both Teams to Score: You have to predict if the player will score the last goal of the match plus if both teams will score at least one goal in the match.

To Score and Get Booked: You have to predict if the player will score at least one goal and will receive at least a card in the same match.

To Score and Give an Assist: You have to predict if the player will score at least one goal and give at least one assist in the same match.

To Score OR Get Booked: You have to predict if the player will score at least one goal or will receive at least a card in the same match.

Player to score an own goal: You have to predict if the player will score an own goal in the match.

Player to score in both halves: You have to predict if the player will score at least one goal in both halves of the match.

Woodwork/Crossbar Player: You have to predict if the player will hit the woodwork or crossbar during the match. If the ball hits the woodwork/crossbar and ends up in goal, it does not count as woodwork/crossbar.

Player Sent off: You have to predict if the player will be sent off during the match.

Player shots + 1X2: You have to predict the result of the match plus if the number of shots of the player is over or under the line indicated.

Player shots on goal at least + 1X2: You have to predict the result of the match plus if the number of shots on goal of the player is over or under the line indicated.

Anytime Goalscorer OR the substitute to score OR Woodwork: You have to predict if during the match, the player X, or the player who replaces him from the bench, will score at least one goal or will hit the post/woodwork. The Outcome 'YES' will be winning if one of the following will occur: (1) the player X will score at least one goal or the player X will hit the post/woodwork (2) the player X will score at least one goal and will hit at least one post/woodwork (3) the player X will not score and will not hit the post/woodwork, but the substitute that replaces him from the bench will score at least one goal (4) the player X will not score and will not hit the post/woodwork, but the player that replaces him from the bench will hit at least one post/woodwork (5) the player X will not score and will not hit the post/woodwork, but the substitute that replaces him from the bench will score at least one goal and will hit at least one post/woodwork (6) the player X and the player that replaces him from the bench will both score at least one goal (7) the player X and the player that replaces him from the bench will both hit at least one post/woodwork. The Outcome 'NO' will be winning if one of the following will occur: (1) the player X or the substitute that replaces him

from the bench will not score and will not hit the post/woodwork (2) the player X will not score, will not hit the post/woodwork and will not be substituted (3) the player X will enter the match from the bench, will not score and will not hit the post/woodwork and will not be substituted. If the player X does not take part in the match, bets will be voided. If the player X participates in the match at anytime, all bets remain valid.

To Score and Get Booked and Assist: You need to predict if the player will score at least one goal, make at least one assist and receive a card (yellow or red) in the match.

To Score or Get Booked or Assist: You need to predict if the player will score at least one goal OR make at least one assist OR receive a card (yellow or red) in the match.

Player shots on goal and substitute (incl. woodwork): You need to predict if the total sum of shots on goal by the player and of his direct substitute at the end of the match,will be more than the indicated line. Shots that hit the post and woodwork are also considered as shots on goal for the purpose of this bet. The bet is won if at least one of these cases occurs:

1) The player takes more shots on goal than the indicated line and is not substituted

2) The player is substituted and the sum of shots on goal made by the player and his substitute is more than the indicated line

3) Both the player and his direct substitute take more shots on goal that the indicated line

4) The player enters the game from the substitute bench, takes more shots on goal than the indicated line and is not substituted

5) The player enters the game from the substitute bench, is then substituted and the sum of shots on goal by the player and his substitute is higher than the indicated line.

If the player does not play any part in the game, the bets are voided.

Player shots and substitute: You need to predict if the total sum of shots by the player and of his direct substitute at the end of the match,will be more than the indicated line. The bet is won if at least one of these cases occurs:

1) The player takes more shots than the indicated line and is not substituted

2) The player is substituted and the sum of shots made by the player and his substitute is more than the indicated line

3) Both the player and his direct substitute take more shots that the indicated line

4) The player enters the game from the substitute bench, takes more shots than the indicated line and is not substituted

5) The player enters the game from the substitute bench, is then substituted and the sum of shots by the player and his substitute is higher than the indicated line.

If the player does not play any part in the game, the bets are voided.

Player to score 2+ goals & Correct Score: You have to predict if the player will score at least 2 goals in the match plus predict the correct score of the match combined.

Player to score 2+ goals & 1X2: You have to predict if the player will score at least 2 goals in the match plus predict the final result of the match combined.

Anytime Goalscorer 1st Half + 1X2 1st Half: You have to predict if a player will score during the first half of the match plus predict the final result of the first half combined.

Over/Under Saves Goalkeeper: You have to predict if the number of saves made by the specific goalkeeper mentioned will be over or under the indicated spread.

Player or his substitute to get an assist: You have to predict if, during the match, the player "X" or whoever will take his place from the bench will get an assist

Player Yellow cards including substitute: You have to predict whether a specific player, or whoever will take his place from the bench , will receive a yellow card during the match.

Player To Receive a Card: You have to predict if a specific player will receive acard (yellow or red) during the match (either on starting lineup or coming from the bench), based on their actions during the match.

Player X (or substitute) to score or assist: You have to predict whether Player X or whoever will take his place from the benchwill score a goal or provide an assist (either as a pass that leads to a goal or a direct assist) during the match.

Player X (or substitute) cards: You have to predict whether Player X or whoever will take his place from the bench will receive a card (yellow or red) during the match.

Player shots on goal at least: You have to predict if a specific player will take at least X shots on target during the match.

Player shots at least: You have to predict if a specific player will take at least X shots during the match.

Player assists at least: You have to predict if a specific player will record at least X assists during the match.

Player N Yellow Cards: You have to predict if Player N will receive a yellow card during the match.

Player X shots and substitute: You have to predict the total number of shots taken by Player X (including any substitute) during the match.

Player Shots On Goal - Incl. Substitute: You have to predict the total number of shots on target made by Player X (including any substitute) during the match

Player X - Total Fouls: You have to predict the total number of fouls committed by Player X during the match

Player (or substitute) cards (incl. cards after final whistle): To predict if the player 'X' or the player that comes in in his place from the bench will receive a card during the match including extra time and penalties. For this bet the player 'X' and his direct substitute are considered. The bet is winning if at least one of the following occurs: (1) Player 'X' receives a card; (2) Player 'X' does not receive a card but his direct substitute receives a card; (3) Both player 'X' and his direct substitute receive a card; (4) Player 'X' is replaced by a player that has already been booked while on the bench. For this bet cards received for players already substituted or that will eventually play a part in the match. Cards received after the final whistle are also considered valid for the players who took part of the match.

Player Offsides: You have to predict the total number of offsides committed by the selected player.

Player Tackles: You have to predict the total number of tackles made by the selected player.

Player Offsides - Incl. Substitute: You have to predict the total number of offsides committed by the selected player and any substitute who replaces them.

Player Tackles - Incl. Substitute: You have to predict the total number of tackles made by the selected player and any substitute who replaces them.

Player to score with a Header: You have to predict whether the selected player will score a goal with a header.

Player to score inside the box: You have to predict whether the selected player will score a goal from inside the box.

Player to Score a Goal Outside the Box: You have to predict whether the selected player will score a goal from outside the box.

Player shots - inside the box: You have to predict the total number of shots taken by the selected player from inside the box.

Player Shots - Outside the Box: You have to predict the total number of shots taken by the selected player from outside the box.

Player Shots On Goal - By Foot: You have to predict the total number of shots on goal made by the selected player with their foot.

Player Shots On Goal - By Head: You have to predict the total number of shots on goal made by the selected player with their head.

Player Shots On Goal - Inside the Box: You have to predict the total number of shots on goal made by the selected player from inside the box.

Player Shots On Goal - Outside the Box: You have to predict the total number of shots on goal made by the selected player from outside the box.

Goalscorer OR the substitute to score: You have to predict whether the selected player or the substitute who replaces them will score a goal.

First Goalscorer OR the substitute to score: You have to predict whether the selected player or the substitute who replaces them will be the first goalscorer.

Last Goalscorer OR the substitute to score: You have to predict whether the selected player or the substitute who replaces them will be the last goalscorer.

X goalscorer Home Team: You have to predict which Home Team player will score the specified goal.

X goalscorer Away Team: You have to predict which Away Team player will score the specified goal.

Last goalscorer Home Team: You have to predict which Home Team player will score the last goal.

Last goalscorer Away Team: You have to predict which Away Team player will score the last goal.

X goalscorer Home Team Incl. Substitute: You have to predict which Home Team player or their substitute will score the specified goal.

X goalscorer Away Team Incl. Substitute: You have to predict which Away Team player or their substitute will score the specified goal.

Last goalscorer Home Team Incl. Substitute: You have to predict which Home Team player or their substitute will score the last goal.

Last goalscorer Away Team Incl. Substitute: You have to predict which Away Team player or their substitute will score the last goal.

Player Fouls - Incl. Substitute: You have to predict the total number of fouls committed by the selected player and any substitute who replaces them.

Player Shots On Goal (Extra time only): You have to predict the total number of shots on goal made by the selected player in extra time only.

Anytime goalscorer (Extra time only): You have to predict whether the selected player will score a goal in extra time only.

Player assists (Extra time only): You have to predict the total number of assists made by the selected player in extra time only.

Player Shots (Extra time only): You have to predict the total number of shots taken by the selected player in extra time only.

Player Yellow Cards (Extra time only): You have to predict the total number of yellow cards received by the selected player in extra time only.

Player Cards (Extra time only): You have to predict the total number of cards received by the selected player in extra time only.

Player Fouls (Extra time only): You have to predict the total number of fouls committed by the selected player in extra time only.

Player Offsides (Extra time only): You have to predict the total number of offsides committed by the selected player in extra time only.

Player Tackles (Extra time only): You have to predict the total number of tackles made by the selected player in extra time only.

Player to score with their foot: You have to predict whether the selected player will score a goal with their foot.

Anytime goalscorer or substitute & 1x2: You have to predict if during the match, the player X or the player who replaces him from the bench will score at least a goal and the final outcome of the match (1X2) combined. If the player does not play, the bets will be voided. Only regular time is valid for this bet.

First goalscorer or substitute & 1x2: You have to predict if during the match, the player X or the player who replaces him from the bench will score the first goal of the match and the final outcome of the match (1X2) combined. If Player X enters the match after the 1st goal has already been scored, the bet remains valid. If player X does not play, the bets will be voided. Only regular time is valid for this bet.

Player to score 2+ or woodwork (incl. Substitute): You have to predict if during the match, the player X and the player who replaces him from the bench, in total score at least 2 goals or hit 2 posts/woodworks (Example1: the player X will score a goal and does not hit the woodwork and the substitute hits the woodwork once, the outcome is winning; Example2: the player X will not score score nor hit the woodwork and his direct substitute scores 2 goals, the outcome is winning). If player X does not play, the bets will be voided. Only regular time is valid for this bet.

Substitute anytime goalscorer: You have to predict if during the match, player X will enter the match as a substitute and scores at least 1 goal. If player X does not play, the bets will be voided. Only regular time is valid for this bet.

Anytime Goalscorer (30th minute - Halftime): You have to predict if during the timeframe between 30:00 and the end of the 1st half, player X will score at least 1 goal. If player X does not play during the indicated time period, the bets will be voided.

Player or substitute to receive first card: You have to predict if during the match, player X or his direct substitute will receive the first card of the match (yellow or red). If player X takes part of the match at any time the bets remain valid even if he enters the field of play after the 1st card has already been shown. If player X does not play, the bets will be voided. Only regular time is valid for this bet.

Player or substitute at least a card or at least 2 fouls: You have to predict if during the match, player X or his direct substitute will receive a card (yellow or red) or commit at least 2 fouls in total. The bet is winning if: Player X receives a card; if the substitute of player X receives a card; if player X and his direct substitute will commit at least 2 fouls in total. If player X does not play, the bets will be voided. Only regular time is valid for this bet.

Player or substitute to score and Give an assist: You have to predict if player X and his substitute in total will score at least 1 goal and make 1 assist in the match. The bet is winning if: player X will score and make an assist; player X will score but does not make an assist and his substitute will make an assist; player X does not score and will make an assist and his substitute will score; player X does not score and does not make an assist and his substitute will score and make an assist. If player X does not play, the bets will be voided. Only regular time is valid for this bet.

Goalscorer Player N - Outscore Opposing Team (90 Mins): You have to predict whether the specified player will score more goals than the opposing team during the 90 minutes.

Goalscorer Player N - Equalizers (90 Mins): You have to predict whether the specified player will score an equalizing goal during the 90 minutes.

Goalscorer Player N - Lead-Taking Goals (90 Mins): You have to predict whether the specified player will score a goal that gives their team the lead during the 90 minutes.

Goalscorer Player N - Final Winner (90 Mins): You have to predict whether the specified player will score the goal that gives their team the final winning lead during the 90 minutes.

Player N to Score or Assist Incl. Sub: You have to predict whether the specified player will score a goal or provide an assist. Substitutes are included.

Player N to Score or Receive a Yellow Card Incl. Sub: You have to predict whether the specified player will score a goal or receive a yellow card. Substitutes are included.

Player N to Score or Receive a Yellow Card: You have to predict whether the specified player will score a goal or receive a yellow card.

Other Player Specials

For the following player special markets, bets apply to regular time unless stated otherwise in market name a potential penalty shootout won't count for settlement. Settlement applies to any player who enters the pitch unless stated otherwise on the market name ("starting line up"). In that case, If the listed player is not in the starting lineup of the match, the bets are settled as void.

Player Total Shots / Player Shots Over/Under

Player Total Shots on Goal / Player Shots on Goal Over/Under

Player Total Cards / Player Cards Over/Under

Player Total Tackles / Player Tackles Over/Under

Player Total Assists / Player Assists Over/Under

Player Total Passes / Player Passes Over/Under

Player H2H Markets : If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

Player Total Yellow Cards: Any Yellow Card shown after the full-time whistle has been blown will be disregarded. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

Player Total Fouls: A foul conceded is defined as any infringement penalized as foul play by a referee that results in a free-kick or penalty event.

· Offsides are not given as a foul conceded.

· Incidents where a match official has played advantage and subsequently cautioned a player, do not contribute towards the total foul count for the player. In these scenarios a free-kick or penalty event must occur for a foul to be awarded. Collection of the foul event is subject to the referee awarding a free-kick or penalty and not the taking of either

Shot on Target:

A deliberate attempt to score that is on target. Includes all Goals being scored and shots on target saved by the Goalkeeper. It also includes shots on target that are Blocked by a last line defending player, preventing the ball from entering the Goal. Also See 'Shot Off Target.'

Shot off Target:

A deliberate attempt to score that misses the target, without contact from a player diverting the ball from on target to off target. A shot hitting the frame of the Goal is classified as a Shot Off Target unless the ball subsequently enters the net. A Blocked Shot is not classified as a Shot Off Target. Also see 'Shot on Target.'

Total Shots:

Total shots are the total number of Shots On Target, Shots Off Target and Blocked shots (unless stated otherwise in the market name).

Player Total Shots:

Player Total shots are the total number of Shots On Target, Shots Off Target and Blocked shots scored by a specific player.

Extra Markets

Halftime/fulltime correct score: You have to predict the correct score of the 1st half of the match together with the correct score of the match. Example:

Score at HT is 0-0, Score at FT is 2-0

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

Goal range: You have to predict the range of goals scored during the match. 4 are the possible selections:

0-1, 2-3,4-6,7+

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

Higher-scoring half: predicts which of the two halves of the match will have a bigger amount of scored goals.

Both halves over 1.5: More than 1.5 goals are scored in each half, that is, more than 1.5 in the first half and more than 1.5 in the second half.

Both halves under 1.5: Less than 1.5 goals are scored in each half, that is, less than 1.5 in the first half and less than 1.5 in the second half.

Home wins both halves: Home team wins the first and second half.

Away wins both halves: Away team wins both the first half and the second half.

Home wins either half: Home team wins one of the halves, either the first or the second half.

Away wins either half: Away team wins one of the halves, either the first or the second half.

Home highest scoring half: predicts which of the two halves of the match will have a bigger amount of scored goals for the Home team.

Away highest scoring half: predicts which of the two halves of the match will have a bigger amount of scored goals for the Away team.

Away team scores in both halves: Away team scores goals in the first half and in the second half.

Home team scores in both halves: Home team scores goals in the first half and in the second half.

Own Goal: You have to predict if an own goal will be assigned during the match.

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

To score a Penalty: You have to predict whether a penalty awarded in the match will be scored by the home or away team.

To miss a Penalty: You have to predict whether a penalty awarded in the match will be missed by the home or away team.

To Win From Behind: You have to predict whether the home/away team will win the match after being behind in the match.

To Win From Behind Home team: You have to predict if the home team will win the match after being behind in the match.

To Win From Behind Away team: You have to predict if the away team will win the match after being behind in the match.

Video VAR Y/N: You have to predict whether or not there will be a VAR decision (with monitor review) in a selected match. The settlement of bets which are placed on VAR markets will be validated on the federation official website.

Multiscores 1,2,3,4,5: You have to predict which selection will contain the correct score of the match. 5 Multiscores markets are offered.

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

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

Ball possession 1X2: You have to predict whether the selected teams will have a greater ball possession than the specified spread.

Total goals matchday X: You have to predict the total number of goals scored on the Matchday X in the mentioned Championship. Two goals are awarded in the case of a single match of the specific day being postponed; in case of a 2 or more matches postponed all the bets are void.

e.g.: Total goals Matchday 36 Italy - Serie B = WIN Over 15

It is winning if the sum of the goals scored in all the Serie B match matches is 16+

Total Shots on target: You have to predict if the total number of shots on goal made by both teams during the match is lower (under) or higher (over) than the indicated line.

Total Shots: You have to predict if the total number of shots made by both teams during the match is lower (under) or higher (over) than the indicated line.

Ball Possession Home Team: You have to predict if in the match, the competitor 1 will record a percentage of ball possession lower (Under) or higher (Over) than the specified spread during match.

Ball Possession competitor2: You have to predict if in the match, the competitor 2 will record a percentage of ball possession lower (Under) or higher (Over) than the specified spread during the match.

Matchday X - home teams total: You have to predict, for the given matchday, how many goals will be scored in total from the home teams.

Matchday X - away teams total: You have to predict, for the given matchday, how many goals will be scored in total from the away teams.

Matchday X - most goals home or away teams: You have to predict, for the given matchday, if the most goals in total will be scored by the home or the away teams.

Matchday X - total home team wins: You have to predict, for the given matchday, how many wins will be recorded in total from the home teams.

Matchday X - total draws: You have to predict, for the given matchday, how many matches will end in draw.

Matchday X - total away team wins: You have to predict, for the given matchday, how many wins will be recorded in total from the away teams.

Correct score XL (50 outcomes): predict the exact result of a match at the end of 90 minutes.

Winning margin (4 outcomes): in this type of bets, you predict which team will win and by how much margin it will win.

Winning margin (10 outcomes): in this type of bets, you predict which team will win and by how much margin it will win.

Total Multigoals (3 way): You have to predict if the number of goals scored during the match will be Over or Under or Exact based on different ranges offered.

Minute Last goal (intervals): You have to predict the interval in which the last goal of the match will be scored. There are 7 possible outcomes: (0–15, 16–30, 31–Halftime, 46–60, 61–75, 76–Full Time, No Goal)

Half First Goal: You have to predict in which half the first goal of the game will be scored. There are 3 possible outcomes: first half, second half, none

Goal after 90th minute: You have to predict if there will be at least one goal in the injury time of the second half of the match.

Substitute to score (r.t.): You have to predict if a player coming off the bench as a substitute will score a goal during the match.

Substitution 1st half: You have to predict whether there will be a substitution during the first half of the match. Substitutions that occur during the half time interval do not count as first half substitutions.

Coach sending off: You have to predict if a manager will be shown the red card during the match, including extra time and penalty kicks.

To score from outside of the penalty area: You have to predict if there will be a goal scored from outside the penalty area, during the match.

Penalty saved (from goalkeeper): You have to predict one of the goalkeepers will save a penalty during the match. There are 2 possible outcomes: Yes (The goalkeeper will save a penalty) - No (No penalties have been awarded, a penalty is awarded and scored or a penalty is missed but not saved by the goalkeeper).

Woodwork/Crossbar: You have to predict if the woodwork or crossbar will be hit during the match. If the ball hits the woodwork/crossbar and ends up in goal, it does not count as woodwork/crossbar.

Odd/Even Fouls: You have to predict if the total number of fouls are an odd or even number duringthe match.

Odd/Even Offside: You have to predict if the total number of offsides are an odd or even number during the match.

Odd/Even total shots: You have to predict if the total number of shots are an odd or even number during the match.

Odd/Even total shots on goal: You have to predict the total number of shots on target are an odd or even number during the match.

Home team Coach sending off: You have to predict if the home team manager will be shown the red card during the match, including extra time and penalty kicks.

Away team Coach sending off: You have to predict if the away team manager will be shown the red card during the match, including extra time and penalty kicks.

Penalty + Sending Off: You have to predict the correct combination of penalties awarded and red cards during the match. There are 4 possible outcomes:

Yes/Yes - at least a penalty is awarded and at least a red card is shown

Yes/No - at least a penalty is awarded and are no red cards are shown
No/Yes - no penalty is awarded and at least a red card is shown
No/No - no penalty is awarded and no red cards are shown

Goal Directly from Corner: You have to predict if a goal will be scored directly from a corner during the match.

Penalty Until 5th minute: You have to predict if a penalty will be awarded in the first 5 minutes of the match (from 0 till 4:59).

2 Players sent off: You have to predict if there will be at least 2 players sent off during the match.

Player shown a card OR his substitute: You have to predict if, during the match, the player "X" or whoever will take his place from the bench will be shown at least a card (result YES), or not (result NO). For the purposes of the bet, only the player "X" and his direct substitute from the bench are considered.

1X2 Total Shots You have to predict the team that will take most shots during the match. There are 3 possible outcomes: 1 (home team takes most shots), X (teams will take the same number of shots), 2 (away team takes most shots).

1X2 Total Shots on Goal: You have to predict the team that will take most shots on goal during the match. There are 3 possible outcomes: 1 (home team takes most shots on goal), X (teams will take the same number of shots on goal), 2 (away team takes most shots on goal).

1X2 Offside: You have to predict which team will have the most offsides during the match. There are 3 possible outcomes: 1 (home team makes most offsides), X (teams will make the same number of offsides), 2 (away team makes most offsides).

1X2 Fouls : You have to predict which team will make the most fouls. There are 3 possible outcomes: 1 (home team makes most fouls), X (teams will make the same number of fouls), 2 (away team makes most fouls).

Total Offside: You have to predict if the total number of offsides in the match will be over or under the line indicated.

Home/Away Team - Total Offsides: You have to predict if the total number of offsides the Home or Away team will record in the match will be over or under the line indicated.

Total Fouls : You have to predict if the total number of fouls in the match will be over or under the line indicated.

Home/Away Team - Total Fouls: You have to predict if the total number of fouls the Home or Away team will record in the match will be over or under the line indicated.

1st Half or 1x2: Here you have to predict the outcome of the 1st half or the final outcome.

Total shots on Target Home Team: You have to predict if the total number of shots on target for the home team in the match will be over or under the line indicated.

Total shots on Target Away Team: You have to predict if the total number of shots on target for the away team in the match will be over or under the line indicated.

Total shots Home Team: You have to predict if the total number of shots for the home team in the match will be over or under the line indicated.

Total shots Away Team: You have to predict if the total number of shots for the away team in the match will be over or under the line indicated.

Over/Under Saves Home Team: You have to predict if the total saves by the goalkeepers and/or any other player during the match by the home team will be over or under the predicted line.

Over/Under Saves Away Team: You have to predict if the total saves by the goalkeepers and/or any other player during the match by the away team will be over or under the predicted line.

Over/Under Saves: You have to predict if the total saves by the goalkeepers and/or any other player during the match for both teams will be over or under the predicted line.

Home team coach booked: You have to predict if the home team manager will be shown a yellow card during the match, including extra time and penalty kicks. A direct red card is not valid for this market.

Away team coach booked: You have to predict if the away team manager will be shown a yellow card during the match, including extra time and penalty kicks. A direct red card is not valid for this market.

1x2 Corners: You have to predict which team will make the most corners. There are 3 possible outcomes: 1 (home team makes most corners), X (teams will make the same number of corners), 2 (away team makes most corners)

Home/Away team Total Yellow cards: You have to predict the total number of yellow cards will be given to the Home or Away team during the match.

1x2 Yellow cards: You have to predict which team will have the most yellow cards. There are 3 possible outcomes: 1 (home team makes most yellow cards), X (teams will make the same number of yellow cards), 2 (away team makes most yellow cards)

Total Yellow cards: You have to predict the total number of yellow cards will be given during the match.

Which team will receive the first yellow card?: You have to predict if the Home or Away team will receive the first yellow card.

Which team will finish with the most shots?: You have to predict if the Home or Away team will finish with the most shots.

Penalty Shootout – Sudden Death: Yes/No" refers to whether the penalty shootout will go beyond the standard five penalties per team.

No → The shootout is decided within the first 5 penalties per side (e.g., one team scores 4/5, the other only 3/5, so it ends without sudden death).

Yes → Both teams are tied after the first 5 kicks each (for example, 4–4 or 5–5), so the shootout continues one kick at a time in sudden death until a winner is decided.

Penalty shootout last penalty team: You have to predict if the Home or Away team will take the last penalty

Penalty shootout last penalty outcome: You have to predict which will be the result of the final penalty kick taken in a shootout

Penalty shootout - winning margin: You have to predict the number of goals by which one team will win the shootout. If the shootout is tied before sudden death it is considered as draw

Home/Away Team - Penalty in the Match: You have to predict whether there will be a penalty called on the Home or Away Team during a game.

Both teams to score X+ cards: You have to predict whether both teams will receive equal or more than X number of cards during the match

Both teams to score X+ goals: You have to predict whether both teams will score equal or more than X number of goals during the match

Both teams to score X+ corners: You have to predict whether both teams will score equal or more than X number of corners during the match

1st half - Both teams to score X+ corners: You have to predict whether both teams will score equal or more than X number of corners during the first half

1st half - Both teams to score X+ goals: You have to predict whether both teams will score equal or more than X number of goals during the first half

1st half - Both teams to score X+ cards: You have to predict whether both teams will receive equal or more than X number of cards during the first half

Total Saves Goalkeeper X: You have to predict the total number of saves made by the X goalkeeper during a match.

Total Goal Kicks: You have to predict if the total number of goal kicks taken by both teams combined during thethe match.

Home Team - Total Goal Kicks: You have to predict the total number of goal kicks taken by the Home Team during the match.

Home Team Total shots on Target: You have to predict the total shots on target the Home team will take during the match will be Over or Under a set line.

Away Team Total shots on Target: You have to predict the total shots on target the Away team will take during the match will be Over or Under a set line.

Home Team Total shots: You have to predict the total shots the Home team will take during the match will be Over or Under a set line.

Away Team Total shots: You have to predict the total shots the Away team will take during the match will be Over or Under a set line.

Home Team total offside: You have to predict the total offsides the Home team will record during the match will be Over or Under a set line.

Away Team total offside: You have to predict the total offsides the Away team will record during the match will be Over or Under a set line.

Home Team Total fouls: You have to predict the total fouls the Home team will commit the match will be Over or Under a set line.

Away Team Total fouls: You have to predict the total fouls the Away team will commit the match will be Over or Under a set line.

Total shots: You have to predict if the total number of shots taken by both teams is Over or Under the set line during the match

Total Offside: You have to predict if the total number of Offsides recorded by both teams is Over or Under the set line during the match

Total Fouls: You have to predict if the total number of Fouls committed by both teams is Over or Under the set line during the match

1x2 Total Shots on Goal: You have to predict which team will take more shots on Goal during the match

1x2 Total Shots: You have to predict if the Home or Away team will take more shots during the match

1x2 Offsides: You have to predict if the Home or Away team will record more Offsides during the match

1X2 Fouls: You have to predict if the Home or Away team will commit more Fouls during the match

Home/Away Team - Total tackles: You have to predict the total number of tackles made by the Home/Away Team during the match.

Highest Scoring Half: You have to predict which half of the match will have the most goals.

Home Team to Score in Both Halves: You have to predict whether the Home Team will score at least one goal in each half.

Away Team to Score in Both Halves: You have to predict whether the Away Team will score at least one goal in each half.

Overtime - {!goalnr} Goal: You have to predict whether the specified goal number will be scored during overtime.

Home Team Goal Range: You have to predict the range of goals scored by the Home Team during the match.

Away Team Goal Range: You have to predict the range of goals scored by the Away Team during the match.

Total Throw Ins: You have to predict the total number of throw-ins taken by both teams during the match.

Home Team Total Throw Ins: You have to predict the total number of throw-ins taken by the Home Team during the match.

Away Team Total Throw Ins: You have to predict the total number of throw-ins taken by the Away Team during the match.

Throw Ins Handicap: You have to predict the result after applying the specified throw-ins handicap.

1X2 Throw Ins: You have to predict whether the Home Team, the Away Team or neither team will have more throw-ins.

Player to Score a Header: You have to predict whether the selected player will score a goal with a header.

Player to Score a Goal Outside the Box: You have to predict whether the selected player will score a goal from outside the penalty area.

First Foul: You have to predict which team will commit the first foul.

First Offside: You have to predict which team will commit the first offside.

First Shot: You have to predict which team will have the first shot.

First Shot on Goal: You have to predict which team will have the first shot on goal.

Penalty shootout - winner: You have to predict which team will win the penalty shootout.

Home Team Total Shots on Goal (Extra time only): You have to predict the total number of shots on goal by the Home Team in extra time only.

Away Team Total Shots on Goal (Extra time only): You have to predict the total number of shots on goal by the Away Team in extra time only.

Home Team Total Fouls (Extra time only): You have to predict the total number of fouls committed by the Home Team in extra time only.

Away Team Total Fouls (Extra time only): You have to predict the total number of fouls committed by the Away Team in extra time only.

Home Team Total Offsides (Extra time only): You have to predict the total number of offsides by the Home Team in extra time only.

Away Team Total Offsides (Extra time only): You have to predict the total number of offsides by the Away Team in extra time only.

Home Team Total Tackles (Extra time only): You have to predict the total number of tackles by the Home Team in extra time only.

Away Team Total Tackles (Extra time only): You have to predict the total number of tackles by the Away Team in extra time only.

Total shots (Extra time only): You have to predict the total number of shots in extra time only.

Total Fouls (Extra time only): You have to predict the total number of fouls in extra time only.

Total Offside (Extra time only): You have to predict the total number of offsides in extra time only.

Total Tackles (Extra time only): You have to predict the total number of tackles in extra time only.

Overtime - double chance: You have to predict two possible outcomes in overtime: Home Team win or draw, draw or Away Team win, Home Team win or Away Team win

Overtime - both teams to score: You have to predict whether both teams will score in overtime.

Overtime - which team to score: You have to predict which team will score in overtime.

Overtime - corners Odd/Even: You have to predict whether the total number of corners in overtime will be odd or even.

Overtime - Home Team total: You have to predict the total number of goals scored by the Home Team in overtime.

Overtime - Away Team total: You have to predict the total number of goals scored by the Away Team in overtime.

Overtime - total corners: You have to predict the total number of corners in overtime.

Overtime - correct score: You have to predict the exact correct score in overtime.

Overtime - which team to score Corner Y: You have to predict which team will take the specified corner in overtime.

Overtime - Total Shots on Goal: You have to predict the total number of shots on goal recorded by both teams during overtime.

Overtime - Home Team Total Shots: You have to predict the total number of shots recorded by the Home Team during overtime.

Overtime - Away Team Total Shots: You have to predict the total number of shots recorded by the Away Team during overtime.

Overtime - Home Team Total Bookings: You have to predict the total number of bookings received by the Home Team during overtime.

Overtime - Away Team Total Bookings: You have to predict the total number of bookings received by the Away Team during overtime.

Home Team Total Posts and Crossbars: You have to predict the total number of times the Home Team will hit the posts or crossbar.

Away Team Total Posts and Crossbars: You have to predict the total number of times the Away Team will hit the posts or crossbar.

Handicap Posts and Crossbars: You have to predict which team will record more shots hitting the posts or crossbar after the specified handicap has been applied.

1X2 Posts and Crossbars: You have to predict which team will record more shots hitting the posts or crossbar, or whether both teams will record the same number.

Double Chance Posts and Crossbars: You have to predict which of the two selected outcomes will occur based on the number of shots hitting the posts or crossbar: Home Team or Draw, Away Team or Draw, or Home Team or Away Team.

Total Posts and Crossbars: You have to predict the total number of times both teams will hit the posts or crossbar.

Home Team Will Lead During the Match: You have to predict whether the home team will be ahead in the score at any point during the match.

Away Team Will Lead During the Match: You have to predict whether the away team will be ahead in the score at any point during the match.

Team Shots at least: You have to predict whether the selected team will record at least the specified number of shots during the match.

Extra Time - Team Shots at least: You have to predict whether the selected team will record at least the specified number of shots during extra time only.

Match Shots at least: You have to predict whether both teams combined will record at least the specified number of shots during the match.

Extra Time - Match Shots at least: You have to predict whether both teams combined will record at least the specified number of shots during extra time only.

Team Shots on Goal at least: You have to predict whether the selected team will record at least the specified number of shots on target during the match.

Extra Time - Team Shots on Goal at least: You have to predict whether the selected team will record at least the specified number of shots on target during extra time only.

Match Shots On Goal at least: You have to predict whether both teams combined will record at least the specified number of shots on target during the match.

Extra Time - Match Shots On Goal at least: You have to predict whether both teams combined will record at least the specified number of shots on target during extra time only.

Team Fouls at least: You have to predict whether the selected team will commit at least the specified number of fouls during the match.

Extra Time - Team Fouls at least: You have to predict whether the selected team will commit at least the specified number of fouls during extra time only.

Match Fouls at least: You have to predict whether both teams combined will commit at least the specified number of fouls during the match.

Extra Time - Match Fouls at least: You have to predict whether both teams combined will commit at least the specified number of fouls during extra time only.

Team Offsides at least: You have to predict whether the selected team will commit at least the specified number of offsides during the match.

Extra Time - Team Offsides at least: You have to predict whether the selected team will commit at least the specified number of offsides during extra time only.

Match Offsides at least: You have to predict whether both teams combined will commit at least the specified number of offsides during the match.

Extra Time - Match Offsides at least: You have to predict whether both teams combined will commit at least the specified number of offsides during extra time only.

Team Tackles at least: You have to predict whether the selected team will record at least the specified number of tackles during the match.

Extra Time - Team Tackles at least: You have to predict whether the selected team will record at least the specified number of tackles during extra time only.

Match Tackles at least: You have to predict whether both teams combined will record at least the specified number of tackles during the match.

Extra Time - Match Tackles at least: You have to predict whether both teams combined will record at least the specified number of tackles during extra time only.

Fast Markets / Interval Markets

➔Markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.

➔Goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.

➔Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded unless otherwise stated in the market name.

➔Booking interval markets are settled based on the time the card is shown and not the time the infringement is made

➔Offsides will be settled based on the time when the referee gives the decision. This rule will be applied to any video assistant referee (VAR) situation.

➔Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied to any video assistant referee (VAR) situation.

➔Penalties awarded but not taken are not considered

➔In Fast Markets, only goalkeeper saves count.

These types of markets may be offered at minute intervals such as: 1, 5, 10, 15, etc; according to the case. Within this offer you can find markets based on Goals, Corner Kicks, Cards with the formula 1X2, Over/Under, Handicap.

1 minute range:

Example : It goes from the second 00:00 to the second 00:59 and so on.

5 minutes range:

Example : Minute 1 to 5 goes from minute 00:00 to minute 04:59 and so on.

10 minutes range:

Example : Minute 1 to 10 goes from minute 00:00 to minute 09:59 and so on.

15 minutes range:

Example : Minute 1 to 15 goes from minute 00:00 to minute 14:59 and so on.

Rule 1: in case that the selected interval market contains the option NO or NONE. So, if the bet is generated in Pre-match it means that in the event there will be NO goals, corner kicks, cards, or the rest;

according to the case. If the bet is generated live, it means that from that moment there will be NO goals, corner kicks, cards, or the rest as the case may be.

Rule 2: in the case that any of the intervals selected by the user contains minute 45 (End of the first half) or minute 90 (End of the second half or regular time), the injury/stoppage time minutes granted by the referee will be considered.

1 minute Markets (from min. A to min. B):

➔1 minute - total goals from min. A to min. B

➔1 minute - total corners from min. A to min. B

➔1 minute - total bookings from min. A to min. B

➔1 minute - total offsides from min. A to min. B

➔1 minute - total penalties awarded from min. A to min. B

5, 10, 15 minutes Markets (from min. A to min. B):

➔1x2 from min. A to min. B

➔xth goal from min. A to min. B

➔total goals from min. A to min. B

➔corner 1x2 from min. A to min. B

➔xth corner from min. A to min. B

➔corner handicap from min. A to min. B

➔total corners from min. A to min. B

➔competitor1 total corners from min. A to min. B

➔competitor2 total corners from min. A to min. B

➔odd/even corners from min. A to min. B

10 minutes - 1x2: You have to predict the outcome of the first ten (10) minutes. Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

When will a goal be scored (15 min interval): You have to predict whether a goal will be scored in the time frame selected: 7 possible outcomes:

1-15
16-30
31-45
46-60
61-75
76-90
none

When will a goal be scored (10 min interval): You have to predict whether a goal will be scored in the time frame selected: 10 possible outcomes:

1-10
11-20
21-30
31-40
41-50
51-60
61-70
71-80
81-90
None

10 minutes - Next corner awarded Yes/No (from min. A to min. B): You have to predict if any team will be awarded a corner during the specific time period
10 minutes - corner 1x2 (from min. A to min. B): You have to predict which team will be awarded the most corner kicks during the specific time period
10 minutes - X corner (from min. A to min. B): You have to predict which team will win the X corner of the match during the specific time period.
10 minutes - Next Booking awarded Yes/No (from min. A to min. B): You have to predict if a card (yellow or red) will be shown to any player during the specific time period of the match
10 minutes - booking 1x2 (from min. A to min. B): You have to predict which team will receive more cards (yellow or red) during the specific time period of the match.
10 minutes - next booking (from min. A to min. B): You have to predict which team will receive the next card (yellow or red) during the specific time period of the match

Soccer - Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Top2, Top4, Top6, Top8, Top10: You have to predict if the selected team or player will finish in the respective top position when the competition ends.

Who will finish higher in the League: You have to predict which of the teams indicated will achieve the best positioning at the end of the given tournament or season, considering real points. If the teams complete the competition with the same amount of points the official standings published by the Football League of the respective country will be considered in order to determine the winner.

To finish Bottom: You have to predict if the indicated team or player will finish in last place when the competition ends.

Best Promoted Team: You have to predict which newly promoted team will finish in the highest position in the given tournament. If there is a tie situation, the official league table at the conclusion of the final match of the scheduled season will determine the settlement of bets. End of season play-offs will count.

To finish in Top Half: You have to predict which of the named teams will finish in the top half of the given tournament/league (for example, in a 16-team league, if the team selected will finish in positions 1-8).

Winner Without (w/o) – teams: You have to predict the winner of the named competition (which team in the market will finish highest in the named tournament) without taking into consideration the named team(s). For example Premier League 2020/21 – w/o the Big Six would mean whichever team finished highest in the Premier League in the 2020/21 season without considering Arsenal, Chelsea, Liverpool, Manchester City, Manchester Utd and Tottenham.

Team to Score Most goals: You have to predict which team will score the most goals in the entire tournament. If two or more teams score the same number of goals dead heat rules will be applied.

Team to Score Least goals: You have to predict which team will score the least goals in the entire tournament. If two or more teams score the same numbers of goals, dead heat rules will be applied.

Best team of the tournament: You bet on which team in confederation goes the furthest during the competition. If there is a draw between several teams and they are eliminated in the same phase, the Dead Heat rule will apply.

Top Goalscorer: You have to predict the player that will score more goals during the given tournament. Goals scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, this bet typology will stand valid, otherwise it will be void.

Relegation: You have to predict which team or teams will be relegated from the division.

Player Most Assists: You have to predict which player will make more assists during the indicated tournament. Results are taken from the federation and will be used for settlement purposes.

Group Winner: You bet on the team that finishes with the higher amount of points in its group.

Stage of Elimination: You bet on the phase in which a certain team will be eliminated from the competition.

Which team will receive more goals: you bet on the team that receives more goals during its participation in the competition.

Highest scoring team: You bet on the team that scores more goals during their participation in the competition.

Top goalscorer Team: You bet on which option ends up as your team's top scorer. The option of "No Goalscorer" means that no one will score goals in the given team. In the case of a draw between two or more players, the Dead Heat rule will apply.

Reach the final/ Semi-Final/ Quarter-final: You have to predict if the indicated team or player will qualify for the specific round of the named competition.

Winner & Top Goalscorer: You have to predict which team will win the tournament and the player which will score the most goals. Winner and Top Goalscorer rules apply for the selected market and both selections need to win, in order for the combo to win.

Best Player of the Tournament: You have to predict who will be named the best player of the tournament. Results are taken from the federation and will be used for settlement purposes.

Winning Group: You have to predict the group of the winning team of the named competition.

Group Qualification: You have to predict if the selected team coming from the mentioned group will be qualified (Yes) or not (No).

Elimination by Penalty Shootout: You have to predict if the selected team will be eliminated from the tournament through a Penalty Shootout..

Straight Forecast - Straight Forecast bet is one where you choose two selections which will finish first and second in the correct order and will qualify into the next round. In order to win you must predict correctly both the first and second placed selections which need to be in the correct order of placement.

Exact Group points: You have to predict exactly how many points the selected team will win in the group stage.

Advancing Double - Advancing Double bet is one where you choose which two teams will advance from a specific group/tournament, regardless of their final position. In order for the bet to win, both teams selected must qualify.

Statistic settlement

Unless otherwise stated in the market name, the following statistics are settled as described.

Blocked shots

A Blocked Shot is defined as an attempt to score including: An attempt on target Blocked

by an outfield player, where other defenders or a Goalkeeper are behind the Blocker.

Incorporates shots Blocked unintentionally by the shooter's own teammate. Clearances off

the line by an opposition player (last line Blocks) are classified as Shots on Target and not

as a Blocked Shot.

Free kick

As free kick is defined any free kick excluding penalty kicks and including offsides.

Throw in

A method of restarting play when the ball had exited via the touchlines of the field of play. As thrown in is defined any taken throw in. Unless stated otherwise

Goal Kicks

Method of restarting play, when the ball exits behind the goal lines of the field of play by the offensive team. As goal kick is defined any taken goal kick. Unless stated otherwise

Save

A Goalkeeper preventing the ball from entering the Goal with any part of their body when facing an intentional attempt from an opposition player.Saves have the following attributes:

● Body part – Hands/Feet/Body/Fist.

● Save type – Caught/Collected/Parried Safe/Parried/Fumble.

● Goalkeeper position – Diving/Standing/Sliding/Reaching/Stooping Danger

area/Fingertip.

This includes:

● This includes unintentional or misplaced efforts on target from a Goalkeeper's

own teammates, but only if the intervention is not perceived to be a routine

collection of the ball.

● If after a Goalkeeper's intervention, a more prominent defensive action from a

teammate prevents the ball from entering the Goal, this will be categorised as a

Block for the teammate, not a Save for the Goalkeeper.

● If the ball goes behind the Goal because of a Goalkeeper intervention, the match

officials must award a corner for it to be recognised as a Save. Substitution

Exchange of a player from the bench who is brought onto the pitch during a match for a player who was already on the pitch playing.

Out of bounds

When the ball has left the field of play for a Goal kick, corner, or throw in.

Offside

An event attributed to the player deemed to be in an offside position when a free kick is awarded. If two or more players are in an offside position when the ball is played, the player considered to be most actively involved is given offside

Goal/Own Goal

Attributing a Goal to the Goal scoring player, or in the case of an Own Goal, to the defending player. Given any contention around assigning a Goal to an appropriate player, Opta will apply their own rules, and when applicable will align decisions to the relevant official competition, governing body.

Shot Outside the Box

A shot originating from outside of the penalty area. A shot originating on the line, will be collected as inside

that area. A shot on the 18-yard line of the penalty area will count as inside the box.

Booking

Cards are collected as yellow, 2nd yellow or red card. We cross-check cards against official

sources to match the official statistics and will align our collection unless there is

recognition of a clear error.

Hit Woodwork

When the ball hits any part of the Goal frame but does not enter the net as a direct consequence. Any single attempt hitting the Goal frame multiple times (bar then post for example), will only count as hitting the woodwork once. 'Hit Woodwork' is only collected for the attacking team and can be attributed to any player on the pitch

Body Part for Goals/Shots

Attributing a Goal or shot event to the following four body parts:

- Right Foot.
- Left Foot.
- Head.
- Other.

'Foot' includes any connection with the leg

Penalty (Won, Conceded and Taken)

Attributing a series of sequential penalty events to both appropriate team and player. Collection comprising; Penalty Won, Penalty Conceded and Penalty Taken.

Tackle

A tackle is defined when a player connects with the ball in a legal, ground level challenge and successfully takes the ball away from the opposition player. The tackled player must be in controlled possession of the ball to be tackled by an opposition player.

Cross

A ball played from a wide position targeting a teammate(s) in a central area within proximity to the Goal. The delivery must have an element of lateral movement from a wider position to more central area in front of Goal.

Assist

The final touch from a teammate, which leads to the recipient of the ball scoring a Goal. If the assist is deflected by an opposition player, it must be deemed as travelling to the Goalscorer irrespective of the deflection. In the event of an own Goal, direct free kick Goal and direct corner Goal, an assist will not be awarded. This same rule applies to penalties unless the penalty taker chooses to pass the ball for another player to score. Also see 'Fantasy Assist.

Pass

The attempted delivery of the ball from one player to another player on the same team. A player can use any part of their body (permitted in the laws of the game), to execute a pass. Event categorisation includes open play passes, Goal kicks, corners and free kicks played as a pass. Crosses, keeper throws, and throw ins do not count as a pass.

Interception

An interception occurs when a defending player reads the game and gets in the path of a pass intended for an opponent, taking possession of the ball before it reaches its target.

TENNIS

General Rules.

Tennis games will be kept open with all bets valid until the officials or organizing body declares a winner. In such cases, the 48 hours rule is not valid.

However, and in case of a player retirement, or default (injury,Illness, or personal circumstance), adult decision, walkover, disqualification or abandonment, all markets determined in the pitch are settled accordingly and all the rest undecided declared void and null. For avoidance of doubt, if a tennis player retired before the last point concluded, the match winner market is void, but all markets related to specific sets or games that are determined, are settled accordingly.
Markets that have been mathematically reached will be settled after the deciding point has been confirmed. Example: at the set score of 3-3, the minimum number of games for the set to be completed is 9 (either 6-3 or 3-6). This means that total lines of 6.5, 7.5 and 8.5 can already be settled as win for Over. Integer lines where neither selection wins will be voided.

All bets will still be considered valid regardless of any change of venue or court surface (including moving matches from outdoor to indoor courts or vice versa).

Tie Break: It is a game that is played when two competitors reach a tie 6 - 6 in any Set, and consists of one of the two players reaching 7 points with a difference of 2 in relation to their rival, it is important to mention that for the over/under tennis markets, the tiebreak will count as a single game regardless of the length of the event.

Super Tie Break: It has similar specifications to the Tie Break, with the difference being that one of the two players reaches 10 points with a difference of 2 in relation to its rival, it is important to mention that for over/under tennis markets, the Super Tie Break or Match Tie Break will count as a single game regardless of the length of the event.
A Tie Break or Super Tie Break will be valid as long as the decision is announced before the start of the event.
Point winner markets: Point winner markets are settled after said point is confirmed. If the point will not be played, the market will be voided.

How Major Tournaments Handle Tiebreaks
If the score reaches six games all in the final set (2-2 or 1-1 score in sets and 6-6 score in games), the match winner(s) will be the first player(s) to win 10 points with an advantage of two or more points (10-8, 10-7, 10-6, 11-9, 15-13 etc). The above rule applies to all Grand Slams (Australian Open, French Open, US Open, Wimbledon) across Qualifying, Men's singles and doubles, Women's singles and doubles, Wheelchair and Junior events in singles.

Main Markets

Some of the below listed markets might appear under **E-Tennis (same rules apply)*

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Handicap Games (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Handicap Sets: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.
Correct Score: 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, all undecided bets will be considered void.
Total Games (Over/Under): You have to predict if the total number of games played in the match will be over or under the spread indicated.
Odd/Even games: Predict at the end of the match the total games are an odd or even number.

Total Games (Over/Under) Player 1: You have to predict whether the total number of games for Player 1 will be over or under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.

Total Games (Over/Under) Player 2: You have to predict whether the total number of games for Player 2 will be over or under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.

Winner & Total: You have to predict the winner of the match and whether the number of games played is over or under the indicated spread.

Will there be a tiebreak: You have to predict if there will be a Tie-break in the match.
Deuce in the game (Yes/No): "Deuce in the game" means that the score of the game will reach 40-40 score.
Will Game Go To Deuce? (Set "N", Game "X") (Yes/No): You have to predict if the score of the game "X" of the Set "N" will reach 40-40.

Next Game Total Points (Set "N", Game "X") (Over/Under): You have to predict whether the total number of points of the next game "X" of the Set "N" will be over or under the indicated spread.

Game Point Winner (Set "N", Game "X", Point "Y"): You have to predict the winner of the Point "Y" of the game "X" of the set "N".

Game Correct Score (Set "N", Game "X"): You have to predict the correct score of the game "X" of the set "N" match in terms of sets won by each player.

Game Winner (Set "N", Game "X"): You have to predict the winner of the Game "X" of the set "N".

Set "N" Game Handicap: You have to predict the winner of the Set "N" adding or subtracting the indicated spread to the result of that set.

Current Set "N" Total Games Odd/Even: You have to predict if at the end of the current Set "N" the total games will be an odd or even number.

Total Games Odd/Even (Set "N"): You have to predict if at the end of the Set "N" the total games will be an odd or even number.

Current Set "N" Total Games Over/Under (Players): You have to predict whether the total number of games of the current set "N" for the mentioned player, will be over or under the indicated spread. A tiebreak is regarded as a game.

Next Set "N" Total Games Over/Under (Players): You have to predict whether the total number of games of the next set "N" for the mentioned player, will be over or under the indicated spread. A tiebreak is regarded as a game.

Next Set "N" Total Games Odd/Even: You have to predict if at the end of the next Set "N" the total games will be an odd or even number.

Player X Aces (Over/Under): You have to predict how many aces will be scored by player x during the match

Total Aces (Over/Under): You have to predict how many aces will be scored by both competitors combined during the match

Player X Double Faults (Over/Under): You have to predict how many double faults will comp1 make during the match (o/u 1.5)

Total Double Faults (Over/Under): You have to predict how many double faults will be made by both competitors combined during the match

Aces & Double Faults (Over/Under): You have to predict how many aces and double faults will be made by both competitors combined during the match

Match Duration (minutes) (Over/Under): You have to predict how many minutes will the match last

Total Breaks (Over/Under): You have to predict how many breaks will be made by both competitors combined during the match

Player X Total Breaks (Over/Under): You have to predict how many breaks will Player X make during the match

Most Breaks of Serve (2-way): You have to predict which competitor will make more breaks (1/2 in case of draw market is voided)

Most Breaks of Serve (3-way): You have to predict which competitor will make more breaks

Match to end x:y: You have to predict the exact score of the match in terms of sets won by each player. If one player retires during the match all undecided bets will be considered void.

Next xth break: You have to predict which player will make the xth break serve in the match. If there is no break of serve in the match, bets will be settled as a void.

Total Aces Milestones: You have to predict the number of aces served during a match, with specific milestones set by the sportsbook

Player X - Aces Milestones: You have to predict the number of aces a specific player will serve during a match, with specific milestones set by the sportsbook

Total Double Faults Milestones: You have to predict the number of double faults a player will commit during a match

Player X - Double Faults Milestones: You have to predict the number of double faults Player X will make during a match, with specific milestones set by the sportsbook

Total Aces & Double Faults Milestones: You have to predict the total number of double faults will be made during a match, with specific milestones set by the sportsbook.

Player X - Total Aces & Double Faults Milestones: You have predict the number of double faults Player X will make during a match, with specific milestones set by the sportsbook.

Aces Matchbet: You have to predict which player will hit the most aces in a specific match

Aces Handicap: You have to predict which player will hit the most aces giving one player a handicap

Double Faults Matchbet: You have to predict which player will commit more double faults in a specific match.

Double Faults Handicap: You have to predict which player will commit more double faults giving one player a handicap
Total Tie Breaks: You have to predict the total number of Tie-breaks in the match.
Player X - Total Points Over / Under: You have to predict whether Player Y will score over or under a specified total of points during the match.
Player X - Total Breaks: You have to predict how many breaks of serve Player Y will achieve during the match
Player X - Aces: You have to predict how many aces Player x will hit in the match
Aces Matchbet: You have to predict which player will hit more aces in the match. If both players hit the same number, the bet may be settled as a draw.
Player X - Double Faults: You have to predict how many double faults Player Y will commit during the match or set. A double fault occurs when the server fails both attempts to serve.
Player X - total: You have to predict the total number of games won by Player X during the match.
Game N - Player X - total: You have to predict the total number of points won by Player X during Game N.
First Player X - Service Game Result: Winner : You have to predict if the specific player will win his first service game of the match
First Player X - Service Game Result: First Point Winner: You have to predict if the specific player will win his first point of the first service game of the match
First Player X - Service Game Result: Correct Score: You have to predict the exact score of the specific player's first service game
Player Y - Total First serves in: You have to predict the total number of first serves landed in by Player Y during the match
Player Y - Total Second serve attempts: You have to predict the total number of second serves attempted by Player Y in the match.
Player Y - Total serve points won: You have to predict the total number of points won on serve by Player Y during the match

Player Y - Total First Serve Points Won: You have to predict the number of points won on successful first serves by Player Y during the match
Player Y - Total Second Serve Points Won: You have to predict the number of points won on successful second serves by Player Y during the match
Player Y - Total Break Points Saved: You have to predict the total number of break points Player Y faced and successfully defended during the match
Player Y - Total Break Points Faced: You have to predict the total number of break points faced by Player Y during the match
Player Y - Total Break Points Opportunities: You have to predict the total number of break points created (not necessarily converted) by Player Y during the match.
Player Y - Total First Serve Attempts: You have to predict the total number of first serves attempted by Player Y during the match.
Player Y - Total Second Serve In: You have to predict the total number of second serves successfully landed in by Player Y during the match
Player Y - Total First Serve Faults: You have to predict the total number of missed first serves by Player Y during the match
Total games: You have to predict the total number of games played in the match.
To win from behind: You have to predict if a player will win the match after being behind in sets.
Player Y to win from behind: You have to predict if the Player Y will win the match after being behind in sets.
Player Y win to nil: You have to predict if the Player Y will win the match without losing a set
Total Aces: You have to predict the total number of aces served in the match.
Aces Handicap: You have to predict the aces winner after applying a handicap.
Total Double Faults: You have to predict the total number of double faults in the match.
Player Y Double Faults: You have to predict the number of double faults made by the Player Y.
Any set to nil: You have to predict if any set will be won with a 6-0 score.
Total Tie Breaks: You have to predict the total number of tiebreaks played in the match.
Double Faults Handicap: You have to predict the double faults winner after applying a handicap.
Total match points in the match: You must predict whether the total number of match points played in the match will be lower (under) or higher (over) than the spread offered in the bet.
Odd/even match points: You must predict whether the total number of match points played in the match will be an odd or an even number.
Aces Matchbet: You have to predict the player with the most aces in the match. Draw result included
Double Faults Matchbet: You have to predict the player with the most double faults in the match. Draw result included
Match First Break of Service: You have to predict which player will be the first to break their opponent's service in the match.
Match First Ace: You have to predict which player will serve the first ace of the match.
Most Breaks of Serve (3-Way): You have to predict which player will record the most breaks of serve in the match, or whether both players will record the same number.
Match Aces - At Least: You have to predict whether at least the specified number of aces will be served during the match.
Match Double Faults - At Least: You have to predict whether at least the specified number of double faults will be committed during the match.
Match First Double Fault: You have to predict which player will commit the first double fault of the match.
Most Breaks of Serve (2-Way): You have to predict which player will record the most breaks of serve in the match.

Set Markets

1st Set Winner: You have to predict the winner of the first Set. The bet will be considered "void" if the first set is not completed.

2nd Set Winner: You have to predict the winner of the second Set. The bet will be considered "void" if this set is not completed.

Set "X" Winner: You have to predict the winner of the Set "X". Set winner markets are settled after the last point of the set has been confirmed. The bet will be considered "void" if this set is not completed.

Double result (First set/ match): Predict the winner of the first set, and at the end of the match in a single betting market.

Player 1 to win exactly 1 set: Predict if the home player will have a victory of 1 set during the match.

Player 2 to win exactly 1 set: Predict that the away player will have a victory of 1 set during the match.

Exact Sets: You have to predict the exact number of sets during the match.

Total sets: You have to predict if the total number of sets played in the match will be over or under the spread indicated.

Any set to nil: Predict if at least one of the sets of the match will end with 6-0 / 0-6 exact score.

Set "X" Handicap games: You have to predict the winner of the Set "X" adding or subtracting the indicated spread to the result of the match. If the match is not completed, all undecided bets will be considered void.

Set "X" Total games: You have to predict if the total number of games played in the Set "X" during the match will be over or under the spread indicated.

Set "X" Correct Score: You have to predict the exact correct score of the Set "X". If the mentioned set is not completed, all undecided bets will be considered void.

Player 1 to Win a Set: You have to predict if player 1 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.

Player 2 to Win a Set: You have to predict if player 2 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.

Set "X" odd/even: You have to predict if the total number of games played in the Set "X" during the match will be odd or even.

Set "X" will there be a tiebreak : You have to predict if in the Set "X" there will be a Tie-break.

Set "N" - race to x games: You have to predict which player will reach "X" games first in the specific set .

Who will win Game (X and Y) of set n_: Betting market that consists of predicting the player who will win games x and Y for set n, For example: 1 (games 6 and 7) 2nd set (Where the bet is for home player) - X (game 6 and 7) 2nd set (Where you bet on the Tie) - 2 (Game 6 and 7) 2nd set (Where you bet on the away player).

Who will win point X in game Y in set n? (Includes live game bets): Predict the player who will win point x of game y of set n. For example, the player Wawrinka will have a victory in the 1st point in game 10 of the 3rd set of the match.

Who will win game x of the set (1, 2, 3, 4,5)? (Includes live game bets): Predict the player who will win game x of the specified set in the betting market. For example: 1 (game 10) 2nd set - 2 (game 10) 2nd set.
Exact number of points in game X (1st set): (Includes live game bets): Predicts the exact number of points played in the chosen game on the first set betting market.
Deuce in the game yes-no (Includes live bets): "Deuce in the game" means that the score of the game will reach 40-40 score.
Result of game X (Set N) Player 1 or 2 (0-15-30-40): It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), that is, if you choose player 1 to 30 it means that the game is won by player 1 but player 2 scores 30 points.
Set "N" game x - odd/even points: It consists of predicting whether the number of points played in a game of a set, will be odd or even.
Set "N" game x - correct score or break: It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), or if there will be a break of serve in the mentioned game.
Set "N" game Y - race to x points: Predict the player who will reach first to X points in the specific game.
Set "N" game Y - first x points winner: Predict the player who will win the first X points in the specific game.
Will Set "N" Go To Tie Break?: You have to predict if Set "N" will go to a Tie-break.

Set Winner "N" and Total Set "N" Games: You have to predict the winner of the set "N" and whether the number of games played in that set is over or under the indicated spread.

Current Set "N" Winner and Total Set "N" Games: You have to predict the winner of the current set "N" and whether the number of games played in that set is over or under the indicated spread.

Next Set "N" Winner and Total Set Games: You have to predict the winner of the next set "N" and whether the number of games played in that set is over or under the indicated spread

Set "N" Exact Score Group: You have to predict the group of exact scores, where the exact score of the set is included, between the selections offered.

Xth Set – Winner & Total: You have to predict the winner of the set and whether the number of games played is over or under the indicated spread.

Both players to win a set: Predict if the both players will have a victory of a set during the match.

xth set - correct score after 4 games: You have to predict the exact correct score of the Set "X" after 4 games. If the mentioned games are not completed, all undecided bets will be considered void

xth set - correct score after 6 games: You have to predict the exact correct score of the Set “X” after 6 games. If the mentioned games are not completed, all undecided bets will be considered void

Set “N”- xth break: It consists of predicting which player will make the xth break during the Set "N". Mini-breaks within tiebreaks or match-tiebreaks are not considered. There are three possible outcomes: player1, none, player2

Set “N” game x - break point: It consists of predicting if there will be a break point during the set "N" of game x.

X set - game N - ace: You have to predict whether the player will hit an ace in the game N during the X set.

X set - Z ace: You have to predict whether a player will hit exactly Z aces during the X set.

X set - Player Y - total points: You have to predict the total number of points that Player Y will score in the X set.

X set - Player Y - total breaks: You have to predict how many breaks of serve Player Y will achieve in the X set. A break occurs when the receiving player wins the game while the opponent is serving

X set - Player Y - total aces: You have to predict the number of aces that Player Y will hit during the X set

X set - most aces: You have to predict which player will hit the most aces in the X set. If both players hit the same number of aces, the bet may be considered a draw

X set - Player Y - total breaks: You have to predict how many breaks of serve Player X will achieve in the X set.

X set - Z break: You have to predict whether exactly Z breaks will occur during the X set.

X set - game N - break point: You have to predict whether a break point will occur during a specific game in the X set of game N. A break point occurs when the receiving player has the chance to break the server’s serve.

Set N - Player X - Total Double Faults: You have to predict how many double faults will Player X make during the Set N.

X set - to Break Serve: You have to predict if a player will break the opponent’s serve during set X

X Set - Aces Handicap: You have to predict which player will serve more aces in a specific set, with a handicap applied.

X set - Correct score by any player: You have to predict the exact final score of a set, regardless of which player wins it

X Set - Player Y - Total First serves in: You have to predict the total number of first serves landed in by Player Y during the X Set of the match

X Set - Player Y - Total Second Serve Attempts: You have to predict the total number of second serves attempted by Player Y during X Set of the match.

X Set - Player Y - Total serve points won: You have to predict the total number of points won on serve by Player Y during the X Set of the match

X Set - Player Y - Total First Serve Points Won: You have to predict the number of points won on successful first serves by Player Y during the X Set of the match

X Set - Player Y - Total Second Serve Points Won: You have to predict the number of points won on successful Second serves by Player Y during the X Set of the match

X set - Player Y - Total Break Points Saved: You have to predict the total number of break points Player Y faced and successfully defended during the X Set of the match

X set - Player Y - Total Break Points Faced: You have to predict the total number of break points faced by Player Y during the X set

X set - Player Y - Total Break Points Opportunities: You have to predict the total number of break points created (not necessarily converted) by Player Y during the X Set of the match.

X Set - Player Y - Total First Serve Attempts: You have to predict the total number of first serves attempted by Player Y during the X Set of the match.

X set - Player Y - Total Second Serve In: You have to predict the total number of second serves successfully landed in by Player Y during the X Set of the match

X set - Player Y - Total First Serve Faults: You have to predict the total number of missed first serves by Player Y during the X Set of the match

X set – Total games: You have to predict the total number of games played in the specified set.

X set – Game handicap: You have to predict the winner of the specified set after applying the game handicap.

Will there be a 5th set: You have to predict if the match will have a 5th set.

X set – Player Y - total: You have to predict the total number of games won by the Player Y in the specified set.

X set – Will there be a tiebreak: You have to predict if there will be a tiebreak in the specified set.

X set – Winner: You have to predict the winner of the specified set.

X set – Player Y - total: You have to predict the total number of games won by the Player Y in the specified set.

X set – Race to games: You have to predict which player will be the first to reach a specified number of games in the set.

X set game Z – Correct score: You have to predict the exact score of the specified game in the set.

X set – To Break Serve: You have to predict if a player will break serve in the specified set.

X Set – Total Aces: You have to predict the total number of aces served in the specified set.

X set – Most aces: You have to predict which player will serve the most aces in the specified set.

X Set – Aces Handicap: You have to predict the aces winner of the specified set after applying a handicap.

X Set – Total Double Faults: You have to predict the total number of double faults in the specified set.

Tie Break Winner (Set X): You have to predict the winner of the tiebreak in the specified set.

X set - N game – Z point and Y point winner: You have to predict which player will win the specified points in game N of set X

X set - N game – total points: You have to predict if the total number of points played in game N of set X will be over or under a specified number

To Win 1st Set & Win the Match: You have to predict which player will win both the first set and the match.

Set Z - Total Aces: You have to predict the total number of aces served by both players during the specified set.

Set Z - Home Player Total Aces: You have to predict the total number of aces served by the Home Player during the specified set.

Set Z - Away Player Total Aces: You have to predict the total number of aces served by the Away Player during the specified set.

Set Z - Most Aces: You have to predict which player will serve the most aces during the specified set.

Set Z - Home Player Total Double Faults: You have to predict the total number of double faults committed by the Home Player during the specified set.

Home Player to Win a Set: You have to predict whether the Home Player will win at least one set in the match.

Away Player to Win a Set: You have to predict whether the Away Player will win at least one set in the match.

Home Player to Win Exactly 1 Set: You have to predict whether the Home Player will win exactly one set in the match.

Away Player to Win Exactly 1 Set: You have to predict whether the Away Player will win exactly one set in the match.

Home Player to Win Exactly 2 Sets: You have to predict whether the Home Player will win exactly two sets in the match.

Away Player to Win Exactly 2 Sets: You have to predict whether the Away Player will win exactly two sets in the match.

Set Z - Total Breaks: You have to predict the total number of breaks of serve recorded by both players during the specified set.

Set Z - Home Player Total Breaks: You have to predict the total number of breaks of serve recorded by the Home Player during the specified set.

Set Z - Away Player Total Breaks: You have to predict the total number of breaks of serve recorded by the Away Player during the specified set.

Set Z - Home Player to Break Serve: You have to predict whether the Home Player will break the Away Player's service during the specified set.

Set Z - Away Player to Break Serve: You have to predict whether the Away Player will break the Home Player's service during the specified set.

Set Z - Total Aces: You have to predict the total number of aces served by both players during the specified set.

Tennis - Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Stage Of Elimination: Predict which round the selected player will be eliminated in.

Reach the Final: Predict whether the selected player will reach the final of the named tournament.

Name of the Finalists: You have to predict the two players that will reach the final of the named tournament.

Winning Quarter: You have to predict the tournament winner will come from the 1st/2nd/3rd/4th quarter.

Winning Half: You have to predict the tournament winner will come from the Top Half or BottomHalf.

Quarter 1/2/3/4/ Winner: You have to predict the winner of the quarter (1st/2nd/3rd/4th).

Who Will Go the Furthest: You have to predict which of the two players indicated will reach the best position in the mentioned tournament.

Player H2H Markets: If the listed player does not participate at all in the tournament, the bets are settled as void. In case of a tie between the players, bets are void.

BASKETBALL

All Basketball bets are based on regular time unless otherwise stated in the market name.

Main Markets*

Some of the below listed markets might appear under **E-Basketball (same rules apply)*

Money Line (Winner): Predict the match winner regardless of the margin of points..
Total (Over/Under): Consists of predicting whether the total of points scored by both teams will be more or less than the line given in the chosen betting market. For example: Over 215.5 - Under 215.5.
Handicap (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Total points per team (home - away): Consists of predicting whether the total of points scored by home or away team will be more or less than the line given in the chosen betting market. For example: Over 215.5 - Under 215.5.
Even/odd (1st half or 2nd half): Here you predict if the result for the 1st half or 2nd half will be an odd or even number.
Winner of the match 1X2: Predict if the winner will be the home or away team with the option to select the draw as well.
Halftime/Fulltime: Predicts which team will win in the first half of the match and at the end of the match.
Point Range: This betting market consists of predicting a range within which the total points of the event will be, that is, if you select the range (151-160) the total of the points scored in this event cannot go out of this interval.
Winner + Totals: This betting market combines two main betting markets where you must predict who will win the match and how many total points (over/under) will be scored in the match.
Xth Point: You have to predict which team will score the point X during the match.
Race to X Points: This market consists of predicting which of the two teams will reach first the point that determines the market. For example: Which team will reach 50 points first.
Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match, for example home team by 1-5 points.
Overtime yes/no - will go to overtime: Bet that predicts if the event will have overtime or not.
Total (over-exact-under) - 3 possibilities: Betting market that gives the player the opportunity to choose between 3 different possibilities, such as over/under X number of points or exact number of X points.

Any team total maximum consecutive points (over/under): You need to predict if any team will achieve more or less than the given consecutive points at any point in the match.

Home/Away total maximum consecutive points (over/under): You need to predict if either the home or the away team will achieve more or less than the given consecutive points at any point in the match.

Any team to lead by X: You need to predict if any team will lead by x points at any point in the match.

Home/Away team to lead by X: You need to predict if either the home or the away team will lead by x points at any point in the match.

Scoring type xth point: This market consists of predicting the scoring type of X point during the match: 6 are the outcomes that are offered:

Home Team 1 point score

Home Team 2 point score

Home Team 3 point score

Away Team 1 point score

Away Team 2 point score

Away Team 3 point score

Which team wins the jump ball: You have to predict which team will win the jump ball.

Any team winning margin: You have to predict if any team will win with the given margins.

Xth timeout: You have to predict which team will call the Xth timeout

Xth free throw scored: You have to predict if the Xth free throw will be scored or not.

First point / winner double: You have to predict which team will score the first point and which team will win the match.

Time of first point (seconds elapsed): You have to predict if the first point will be scored after or before the given time frame.

First basket scoring method: You have to predict the scoring method of the first basket.

First possession result: You have to predict the result of the first possession.

Match Total Three Point Shots Scored: It consists of predicting at least how many three point shots will take place and scored during the match).

Team Total Three Point Shots Scored - Home/Away Team: It consists of predicting at least how many three point shots the home/away team will record.

Team With Most Three Pointers Scored: It consists of predicting which team will have the most three pointers scored during the match.

Match Total Rebounds: It consists of predicting at least how many rebounds will take place during the match.

Team Total Rebounds - Home/Away Team: It consists of predicting at least how many rebounds the home/away team will record.

Team With Most Rebounds: It consists of predicting which team will record the most rebounds.

Match Total Assists: It consists of predicting at least how many assists will take place during the match.

Team Total Assists - Home/Away Team: It consists of predicting at least how many assists the home/away team will record.

Team With Most Assists: It consists of predicting which team will record the most assists.

Match Total Steals: It consists of predicting at least how many steals will take place during the match.

Team Total Steals - Home/Away Team: It consists of predicting at least how many steals the home/away team will record.

Team With Most Steals: It consists of predicting which team will record the most steals.

Match Total Blocks: It consists of predicting at least how many blocks will take place during the match.

Team Total Blocks - Home/Away Team: It consists of predicting at least how many blocks the home/away team will record.

Team With Most Blocks: It consists of predicting which team will record the most blocks.

Match Total Turnovers: It consists of predicting at least how many turnovers will take place during the match.

Team Total Turnovers - Home/Away Team: It consists of predicting at least how many turnovers the home/away team will record.

Team With Most Turnovers: It consists of predicting which team will record the most turnovers.

Match Total Fouls Committed: It consists of predicting at least how many fouls will take place during the match.

Team Total Fouls Committed - Home/Away Team: It consists of predicting at least how many fouls the home/away team will record.

Team With Most Fouls Committed: It consists of predicting which team will record the most fouls.

Match Total Free Throws Scored: It consists of predicting at least how many three throws will take place during the match.

Match Total Free Throws Scored - Home/Away Team: It consists of predicting at least how many free throws the home/away team will record.

Team With Most Free Throws Scored: It consists of predicting which team will record the most free throws.

Match Total Two Point Shots Scored: It consists of predicting at least how many two point shots will take place during the match.

Match Total Two Point Shots Scored - Home/Away Team: It consists of predicting at least how many two point shots the home/away team will record.

Team With Most Two Points Shots Scored: It consists of predicting which team will record the most two point shots.

Match Total Free Throws Attempted: It consists of predicting at least how many free throws will attempted during the match.

Match Total Free Throws Attempted - Home/Away Team: It consists of predicting at least how many shots the home/away team will attempt.

Team With Most Free Throws Attempted: It consists of predicting which team will attempt the most free throws shots.

Match Total Three Point Shots Attempted: It consists of predicting at least how many three point shots will attempted during the match.

Match Total Three Point Shots Attempted - Home/Away Team: It consists of predicting at least how many three point shots the home/away team will attempted.

Team With Most Three Points Shots Attempted: It consists of predicting which team will attempt the most three points shots.

Match Total Two Point Shots Attempted: It consists of predicting at least how many two point shots will attempted during the match.

Match Total Two Point Shots Attempted - Home/Away Team: It consists of predicting at least how many two point shots the home/away team will attempted.

Team With Most Two Points Shots Attempted: It consists of predicting which team will attempt the most two points shots.

Match Total Offensive Rebounds: It consists of predicting at least how many total offensive rebounds will take place during the match.

Match Total Offensive Rebounds - Home/Away Team: It consists of predicting at least how many total offensive rebounds the home/away team will record.

Team With Most Offensive Rebounds: It consists of predicting which team will record the most offensive rebounds.

Match Total Defensive Rebounds: It consists of predicting at least how many total defensive rebounds will take place during the match.

Match Total Defensive Rebounds - Home/Away Team: It consists of predicting at least how many total defensive rebounds the home/away team will record.

Team With Most Defensive Rebounds: It consists of predicting which team will record the most defensive rebounds.

Winner & both teams to score X points: 1x2 & both teams to score x points: You have to predict the outcome of the match and whether both teams will score or not X points.

Zth quarter both teams to score X points: You have to predict whether both teams will score or not X points during the Zth quarter .

Home/Away Team to win both halves: You have to predict if the Home or Away Team will win both halves.

Any team to win both halves: You have to predict if there will be a team that will win both halves.

Team to win both halves: You have to predict which team will win in both the first and the second half.

Double chance: You have to predict the outcome of the 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).

1x2 Halftime - Match winner: You have to predict the outcome of the 1st half time of the match together with the outcome of the entire match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2). Draw outcome is included

Winning margin 12-way: You have to predict which team will win and by how many points.

Winning margin 14-way: You have to predict both the winning team and the point margin of their victory. Each team has seven possible winning ranges.

Point range 10-way: You have to predict the total points scored in the match by both teams, choosing from 10 predefined point ranges.

Point range 12-way: You have to predict the total points scored in the match by both teams, choosing from 12 predefined point ranges.

Home Team to win both halves: You have to predict whether the Home Team will win both halves.

Away Team to win both halves: You have to predict whether the Away Team will win both halves.

Any team to win both halves: You have to predict whether either team will win both halves.

Team to win both halves: You have to predict which team, if any, will win both halves.

Both teams to score X points: You have to predict whether both teams will score the specified number of points.

1st half Markets

1st half - Draw no Bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be void, if the half is uncompleted this market will be made void.

1st half - Handicap: You have to predict the winner of the 1st half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

1st half - Total (Under/Over): You have to predict if the total number of points scored during the 1st half will be over or under the given line, if the half is uncompleted this market will be void.

1st half - Home/Away Total (Under/Over): You have to predict if the total number of points scored by the named team (Home or Away) during the 1st half will be over or under the given line, if the half is uncompleted this market will be made void.

1st half - 1x2 - Bet on the winner of the 1st half, with the draw option available as well.

1st half- odd/even: You have to predict if the total number of points scored in the 1st half will be odd or even, if the half is incomplete this market will be void.

1st half - double chance: You have to predict the outcome of the first half of the match. There are 3 possible outcomes: 1X (at the end of the first half of the match the home team wins or draws), X2 (at the end of the first half of the match the away team wins or draws), 12 (at the end of the first half of the match the home team wins or the away team wins).

1st half - both teams to score points: You have to predict if both teams will score at least X points during the 1st half of the game

1st half - Sum Of Two Teams Last Digit Score: You have to predict the sum of both teams last digit score on first half. Example 1: If the score of the first half is 38-34 the winning digit is 2. Example 2: If the score of the first half is 42-45 the winning digit is 7. Example 3: If the score of the first half is 46-44 the winning digit is 0.

1st half - Home Team Last Digit: You have to predict the last digit of the Home Team's score on first half.

1st half - Away Team Last Digit: You have to predict the last digit of the Home Team's score on first half.

1st half - Ending Game: You have to predict what will be the combination of last digits of the score of the 1st half (in "winning team - losing team" format. For example if the score of the 1st half is 41-44 the winning selection is 4:1 instead of 1:4.

2nd half Markets

2nd half - Draw no Bet: You have to predict the winner of the 2nd half, if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.

2nd half - Handicap: You have to predict the winner of the 2nd half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

2nd half - 1x2 - Bet on the winner of the 2nd half, with the draw option available as well.

2nd half - odd/even: You have to predict if the total number points scored in the 2nd half will be odd or even, if the half is uncompleted this market will be void.

2nd half - double chance: You have to predict the outcome of the second half of the match. There are 3 possible outcomes: 1X (at the end of the second half of the match the home team wins or draws), X2 (at the end of the second half of the match the away team wins or draws), 12 (at the end of the second half of the match the home team wins or the away team wins).

2nd half 1x2 & 2nd half total: You have to predict the winner of the 2nd half (draw is included) and if the total points in the 2nd half will be Over or Under a set line

2nd half handicap & 2nd half total: You have to predict the winner of the 2nd half adding or subtracting the indicated spread to the result of the 2nd half and if the total points scored in the 2nd half will be Over or Under a set line.
2nd half - Sum Of Two Teams Last Digit Score: You have to predict the sum of both teams last digit score on second half. Example 1: If the score of the second half is 38-34 the winning digit is 2. Example 2: If the score of the first half is 42-45 the winning digit is 7. Example 3: If the score of the first half is 46-44 the winning digit is 0.
2nd half - Home Team Last Digit: You have to predict the last digit of the Home Team's score on second half.
2nd half - Away Team Last Digit: You have to predict the last digit of the Away Team's score on second half.
2nd half - Ending Game : You have to predict what will be the combination of last digits of the score of the 2nd half (in "winning team - losing team" format. For example if the score of the 2nd half is 41-44 the winning selection is 4:1 instead of 1:4.

*Potential overtime will be counted for 2nd half on markets including overtime is mentioned

Quarter Markets

1ST-2ND-3R-4TH QUARTER: The quarter betting markets allow the player to bet on the final result of each of the quarters.
Quarter Winner: Bet on the winner of the given quarter.
Quarter 1x2: You have to predict the outcome of the given quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is incomplete this market will be void.
Quarter Draw no bet: You have to predict the winner of the given quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.
Quarter Handicap: You have to predict the winner of the given quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.
Quarter Total: You have to predict if the total number of points scored during the given quarter will be over or under the lineindicated, if the quarter is uncompleted this market will be void.
Quarter Total Home/Away: You have to predict if the total number of points scored by the named team (Home or Away) during the given quarter will be over or under the line indicated, if the quarter is uncompleted this market will be made void.
Quarter Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the selected quarter .
Highest Scoring Quarter: You have to predict which quarter will have the most points scored.
Xth Quarter - To Score Last Point: You have to predict which team will score the last point of the selected quarter.

xth quarter - xth point: You have to predict which team will score the Xth point during the selected quarter.

Which team to win every quarter: You have to predict which of the two teams will win all the quarters (in case of draw in any quarter, the bet is lost).

Home/Away Team to win all quarters: You have to predict if the Home or Away Team will win all quarters

Any team to win all quarters: You have to predict if there will be a team that will win all quarters

Team to win all quarters: You have to predict which team will win all quarters

Highest scoring quarter total: You have to predict which quarter will have the highest total points scored in a game

Lowest scoring quarter total: You have to predict which quarter will have the Lowest total points scored in a game

X quarter - double chance: You have to predict the outcome of the X quarter of the match. There are 3 possible outcomes: 1X (at the end of the X quarter of the match the home team wins or draws), X2 (at the end of the X quarter of the match the away team wins or draws), 12 (at the end of the X quarter of the match the home team wins or the away team wins).

X quarter 1x2 & X quarter total: You have to predict the winner of the X quarter and if the total points points scored in that quarter will be Over or Under a set line

X quarter handicap & X quarter total: You have to predict the winner of the X quarter adding or subtracting the indicated spread to the result of the X quarter and if the total points scored in the X quarter will be Over or Under a set line.

Quarter X - Away Team to score more points + Player N - Over Z points + Player N - Over Y rebounds : You have to predict if the Away Team will score more points than the Home Team and if the indicated player will score more than Z points and grab more than Y rebounds during the indicated quarter.

Quarter X - Home Team to score more points + Player N - Over Z points + Player K - Over Y points: You have to predict if the Home Team will score more points than the Away Team and if the Player N will score more than Z points and Player K will score more than Y points during the indicated quarter.

Quarter X - Away Team to score more points + Player N - Over Z points + Player K - Over Y points: You have to predict if the Away Team will score more points than the Home Team and if the Player N will more than Z points and Player K will score more than Y points during the indicated quarter.

Home/Away Team - next three-point attempt after: {from} - Q X: You have to predict if the Home or Away Team will make or miss their next three-point shot after a specified time, and during quarter X.
Player N - next field goal attempt after: {from} - Q X: You have to predict if a specific player will make or miss his/her next field goal after a specified time, and during quarter X.

Next made field goal in the game after: {from} - Q X: You have to predict if the next field goal achieved after a specified time, and during quarter X will be a 2 or 3 pointer.
Next field goal after: {from} - Q X: You have to predict which team will score the next field goal after a specified time, and during quarter X and if will be 2 or 3 pointer.
Home/Away Team - next made field goal after: {from} - Q X: You have to predict if the next field goal achieved by Home or Away Team after a specified time, and during quarter X will be a 2 or 3 pointer.
Team to score the next field goal after: {from} - Q X: You have to predict which team will score the next field goal after a specified time, and during quarter X.
X quarter both teams to score Z points: You have to predict if both teams will score Z points during X quarter of the match
Team with highest scoring quarter: You have to predict Which team will score the most points in any single of the 4 regulation quarters. The highest quarter score of each team is compared.
X Quarter - Sum Of Two Teams Last Digit Score: You have to predict the sum of both teams last digit score on X quarter. Example 1: If the score of the X quarter is 18-14 the winning digit is 2. Example 2: If the score of the X quarter is 22-25 the winning digit is 7. Example 3: If the score of the X quarter is 26-24 the winning digit is 0.
X Quarter - Home Team Last Digit Score: You have to predict the last digit of the Home Team's score on X quarter.
X Quarter - Away Team Last Digit Score: You have to predict the last digit of the Away Team's score on X quarter.

***All quarters or halves must have been completed for the bets to stand.**
***Potential overtime will be counted for 4th quarter on markets including overtime is mentioned**

Player Special Markets

All basketball player special markets are settled according to the relevant official source.

Player H2H Markets :If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

Player Points (over/under): It consists of predicting the amount of points that the specific player will record during the match.
Player Assists (over/under): It consists of predicting the number of assists that a certain player will record during the match.
Player Rebounds (over/under): It consists of predicting the amount of Rebounds that a certain player will record during the match.

Player 3pt Field Goals Made (over/under): It consists of predicting the amount of Three-point baskets that a certain player will record during the match).

Player Steals (over/under): It consists of predicting the amount of steals that the specific player will record during the match.

Player Blocks over/under): It consists of predicting the amount of blocks that the specific player will record during the match.

Player points + rebounds + assists (over/under): It consists of predicting the combined amount of points,rebounds and assists that the specific player will record during the match.

Player rebounds + assists (over/under): It consists of predicting the combined amount of rebounds and assists that the specific player will record during the match).

Player triple double: It consists of predicting if the specific player will record a triple-double (10 from 3 main stats categories, like points,assists,rebounds,steals,blocks) during the match

First player to score: It consists of predicting which player will score first in the match (the selected player must start in the match, otherwise the bet is settled as void).

First player to make a 3pt field goal: It consists of predicting which player will score first a 3pt field goal in the match (selected player must start in the match, otherwise the bet is settled as void).

Most points for TEAM: It consists of predicting which player will score the most points for his team.

Head-to-head player points: It consists of predicting which one from the mentioned players will record the most points during the match.

Head-to-head player rebounds: It consists of predicting which one from the mentioned players will record the most rebounds during the match.

Head-to-head player assists: It consists of predicting which one from the mentioned players will record the most assists during the match.

Player Points (at least): It consists of predicting at least how many points the specific player will record during the match

Player Assists (at least): It consists of predicting at least how many assists the specific player will record during the match

Player Rebounds (at least): It consists of predicting at least how many rebounds the specific player will record during the match

Player 3pt Field Goals Made (at least): It consists of predicting at least how many 3pt field goals the specific player will record during the match

Player Steals (at least): It consists of predicting at least how many steals the specific player will record during the match.

Player Blocks (at least): It consists of predicting at least how many blocks the specific player will record during the match.

Player points + rebounds + assists (at least): It consists of predicting at least how many combined points,rebounds and assists the specific player will record during the match.

PLAYER rebounds + assists (at least): It consists of predicting at least how many combined rebounds and assists the specific player will record during the match.

Most Points (listed players only): You have to predict which of the given players will score the most points during the match.

Most Pts+Reb+Ast (listed players only): You have to predict which of the given players will score the most points+rebs+assists during the match.

Most rebounds: You have to predict which of the given players will record the most rebounds.

Most assists: You have to predict which of the given players will record the most assists.

First point scorer: You have to predict which one from the given players will score the first point of the match.

Player Personal Fouls Committed: It consists of predicting the amount of fouls that the specific player will record during the match

Player Total 3 Point Shots Attempted: It consists of predicting at least how many 3pt shots the specific player attempted during the match.

Player Total Two Point Shots Attempted: It consists of predicting at least how many 2pt shots the specific player attempted during the match

Player Total Field Goals Scored: It consists of predicting at least how many field goals the specific player will record during the match.

Player Total Field Goals Attempted: It consists of predicting at least how many field goals the specific player attempted during the match.

Player Total Free Throws Scored: It consists of predicting at least how many free throws the specific player will record during the match.

Player Total Free Throws Attempted: It consists of predicting at least how many free throws the specific player attempted during the match.

Player First Period - Total Points: It consists of predicting the amount of points that the specific player will record during the first period

Player First Period - Total Rebounds: It consists of predicting the amount of rebounds that the specific player will record during the first period

First Period - Total Assists: It consists of predicting the amount of assists that the specific player will record during the first period

Player Total Two Point Shots Scored: It consists of predicting at least how many 2pt shots the specific player will record during the match

Player turnovers O/U: You have to predict whether a specific player will record over or under a set number of turnovers during a game

First Basket Scorer in the game: You have to predict which player will score the first points in a game

First Basket Scorer in the game and will that occur on a free throw?: You have to predict whether the first basket will occur as a result of a free throw

First Basket Scorer in the game and will that occur on a 2PT field goal?: You have to predict whether that basket will be a 2-point field goal is a specific type of bet

First Basket Scorer in the game and will that occur on a 3PT field goal?: You have to predict whether that first basket will be a 3-point field goal

First Assist of the game: You have to predict which player will record the first assist in a match

First Assist of the game and will that assist be on a 2PT field goal?: You have to predict which player will record the first assist in a match and specify whether that assist will lead to a 2-point field goal

First Assist of the game and will that assist be on a 3PT field goal?: You have to predict which player will record the first assist in a match and specify whether that assist will lead to a 3-point field goal

First Rebound of the game: You have to predict which player will grab the first rebound during a match

First Rebound of the game and will it be an Offensive Rebound: You have to predict which player will grab the first rebound during the match and specify whether that rebound will be an offensive rebound

First Rebound of the game and will it be a Defensive Rebound: You have to predict which player will grab the first rebound during the match and specify whether that rebound will be an defensive rebound

To Record A Double-Double: You have to predict whether the selected player will record a double-double.

To record a triple double: You have to predict whether the selected player will record a triple-double.

Player points milestones: You have to predict whether the selected player will reach the specified points milestone.

Player assists milestones: You have to predict whether the selected player will reach the specified assists milestone.

Player blocks milestones: You have to predict whether the selected player will reach the specified blocks milestone.

Player rebounds milestones: You have to predict whether the selected player will reach the specified rebounds milestone.

Player steals milestones: You have to predict whether the selected player will reach the specified steals milestone.

Player 3-point field goals milestones: You have to predict whether the selected player will reach the specified 3-point field goals milestone.

Player Personal Fouls Committed milestones: You have to predict whether the selected player will reach the specified personal fouls committed milestone.

Player Total 3 Point Shots Attempted milestones: You have to predict whether the selected player will reach the specified 3-point shots attempted milestone.

Player Total Two Point Shots Attempted milestones: You have to predict whether the selected player will reach the specified two-point shots attempted milestone.

Player Total Field Goals Scored milestones: You have to predict whether the selected player will reach the specified field goals scored milestone.
Player Total Field Goals Attempted milestones: You have to predict whether the selected player will reach the specified field goals attempted milestone.
Player Total Free Throws Scored milestones: You have to predict whether the selected player will reach the specified free throws scored milestone.
Player Total Free Throws Attempted milestones: You have to predict whether the selected player will reach the specified free throws attempted milestone.
Player First Quarter - Total Points milestones: You have to predict whether the selected player will reach the specified points milestone in the first quarter.
Player First Period - Total Rebounds milestones: You have to predict whether the selected player will reach the specified rebounds milestone in the first Quarter.
Player First Quarter- Total Assists milestones: You have to predict whether the selected player will reach the specified assists milestone in the first quarter.
Player Total Two Point Shots Scored milestones: You have to predict whether the selected player will reach the specified two-point shots scored milestone.
Player turnovers milestones: You have to predict whether the selected player will reach the specified turnovers milestone.
Points + Rebounds milestones: You have to predict whether the selected player will reach the specified combined points and rebounds milestone.
Points + Assists milestones: You have to predict whether the selected player will reach the specified combined points and assists milestone.
Points + Rebounds + Assists milestones: You have to predict whether the selected player will reach the specified combined points, rebounds, and assists milestone.
Assists + Rebounds milestones: You have to predict whether the selected player will reach the specified combined assists and rebounds milestone.
Blocks + Steals milestones: You have to predict whether the selected player will reach the specified combined blocks and steals milestone.

*If the listed player does not participate at all in the match, the bets are settled as void.
*If a player will not participate in the match all bets are considered as void.

Extra Markets

Both teams to Score 80+: You have to predict if both teams will score 80+ points during the match
Both teams to Score 90+: You have to predict if both teams will score 90+ points during the match
Both teams to Score 100+: You have to predict if both teams will score 100+ points during the match

Both teams to Score 110+: You have to predict if both teams will score 110+ points during the match

First shot attempt - Home team: You have to predict if the first shot of home team during the game will be successful If the first shot results in Foul and free throw is partially missed, then the bet result is a Void. If the first shot results in Foul and free throw is made, then the bet result is a Win. If the free throw is totally missed the result is a Lost. For example if a player scores 1/2 or 1/3, 2/3, free throws the bet result will be a Void. If a player scores 2/2 or 3/3 free throws the bet result will be a Win. If a player scores 0/2 or 0/3 free throws the bet result will be a Lose.

First shot attempt - Away team: You have to predict if the first shot of away team during the game will be successful If the first shot results in Foul and free throw is partially missed, then the bet result is a Void. If the first shot results in Foul and free throw is made, then the bet result is a Win. If the free throw is totally missed the result is a Lost. For example if a player scores 1/2 or 1/3, 2/3, free throws the bet result will be a Void. If a player scores 2/2 or 3/3 free throws the bet result will be a Win. If a player scores 0/2 or 0/3 free throws the bet result will be a Lose.

First shot of the game made: You have to predict if the first shot during the game will be successful

Who wins opening tipoff?: You have to predict the winner of the opening tipoff

Player N - first field goal attempt?: You have to predict if a specific player will make or miss his/her first field goal

Which team will score more points in the next 5 minutes?: You have to predict which team will score more points in the next 5 minutes of the specified quarter and in specified 5 minute interval.

How many points will the Home Team score in the next 5 minutes? You have to predict how many points will the Home Team score in the next 5 minutes of the specified quarter and in specified 5 minute interval.

How many points will the Away Team score in the next 5 minutes? You have to predict how many points will the Away Team score in the next 5 minutes of the specified quarter and in specified 5 minute interval.

Away Team Last Digit Score: You have to predict the last digit of the Away Team's final score.

Ending Game: You have to predict what will be the combination of last digits of the final score of the match (in "winning team - losing team" format. For example if the final score of the match is 71-74 the winning selection is 4:1 instead of 1:4.

Home Team Last Digit Score: You have to predict the last digit of the Home Team’s final score.

After score X - Y - Next field goal after: Time N - Quarter Z: You have to predict the next field goal after the specified score and time in the specified quarter.

SGP - In Quarter X Home Team score more points + Player Over Z points + Player Over 3pt Field Goals: You have to predict whether the Home Team will score more points in the specified quarter and the selected player will exceed the specified points and 3-point field goals totals.

SGP - In Quarter X Away Team score more points + Player Over Z points + Player Over 3pt Field Goals: You have to predict whether the Away Team will score more points in the specified quarter and the selected player will exceed the specified points and 3-point field goals totals.

SGP - In Quarter X Home Team score more points + Player Over Z points + Player Over N assists: You have to predict whether the Home Team will score more points in the specified quarter and the selected player will exceed the specified points and assists totals.

SGP - In Quarter X Away Team score more points + Player Over Z points + Player Over N assists: You have to predict whether the Away Team will score more points in the specified quarter and the selected player will exceed the specified points and assists totals.

Basketball - Outrights

Winner: You have to predict the winner of the given competition according to the official ranking of the competition.

H2H Championship (Regular Season): You have to predict which of the two Teams will finish higher during the regular season of the given tournament. If the two Teams score the same number of points this bet will be void.

Under/Over Points (Regular Season): You have to predict if the total number of points recorded by a team in the given round of a championship will be over or under the line indicated. If one or more matches are cancelled/interrupted and if the remaining matches or remaining parts of the matches would have no impact on the outcome of the bets, current results will stand valid (in this case any eventual repeated match would be irrelevant); otherwise, this bet will be considered void.

Correct score Playoff Series (4/7 or 3/5): You have to predict the final result of the series of matches between the 2 teams indicated. For the purpose of reporting only official sites of each competition will be considered valid. If the series won't be completed this bet will be void.

H2H to Qualify: You have to predict which of the two teams indicated will pass the given qualifying phase or play-off round.

Finalists: You have to predict which two teams will meet in the final of the tournament.

Best Scorer: You have to predict the player that will score more points during the given tournament. If the chosen player plays at least once during the given tournament, this bet will stand, otherwise it will be void.

H2H Scorer: You have to predict which of the two players will score more points during the given tournament. If the two players score the same number of points this bet will be void.

Best player of the Tournament (MVP): You have to predict which player will be elected BEST PLAYER (MVP) of the event. For the purpose of reporting only official sites of each competition will be considered valid. If a player does not get on the scoresheet in any of the matches included in the market, bets on that player will be settled as void.

Relegation: You have to predict the team that will be relegated from the given championship. For the purpose of reporting, any decision taken before or during playoffs will be considered. All the decisions taken after the end of playoffs won't be considered for the settlement of the bet.
Winning Conference: You have to predict the winner of the given conference of the given tournament according to the official ranking of the competition.
Winner Division: You have to predict the winner of the given Division of the given tournament according to the official ranking of the competition.
Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.
Regular Season Wins (Under/Over): You have to predict the total numbers of wins (under/over) of the selected team during the given tournament according to the official ranking of the competition.
Awards - Most Improved Player (reg. season): You have to predict who will win the Most Improved Player Award during the regular season of the given competition.
Defensive Player of the Year (reg. season): You have to predict who will win the Defensive Player of the Year Award during the regular season of the given competition.
Awards - Sixth Man of the Year(reg. season): You have to predict who will win the Sixth Man of the Year Award during the regular season of the given competition.
Will They Make The Playoffs (Yes/No): You have to predict if the selected team will make the playoffs (Yes) or not (No) during the given competition according to the official ranking of the competition.

ICE HOCKEY / FIELD HOCKEY

The outcome of a bet on a hockey event is based on regular time plus overtime and penalty shootout (if any) unless otherwise stated in the market name.

For matches that are decided by a penalty shootout then the winning team will have one goal added to their score to determine the final result.

Main Markets*

Some of the below listed markets might appear under **E-Ice Hockey (same rules apply).*

Money Line: You have to predict the outcome of the match.
1X2: Predict if the winner in the match will be the home team - away team or if instead the final score will be a draw.
Handicap (2-Way): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

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

Both teams will score (GG/NG): Predicts if both teams will score at the end of the match.

Odd/even: You have to predict if the match result is an odd or even number.

First Goal: You have to predict which team will score the first goal of the regulation.

Last Goal: You have to predict which team will score the last goal of the regulation.

Double chance:

1X: If the result is a home win or a draw

2X: If the result is an away win or a draw

1.2: If the result is a home win or an away win

Total (Over/Under): Predicts if the scores at the end of the match will be more or less according to the number chosen in the market.

Handicap (2-Way): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

Draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Home Team / Away Team Total : You have to predict if the total number of goals scored by the home or the away team during the match will be over or under the spread indicated.

Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match.

Correct Score: Predict the final score of the event at the end of the match.

Will there be Overtime: You have to predict whether there will be overtime in the match or not.

Handicap (3-Way): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

Higher scoring period: Predict which of the periods will have the highest number of goals.

Home highest scoring period: Predict which of the periods the home team will have the highest number of goals.

Away highest scoring period: Predict which of the periods the away team will have the highest number of goals

Odd/Even: Predict if the number of goals at the end of the event will represent an odd or even number.

Bets on over/under, including the 3 options (over/under/draw… goals), are suggested for regular time only in all hockey games, regardless of the championship.

If as a result of the match the total number of goals scored is equal to the total of the bet and only two options are provided (higher or lower, without the option of “draw… goals”), the money bet will be refunded.

Who will win the rest of the match - Who will win the rest of the first half (includes live betting): This is a live market, you bet on who will win the rest of the match, (when selecting the market, the event will have a 0-0 score independent of the actual score at the time of betting).

Who will win the rest of the match:

This is a live market, you bet on who will win the rest of the match, (when selecting the market, the event will have a 0-0 score independent of the actual score at the time of betting).**1X2 & Total** : This betting market combines two main betting markets where you must predict who will win the match and how many total goals (over/under) will be scored in the match.

Home no bet: You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

Away no bet: You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

Exact goals: You have to predict the exact number of goals that will be scored during the match.

Home exact goals: You have to predict the exact number of goals that will be scored from the home team during the match.

Away exact goals: You have to predict the exact number of goals that will be scored from the away team during the match.

Which team to score: You have to predict which team will score during the match**.** 4 are the possible outcomes: Only team 1, Only team 2, Both teams, None.

Home clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the home team will keep a clean sheet during the match.

Away clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the away team will keep a clean sheet during the match.

1x2 & both teams to score: You have to predict the outcome of the match and whether both teams will score or not in the 1st half only.

Overtime - 1x2: You have to predict the outcome 1X2 of the Overtime period only.

Overtime - double chance: You have to predict the outcome for double chance of the Overtime period only.

1X: If the result is a home win or a draw

2X: If the result is an away win or a draw

1.2: If the result is a home win or an away win

Overtime - xth goal: You have to predict which Team during the Overtime period will score the next goal. There are 3 possible outcomes: 1 (the home team score), X (the teams draw), 2 (the away team score).

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

Overtime - draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the overtime period ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.
Overtime - competitor1 no bet: You have to predict if the home team will win the overtime period or if the match ends in a draw. If the home team wins the match, the bet will be considered void.
Overtime - competitor2 no bet: You have to predict if the away team will win the overtime period or if the match ends in a draw. If the home team wins the match, the bet will be considered void.
Penalty shootout - winner: You have to predict which team will win the penalty shootout (1-2).
Penalty shootout - xth goal: You have to predict which team will score the goal “x” during the penalty shootout. 3 Possible outcomes: 1, X, 2.
xth goal & 1x2: You have to predict together if the final result of the match will be 1, X or 2 and which team will score the goal x of the match.
xth period 1x2 & 1x2: You have to predict together if the final result of the selected period and the final result of the match. The possible outcomes are:
Home Team & Home Team
draw & Home Team
Away Team & Home Team
Home Team & draw
draw & draw
Away Team & draw
Home Team & Away Team
draw & Away Team
Away Team & Away Team
Home to win all periods: You have to predict whether the home team will win all the periods during the match.
Away to win all periods: You have to predict whether the away team will win all the periods during the match.
Home to win any period: You have to predict whether the home team will win any period during the match.
Away to win any period: You have to predict whether the away team will win any period during the match.
Home to score in all periods: You have to predict whether the home team will score in all the periods during the match.
Away to score in all periods: You have to predict whether the away team will score in all the periods during the match.
All periods over x.5: You have to predict if all the periods will end over x.5 (0.5,1.5,2.5..) during the match.
All periods under x.5: You have to predict if all the periods will end under x.5 (0.5,1.5,2.5..) during the match.
Scoring type: You have to predict the scoring type of the goal x: 6 are the possible outcomes:

even strength

power-play

short-handed

penalty shot

empty net

no goal

Home xth scoring type: You have to predict the scoring type of the goal x.

Away xth scoring type: You have to predict the scoring type of the goal x.

Match go to shootout: You have to predict if the match will go to shoutout

Both teams to score twice: You have to predict if both teams will score twice in the match.

Total penalty minutes (over/under): You have to predict if the total penalty minutes will be over or under the given line.

10 minutes - total from A to B: You have to predict the total number of goals scored within a specific 10-minute segment of the game

5 minutes - total from A to B: You have to predict the total number of goals scored within a specific 5-minute segment of the game

Powerplay Goals: You have to predict the total number of goals scored during power plays in a game

Empty net goal: You have to predict whether a team will score a goal when the opposing team has removed their goaltender in favor of an extra skater, typically in the final minutes of the game

Short-handed goal: You have to predict whether a team will score a goal while they are at a numerical disadvantage, typically due to one of their players being in the penalty box

Faceoffs: You have to predict if the number of faceoffs recorded during the match will be over or under a set line.

Home Team Faceoffs: You have to predict if the number of faceoffs won by the Home Team during the match will be over or under a set line.

Away Team Faceoffs: You have to predict if the number of faceoffs won by the Away Team during the match will be over or under a set line.

Faceoffs 1X2: You have to predict which team will win the most faceoffs during a match

2min Penalties: You have to predict if the total number of 2 minute penalties recorded during the match will be over or under a set line.

Home Team 2min Penalties: You have to predict if the total number of 2 minute penalties recorded by the Home Team during the match will be over or under a set line.

Away Team 2min Penalties: You have to predict if the total number of 2 minute penalties recorded by the Away Team during the match will be over or under a set line.

2min Penalties 1X2: You have to predict which team will record the most 2 minute penalties during the match.

A five-minute penalty will be given in the match: You have to predict if at least one five-minute penalty will be given during the match

Home Team Powerplay Goals: You have to predict if the number of power play goals scored by the Home Team during the match will be over or under a set line.

Away Team Powerplay Goals: You have to predict if the number of power play goals scored by the Away Team during the match will be over or under a set line.

Powerplay Goals 1X2: You have to predict which team will score the most powerplay goals during the match.

Both Teams to Score in All Periods: You have to predict if both teams will score at least one goal in each period of the match

Team to Win most Periods: You have to predict which team will win the most periods

Home Team to Win with a clean sheet: You have to predict if the Home Team will win a clean sheet during the match.

Away Team to Win with a clean sheet: You have to predict if the Away Team will win a clean sheet during the match.

Home Team win to nil: You have to predict if the Home Team will win the game while holding the opponent to zero goals

Away Team win to nil: You have to predict if the Away Team will win the game while holding the opponent to zero goals

1st half - 1x2: Predict the outcome of the first half.

1st half - draw No bet: Predict the outcome of the first half. If the final result is a draw, the bet will be settled as void.

1st half - handicap: You have to predict the winner of the match adding or subtracting the indicated spread to the result of the 1st half of the match.

1st half - total: On a certain value given in the market, you bet on whether there will be more or less goals during the 1st half of the match.

1st half - both teams to score: You have to predict whether both teams will score at least one goal each during the 1st half.

2nd half - 1x2: Predict the outcome of the second half

2nd half - total: On a certain value given in the market, you bet on whether there will be more or less goals during the 2nd half of the match.

2nd half - both teams to score: You have to predict whether both teams score at least one goal each during the second half

2nd Half - Home Team to Score: You have to predict whether Home team will score at least one goal during the second half.

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

Home Team to score: You have to predict whether Home team will score at least one goal during the match

Away Team to score: You have to predict whether Away team will score at least one goal during the match

1st half - Home Team to score: You have to predict whether Home team will score at least one goal during the first half.

1st half - Away Team to score: You have to predict whether Away team will score at least one goal during the first half.

2nd half - Away Team to score: You have to predict whether Away team will score at least one goal during the second half.

Both teams to score 3 or more goals: You have to predict if both teams will score 3 or more goals

Total (Over-exact-Under): You have to predict if the total number of goals scored during the match will be: Over a specified number, Exactly that number, or Under a specified

First team to score: You have to predict which team will score the first goal in the match.

To Win To Nil: You have to predict if a team will win the match without conceding any goals.

Away Team to score first and win the game: You have to predict if the Away Team will score first and win the match.

Home Team to score first and win the game: You have to predict if the Home Team will score first and win the match.

Total shots on Target: You have to predict the total number of shots on target during the match.

Home Team Odd/Even: You have to predict if the total points scored by the Home Team will be odd or even.

Away Team Odd/Even: You have to predict if the total points scored by the Away Team will be odd or even.

Team to score first wins: You have to predict if the team that scores first will win the match.

X period - Draw No bet: You have to predict which team will win the specific period. If it's a draw, your stake is refunded.

X period - Total (Over-exact-Under): You have to predict if the total points scored in the specified period will be over, exact, or under a specific number.

Total (Over-exact-Under): You have to predict if the total points scored in the match will be over, exact, or under a specific number.

X period - Z goal: You have to predict if the specified goal number will be scored during the specified period.

Race to Z goals: You have to predict which team will be the first to reach the specified number of goals.

Handicap X: You have to predict the match result after applying the specified handicap..

Will there be a penalty shootout: You have to predict if the match will be decided by a penalty shootout.

Penalty shootout - Winner: You have to predict the winner of the penalty shootout.

Correct score: You have to predict the exact final score.

Which team will score more goals in the next 5 minutes: You have to predict which team will score more goals during the specified 5-minute interval of the match.
Will a goal be scored in the next 5 minutes: You have to predict if at least one goal will be scored during the specified 5-minute interval of the match.
Will the home team score a goal in the next 5 minutes: You have to predict if the home team will score a goal during the specified 5-minute interval of the match.
Will the away team score a goal in the next 5 minutes: You have to predict if the away team will score a goal during the specified 5-minute interval of the match.
Odd/Even: You have to predict whether the total number of goals scored by both teams will be odd or even.
Away Team Win to Nil: You have to predict whether the Away Team will win without conceding a goal.
Home Team Win to Nil: You have to predict whether the Home Team will win without conceding a goal.
1X2 & Total: You have to predict the result of the match and whether the total number of goals will be over or under the specified value. Only regulation time is considered.
Winner & Total: You have to predict the winner of the match and whether the total number of goals will be over or under the specified value.
Home Team Exact Goals: You have to predict the exact number of goals scored by the Home Team during regulation time.
Exact Goals: You have to predict the exact total number of goals scored by both teams during regulation time.

Period Markets

1ST-2ND-3RD PERIOD: The period betting markets allow the player to bet on the final result of each of the periods.

Period 1X2 : Predict if the winner in the mentioned period will be the home team - away team or if instead the final score will be a draw.
Period Draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team in the mentioned period, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.
Period Double Chance:
1X: If the result is a home win or a draw on the mentioned period
2X: If the result is an away win or a draw on the mentioned period
1.2: If the result is a home win or an away win on the mentioned period
Period Handicap (2-way): You have to predict the winner of the mentioned period adding or subtracting the indicated spread to the result of the period.

Period Total: You have to predict if the total number of goals scored during the mentioned period will be over or under the spread indicated.

Period First Goal: You have to predict which team will score the first goal of the mentioned period.

Period Last Team to Score: You have to predict which team will score the last goal of the mentioned period.

Period Both teams to score: Predicts if both teams will score or not at the mentioned period.

Period - Home Team total: You have to predict if the total number of goals scored from the home team during the mentioned period will be over or under the spread indicated.

Period - Away Team total: You have to predict if the total number of goals scored from the away team during the mentioned period will be over or under the spread indicated.

Period - exact goals: You have to predict the exact number of goals that will be scored during the mentioned period.

Period - Home Team exact goals: You have to predict the exact number of goals that will be scored from the home team during the mentioned period.

Period - Away Team exact goals: You have to predict the exact number of goals that will be scored from the away team during the mentioned period.

Period - which team to score: You have to predict which team will score during the mentioned period**.** 4 are the possible outcomes: Only team 1, Only team 2, Both teams, None.

Period - Home Team clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the home team will keep a clean sheet during the mentioned period.

Period - Away Team clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the away team will keep a clean sheet during the mentioned period.

Period - correct score: Predict the final score at the end of the mentioned period.

Period - which team wins the rest: This is a live market, you bet on who will win the rest of the mentioned period, (when selecting the market, the event will have a 0-0 score independent of the actual score at the time of betting).

Period - odd/even: Predict if the number of goals at the end of the mentioned period will represent an odd or even number.

Xth period- either team to score: You have to predict if either team will score in the Xth period

Which team will win the opening faceoff of the X Period?: You have to predict which team will win the first faceoff in the specified period.

Which team will win the next faceoff after X Period and Y time?: You have to predict which team will win the next faceoff following the specified period and time.

Will there be a goal scored during the next power play after X Period and Y clock?: You have to predict whether a goal will be scored during the next power play following the specified period and clock.

Will Home Team score a goal during their next power play after X period and last powerplay clock?: You have to predict whether the Home team will score a goal during their next power play following the specified period and clock.

Will Away Team score a goal during their next power play after X period and last powerplay clock?: You have to predict whether the Away team will score a goal during their next power play following the specified period and clock.

Period Z - Handicap N: You have to predict the result of the specified period after the specified handicap has been applied.

Period Z - Draw No Bet: You have to predict the winner of the specified period. If the specified period ends in a draw, all bets are void.

Period Z - Correct Score: You have to predict the exact score of the specified period.

Period Z - Double Chance: You have to predict which of the two selected outcomes will occur during the specified period: Home Team or Draw, Away Team or Draw, or Home Team or Away Team.

Period Z - Exact Goals: You have to predict the exact total number of goals scored by both teams during the specified period.

Period Z - Home Team Win to Nil: You have to predict whether the Home Team will win the specified period without conceding a goal.

Period Z - Away Team Win to Nil: You have to predict whether the Away Team will win the specified period without conceding a goal.

Player Specials

Settlement applies to any player who enters the pitch unless stated otherwise on the market name ("starting line up"). In that case, If the listed player is not in the starting lineup of the match, the bets are settled as void.

Anytime/Xth Goalscorer (LIVE) : All offered players are considered as Runners. If an unlisted player scores a goal all bets on listed players stand. For settlement purposes, only goals and assists scored during regular time are considered. Please note that if the score after regular time is 0-0, all bets will be settled as lost. All bets on players that were listed but left the game before the match ended (such as injuries or expulsions) will stand.

Player to Score a Point (LIVE) : Bets apply to regular time only. All offered players are considered as Runners. If an unlisted player scores a point all bets on listed players stand. For settlement purposes, only goals and assists scored during regular time are considered. Please note that if the score after regular time is 0-0, all bets will be settled as lost. All bets on players that were listed but left the game before the match ended (such as injuries or expulsions) will stand.

Other Ice Hockey Player Markets

For the following player special markets, bets apply to regular time plus overtime (if any) unless stated otherwise. Potential penalty shootout won't count for settlement.

Player Total Assists(or over/under) (PREMATCH)

Player Total Goals(or over/under)(PREMATCH)

Player Total Saves(or over/under)(PREMATCH)

Player Total Points(or over/under)(PREMATCH) :Market refers to either goals or assists achieved by a player.

Player Total Shots(or over/under) (PREMATCH)

Player Total Shots on goal(or over/under)(PREMATCH)

Player H2H Markets : If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

Player goals (at least): It consists of predicting at least how many goals the specific player will make.
Player assists (at least): It consists of predicting at least how many assists the specific player will make.
Player shots on goal (at least): It consists of predicting at least how many shots on goal the specific player will make. Shots that are not on goal do not count.
Player saves (at least): It consists of predicting at least how many saves the specific player will make.
Player points (at least): It consists of predicting at least how many points(combined goals and assists) the specific player will make.
Player points (over/under): It consists of predicting the amount of points(combined goals and assists) the specific player will make.
Player shots on goal (over/under): It consists of predicting the amount of shots on goal the specific player will make Shots that are not on goal do not count.
Player saves (over/under): It consists of predicting the amount of saves that the specific player will make.
Player goals (over/under): It consists of predicting the amount of goals the specific player will make.
Player assists (over/under): It consists of predicting the amount of assists the specific player will make.
Player powerplay points: It consists of predicting the amount of points earned by a player during the man advantage (powerplay).
Player plus / Minus: It consists of predicting the points earned by a player in a plus/minus rating. Considering that a plus is given to a player who is on the ice when his team scores an even-strength or shorthanded goal, while a minus is given to players on the ice when opponents score in those situations.
Player shutout: It consists of predicting if a goalkeeper is going to record a shutout or not. Consedering that a shutout (SO) is credited to a goaltender who successfully stops the other team from scoring during

the entire game. In regular season games, if the score is 0–0 with the game going to a penalty shootout, both goaltenders are credited with a shutout.

Player blocked shots: It consists of predicting the amount of the blocked shots recorded by a defender. Considering that a shot that is deflected wide or blocked by an opponent does not count as a shot on goal; it is recorded as a blocked shot. The player who blocks the shot is credited with a “blocked shot”..

Player first goalscorer: You have to predict the player who will score first during the match.

Player last goalscorer: You have to predict the player who will score last during the match.

Faceoffs won O/U: You have to predict if the number of faceoffs won by a player during the match will be over or under a set line.

Hits O/U: You have to predict if the total number of hits (body checks to gain puck control) made by a player during the match will be over or under the specified number.

*If a player will not participate in the match all bets are considered as void.

Ice Hockey/Field Hockey Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Division / Conference Winner: You have to predict the winner of the given division or conference according to the official ranking of the competition.

Regular Season Points - Team: You have to predict how many points(over/under) the mentioned team will gather according to the official ranking of the competition.

Will they make the playoffs? - Team: You have to predict if the mentioned team will reach the playoff of the given tournament according to the official ranking of the competition.

Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.

Draft Xth Pick : You have to predict who will be the Xth pick in the mentioned draft.

Draft Position - Player: You have to predict what position the mentioned player will get in the mentioned draft.

H2H - Correct Series Score: You have to predict the final result of the series of matches between the 2 teams indicated. For the purpose of reporting will be considered valid only official sites of each competition.

H2H - When will the series end?: You have to predict in how many games the series of matches between the 2 teams indicated will end. For the purpose of reporting will be considered valid only official sites of each competition.

H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.

HANDBALL

All **handball** bets will be made based on 60 minutes of play unless otherwise specified. Overtime does not count, nor does it affect the result of the second half and will not be taken into account for the counting of the second half bets. If the 60 minutes of play are not completed for any reason, all bets will be void and the stake will be refunded.

The match must be completed for bets to stand (unless the market has already been settled). Bets will also be considered valid if an official result is declared by the relevant governing body. All live markets do not include overtime, markets such as: 1x2, Handicap, Odd/Even, Handball Winning Margin, Double Chance except for betting markets such as: Qualify/Win the cup/Win after overtime etc.

Main Markets

1X2: Predict the outcome of the match.

Total: You bet on whether there will be more or less goals than the given line, during the match.

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

Double Chance: You have to predict the outcome of the 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: Predict the outcome of the match. If the final result is a draw, the bet will be settled as void.

Odd/Even: Predict if the total number of goals scored is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.

Halftime/Fulltime: Predict which team will be victorious in the first half and at the end of the match.

Winning Margin: This betting market consists of predicting which team will win and by how much difference it will win.

Race to X Goals: Predict which team will reach first at X goals.

Handicap (3 way): You have to predict the final result of the match taking in consideration the handicap in brackets.

Team Totals : You bet on whether there will be more or less goals than the given line for the home or the away team, during the match.

1st / 2nd half markets: In this section you will find main betting markets related to either the first or the second half of the match.

1X2 & totals: Predict who will be the match winner and how many goals (over/under) will be scored in the match.

Highest scoring half: Predict which of the two halves will have a higher score.

Team highest scoring half: Predict which of the two halves will have a higher score compared to the other but only for the home or the away team.

Team with highest scoring half : Predict which of the two teams will have a higher score in one half compared to the other team.

Goal Range: Predict in a selected range, how many goals in total will be scored from both teams.

Team Goal Range: Predict in a selected range, how many goals the home or the away team will score.

xth goal: Predict which team will score the xth goal.

Overtime - total: You have to predict if the total number of goals scored during the Overtime will be over or under the line indicated.

Overtime - handicap: You have to predict the final result of the Overtime taking in consideration the handicap in brackets.

Home Team to score Z goals: You have to predict if the Home Team team will reach a certain number of goals during the match

Away Team to score Z goals: You have to predict if the Away Team team will reach a certain number of goals during the match

Winning margin: You have to predict the exact margin of winning for either team

Race to Z goals: You have to predict which team will be the first to reach a specified number of goals

1st half 1x2 & 1st half total: You have to predict which team will win the first half and if the total number of goals will be over or under a specified number

1st half Race to Z goals: You have to predict which team will score a specific number of goals first during the 1st half.

Goal X: You have to predict which team will score the specified goal.

Home Team Total Red Cards: You have to predict the total number of red cards received by the Home Team.

Total Red Cards: You have to predict the total number of red cards received by both teams.

Away Team Total Red Cards: You have to predict the total number of red cards received by the Away Team.

Handicap 1X2: You have to predict the result of the match after the specified handicap has been applied: Home Team, Draw or Away Team.

First Team to Score: You have to predict which team will score first in the match.

Last Team to Score: You have to predict which team will score last in the match.

Goal N: You have to predict which team will score the specified goal of the match.

1st Half Markets

1st half - 1x2: Predict the outcome of the first half.

1st half - double chance: You have to predict the outcome of the first half. 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).
1st half - draw no bet: Predict the outcome of the first half. If the final result is a draw, the bet will be settled as void.
1st half - handicap x:y: You have to predict the final result of the match taking in consideration the handicap in brackets.
1st half - handicap: You have to predict the winner of the first half adding or subtracting the indicated spread to the result of the match.
1st half - total: On a certain value given in the market, you bet on whether there will be more or less goals during the 1st half of the match.
1st half - Home total: You bet on whether there will be more or less goals than the given line for the home team, during the first half.
1st half - Away total: You bet on whether there will be more or less goals than the given line for the away team, during the first half.
1st half - odd/even: Predict if the total number of goals scored during the 1st half period is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
1st half - 1x2 & total: Predict who will be the first half winner and how many goals (over/under) will be scored in the first half.
1st half - winning margin: This betting market consists of predicting which team will win the 1st half and by how much difference it will win.
1st half - goal range: Predict in a selected range, how many goals in total will be scored from both teams during the 1st half.
1st half - Home goal range: Predict in a selected range, how many goals in total will be scored from the home team during the 1st half.
1st half - Away goal range: Predict in a selected range, how many goals in total will be scored from the away team during the 1st half.
1st Half - Handicap N: You have to predict the result of the first half after the specified handicap has been applied.

2nd Half Markets

2nd half - 1x2: Predict the outcome of the second half.
2nd half - double chance: You have to predict the outcome of the second half. There are 3 possible outcomes: 1X (at the end of the 2nd half the home team wins or draws), X2 (at the end of the 2nd half the away team wins or draws), 12 (at the end of the 2nd half the home team wins or the away team wins).

2nd half - draw no bet: Predict the outcome of the second half. If the final result is a draw, the bet will be settled as void.

2nd half - odd/even: Predict if the total number of goals scored during the 2nd half period is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.

Player Specials

Player goals at least: You have to predict the number of goals a Player will at least score during the match.
Player Goals: Predict if the total number of goals scored by a specific player during the match.
X goalscorer: You have to predict which player will score the Xth goal of the match
Last goalscorer: You have to predict which player will score the final goal of the match

Handball Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

AMERICAN FOOTBALL

All American Football bets are based on regular time unless otherwise stated in the market name.

Main Markets:

MoneyLine (1-2): You must hit the winner of the game regardless of the point spread.

Total (Under/Over): This type of bet consists of specifying the amount of total points in the match.

Home Team Total (Under/Over): Bet that consists of specifying the total scores of the home team.

Away Team Total (Under/Over): Bet that consists of specifying the total scoring of the away team.

Race to xth points: Predict which team will reach first at X goals..

Next goal: You have to predict which Team will score the next goal. There are 3 possible outcomes: 1 (the home team score), X (or none to score), 2 (the away team score).

Next scoring type: You have to predict by which scoring type will the Xth goal be scored. We have 4 possible outcomes: touchdown, field goal, safety, none.

Highest scoring quarter: You have to predict which quarter of the match will have the most points scored.

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

Will there be overtime: You have to predict whether there will be an overtime or not.

Odd/even: Predict if the total number of points scored during the match is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.

Home odd/even: Predict if the total number of points scored during the match from the home team is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
Away odd/even: Predict if the total number of points scored during the match from the away team is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
Total touchdowns: You have to predict the total number(over/under) of touchdowns scored during the match.
Total field goals made: You have to predict the total number(over/under) of field goals scored during the match.
Total turnovers: You have to predict the total number(over/under) of turnovers recorded during the match.
Total sacks: You have to predict the total number(over/under) of sacks recorded during the match.
xth field goal made: You have to predict which team will make the Xth field goal during the match.
Will there be overtime: Guess if the event will have overtime or not.
Total passing attempts: You have to predict the combined number of passing attempts made by both teams during a game.
Total passing completions: You have to predict the combined number of completed passes made by both teams during a game.
Total passing yards: You have to predict the combined number of passing yards gained by both teams during a game
Total tackles: You have to predict the combined number of tackles made by both teams during a game.
Total offensive yards: You have to predict the combined yardage gained by both teams throughout the game
Total receptions: You have to predict the total number of completed passes caught by players from both teams during a game
Total passing touchdowns: You have to predict the total number of touchdowns scored through the air by both teams during a game
Total rushing touchdowns: You have to predict the cumulative number of touchdowns scored by both teams on rushing plays during a game
Total receiving touchdowns: You have to predict the cumulative number of touchdowns scored through completed passes by players on both teams during a game
Total offensive touchdowns: You have to predict the cumulative number of touchdowns scored by both teams during a game
Total receiving yards: You have to predict the cumulative yardage gained by players through completed passes during a game
Total rushing yards: You have to predict the cumulative yardage gained by all players on both teams through rushing plays during a game
Total rushing and receiving yards: You have to predict the combined yardage gained by both teams through rushing and receiving plays during a game

Total passing and rushing yards: You have to predict the combined yardage gained by both teams through passing and rushing plays during a game

Total tackles and assists: You have to predict the cumulative number of tackles (both solo and assisted) made by defensive players during a game

Total 2pt made: You have to predict the cumulative number of successful 2-point conversion attempts by both teams during a game

Total 2pt attempts: You have to predict the cumulative number of attempts by both teams to score a 2-point conversion after a touchdown during a game

Total fumbles: You have to predict the cumulative number of fumbles (both lost and recovered) committed by both teams during a game

Total passing yards gross: You have to predict the total yardage gained by a team through passing plays during a game

Home Team - Z Touchdown Scorer: You have to predict which player from the Home Team will score a specific numbered touchdown in the game

Away Team - Z Touchdown Scorer: You have to predict which player from the Away Team will score a specific numbered touchdown in the game

Home Team - Last Touchdown Scorer: You have to predict which player from the Home Team will score the last touchdown in the game

Away Team - Last Touchdown Scorer: You have to predict which player from the Away Team will score the last touchdown in the game

Winner: You have to predict the winner of the match.

Total: You have to predict whether the total number of points scored by both teams will be over or under the specified value.

Handicap: You have to predict the result of the match after the specified handicap has been applied.

First Team to Score: You have to predict which team will score first in the match.

Halftime/Fulltime: You have to predict the result at halftime and the result at the end of the match.

Team to Score First Wins: You have to predict whether the team that scores first will win the match.

Will There Be Overtime?: You have to predict whether the match will go to overtime.

Odd/Even: You have to predict whether the total number of points scored by both teams will be odd or even.

Handicap 1X2: You have to predict the result of the match after the specified handicap has been applied: Home Team, Draw or Away Team.

Highest Scoring Quarter Without Draw: You have to predict which quarter will have the highest total number of points.

Highest Scoring Half Without Draw: You have to predict which half will have the highest total number of points.

Team to Score Last: You have to predict which team will score last in the match.

1X2 Halftime - Match Winner: You have to predict the result at halftime and the winner of the match.

1st Half Markets

1st half - 1x2: You have to predict the outcome of the 1st half, selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void.

1st half - handicap: You have to predict the winner of the 1st half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

1st half - total: You have to predict if the total number of points scored during the 1st half will be over or under the line indicated, if the half is uncompleted this market will be void.

1st half - draw no bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.

1st half - odd/even: You have to predict if the number points scored during the 1st half of the match is going to be odd or even.

1st half - Home team odd/even: You have to predict if the number of points scored from the home team during the 1st half of the match is going to be odd or even.

1st half - Away team odd/even: You have to predict if the number of points scored from the away team during the 1st half of the match is going to be odd or even.

1st half - next score: You have to predict which Team will score the next goal during the 1st half. There are 3 possible outcomes: 1 (the home team score), X (the teams draw), 2 (the away team score).

1st half 1x2 & 1st half total: You have to predict both the result and the total number of goals (over/under) for the 1st half.

1st half handicap & 1st half total: You have to predict both the result (taking into consideration the handicap in the bracket) and the total number of goals (over/under) for the 1st half.

1st half - Anytime touchdown scorer: You have to predict which player will score a touchdown during the first half of the game

1st Half - Field goals made: You have to predict the total number of field goals successfully made by both teams during the 1st half of the game.

1st half - Player passing yards Over / Under: You have to predict if the player's passing yards in the first half will be over or under a specified number.

1st half - Player passing touchdowns Over / Under: You have to predict if the player's passing touchdowns in the first half will be over or under a specified number.

1st half - Player receiving yards Over / Under: You have to predict if the player's receiving yards in the first half will be over or under a specified number.

1st half - Player receiving touchdowns Over / Under: You have to predict if the player's receiving touchdowns in the first half will be over or under a specified number.

1st half - Player rushing yards Over / Under: You have to predict if the player's rushing yards in the first half will be over or under a specified number.

1st half - Player rushing touchdowns Over / Under: You have to predict if the player's rushing touchdowns in the first half will be over or under a specified number.
1st half - Player interceptions Over / Under: You have to predict if the player's interceptions in the first half will be over or under a specified number.
1st half - Player Passing Attempts Over / Under: You have to predict if the player's passing attempts in the first half will be over or under a specified number.
1st half - Player rushing attempts Over / Under: You have to predict if the player's rushing attempts in the first half will be over or under a specified number.
1st half - Player receptions Over / Under: You have to predict if the player's receptions in the first half will be over or under a specified number.
1st half - Player rushing and receiving yards Over/Under: You have to predict if the player's combined rushing and receiving yards in the first half will be over or under a specified number.
1st half - Player passing completion Over / Under: You have to predict if the player's passing completions in the first half will be over or under a specified number.
1st half - Anytime touchdown scorer: You have to predict if the player will score a touchdown at any time in the first half.
1st Half - Player Interceptions Milestones: You have to predict whether the specified player will throw at least the specified number of interceptions during the first half.
1st Half - Player Pass Attempts Milestones: You have to predict whether the specified player will record at least the specified number of pass attempts during the first half.
1st Half - Player Pass Completions Milestones: You have to predict whether the specified player will record at least the specified number of completed passes during the first half.
1st Half - Player Passing Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of passing touchdowns during the first half.
1st Half - Player Passing Yards Milestones: You have to predict whether the specified player will record at least the specified number of passing yards during the first half.
1st Half - Player Receiving Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of receiving touchdowns during the first half.
1st Half - Player Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified number of receiving yards during the first half.
1st Half - Player Receptions Milestones: You have to predict whether the specified player will record at least the specified number of receptions during the first half.
1st Half - Player Rushing and Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified combined number of rushing and receiving yards during the first half.
1st Half - Player Rushing Attempts Milestones: You have to predict whether the specified player will record at least the specified number of rushing attempts during the first half.

1st Half - Player Rushing Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of rushing touchdowns during the first half.
1st Half - Player Rushing Yards Milestones: You have to predict whether the specified player will record at least the specified number of rushing yards during the first half.

2nd Half Markets

2nd half - 1x2: You have to predict the outcome of the 2nd half, selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void.**2nd half - handicap:** You have to predict the winner of the 2nd half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.**2nd half - total (Over/Under): y**ou have to predict if the total number of points scored during the 2nd half will be over or under the spread indicated, if the half is uncompleted this market will be void.**2nd half - draw no bet:** You have to predict the winner of the 2nd half, if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.
2nd half - Anytime touchdown scorer: You have to predict which player will score a touchdown during the second half of the game
2nd half - Player passing yards Over / Under: You have to predict if the player's passing yards in the second half will be over or under a specified number.
2nd half - Player passing touchdowns Over / Under: You have to predict if the player's passing touchdowns in the second half will be over or under a specified number.
2nd half - Player receiving yards Over / Under: You have to predict if the player's receiving yards in the second half will be over or under a specified number.
2nd half - Player receiving touchdowns Over / Under: You have to predict if the player's receiving touchdowns in the second half will be over or under a specified number.
2nd half - Player rushing yards Over / Under: You have to predict if the player's rushing yards in the second half will be over or under a specified number.
2nd half - Player rushing touchdowns Over / Under: You have to predict if the player's rushing touchdowns in the second half will be over or under a specified number.
2nd half - Player interceptions Over / Under: You have to predict if the player's interceptions in the second half will be over or under a specified number.
2nd half - Player Passing Attempts Over / Under: You have to predict if the player's passing attempts in the second half will be over or under a specified number.
2nd half - Player rushing attempts Over / Under: You have to predict if the player's rushing attempts in the second half will be over or under a specified number.
2nd half - Player receptions Over / Under: You have to predict if the player's receptions in the second half will be over or under a specified number.

2nd half - Player rushing and receiving yards Over/Under: You have to predict if the player's combined rushing and receiving yards in the second half will be over or under a specified number.

2nd half - Player passing completion Over / Under: You have to predict if the player's passing completions in the second half will be over or under a specified number.

2nd half - Anytime touchdown scorer: You have to predict if the player will score a touchdown at any time in the second half.

2nd half - Total field goals: You have to predict the total number of field goals scored in the second half.

2nd half - Total Touchdowns: You have to predict the total number of touchdowns scored in the second half.

2nd half - Home Team total touchdowns: You have to predict the total number of touchdowns scored by the Home Team in the second half.

2nd half - Away Team total touchdowns: You have to predict the total number of touchdowns scored by the Away Team in the second half.

2nd half - Home Team field goals: You have to predict the total number of field goals scored by the Home Team in the second half.

2nd half - Away Team field goals: You have to predict the total number of field goals scored by the Away Team in the second half.

2nd half - 1x2: You have to predict which team will win the 2nd Half

2nd half - draw No bet: Predict the outcome of the second half. If the final result is a draw, the bet will be settled as void.

2nd Half - Player Passing Yards Milestones: You have to predict whether the specified player will record at least the specified number of passing yards during the second half.

2nd Half - Player Passing Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of passing touchdowns during the second half.

2nd Half - Player Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified number of receiving yards during the second half.

2nd Half - Player Receiving Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of receiving touchdowns during the second half.

2nd Half - Player Rushing Yards Milestones: You have to predict whether the specified player will record at least the specified number of rushing yards during the second half.

2nd Half - Player Rushing Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of rushing touchdowns during the second half.

2nd Half - Player Interceptions Milestones: You have to predict whether the specified player will throw at least the specified number of interceptions during the second half.

2nd Half - Player Pass Attempts Milestones: You have to predict whether the specified player will record at least the specified number of pass attempts during the second half.

2nd Half - Player Rushing Attempts Milestones: You have to predict whether the specified player will record at least the specified number of rushing attempts during the second half.
2nd Half - Player Receptions Milestones: You have to predict whether the specified player will record at least the specified number of receptions during the second half.
2nd Half - Player Rushing and Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified combined number of rushing and receiving yards during the second half.
2nd Half - Player Pass Completions Milestones: You have to predict whether the specified player will record at least the specified number of completed passes during the second half.

Quarters Markets

Quarter - 1x2: You have to predict the outcome of the selected quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is uncompleted this market will be void.
Quarter - total (Over/Under): You have to predict if the total number of points scored during the selected quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be void.
Quarter - draw no bet: You have to predict the winner of the selected quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.
Quarter - handicap: You have to predict the winner of the selected quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.
1st quarter 1x2 & 1st quarter total: You have to predict both the result and the total number of goals (over/under) for the 1st quarter.
1st quarter handicap & 1st quarter total: You have to predict both the result (taking into consideration the handicap in the bracket) and the total number of goals (over/under) for the 1st quarter.
X quarter - Both teams to score: You have to predict if both teams will score during the X quarter of the game
X quarter - Player passing yards Over / Under: You have to predict if the player's passing yards in the specified quarter will be over or under a specified number.
X quarter - Player passing touchdowns Over / Under: You have to predict if the player's passing touchdowns in the specified quarter will be over or under a specified number.
X quarter - Player receiving yards Over / Under: You have to predict if the player's receiving yards in the specified quarter will be over or under a specified number.
X quarter - Player receiving touchdowns Over / Under: You have to predict if the player's receiving touchdowns in the specified quarter will be over or under a specified number.
X quarter - Player rushing yards Over / Under: You have to predict if the player's rushing yards in the specified quarter will be over or under a specified number.
X quarter - Player rushing touchdowns Over / Under: You have to predict if the player's rushing touchdowns in the specified quarter will be over or under a specified number.

X quarter - Player interceptions Over / Under: You have to predict if the player's interceptions in the specified quarter will be over or under a specified number.
X quarter - Player Passing Attempts Over / Under: You have to predict if the player's passing attempts in the specified quarter will be over or under a specified number.
X quarter - Player rushing attempts Over / Under: You have to predict if the player's rushing attempts in the specified quarter will be over or under a specified number.
X quarter - Player receptions Over / Under: You have to predict if the player's receptions in the specified quarter will be over or under a specified number.
X quarter - Player rushing and receiving yards Over/Under: You have to predict if the player's combined rushing and receiving yards in the specified quarter will be over or under a specified number.
X quarter - Player passing completion Over / Under: You have to predict if the player's passing completions in the specified quarter will be over or under a specified number.
X quarter - Anytime touchdown scorer: You have to predict if the player will score a touchdown at any time in the specified quarter.
X quarter - Home Team total touchdowns: You have to predict the total number of touchdowns scored by the Home Team in the specified quarter.
X quarter - Field goals: You have to predict the total number of field goals scored in the specified quarter.
X quarter - Home Team field goals: You have to predict the total number of field goals scored by the Home Team in the specified quarter.
X quarter - Away Team field goals: You have to predict the total number of field goals scored by the Away Team in the specified quarter.
X quarter - Odd/Even: You have to predict if the total points in the specified quarter will be odd or even.
X quarter - Total: You have to predict if the total points in the specified quarter will be over or under a specified number.
X quarter - 1x2: You have to predict the match outcome (home win, draw, or away win) for the specified quarter.
X quarter - Away Team total touchdowns: You have to predict the total touchdowns scored by the Away Team in the specified quarter.
X quarter - Total touchdowns: You have to predict the total number of touchdowns scored in the specified quarter.
X quarter - Away Team total: You have to predict the total points scored by the Away Team in the specified quarter will be over or under a specified number
X quarter - Home Team total: You have to predict the total points scored by the Home Team in the specified quarter will be over or under a specified number
Quarter Z - Player Passing Yards Milestones: You have to predict whether the specified player will record at least the specified number of passing yards during the specified quarter.
Quarter Z - Player Passing Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of passing touchdowns during the specified quarter.
Quarter Z - Player Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified number of receiving yards during the specified quarter.

Quarter Z - Player Receiving Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of receiving touchdowns during the specified quarter.
Quarter Z - Player Rushing Yards Milestones: You have to predict whether the specified player will record at least the specified number of rushing yards during the specified quarter.
Quarter Z - Player Pass Attempts Milestones: You have to predict whether the specified player will record at least the specified number of pass attempts during the specified quarter.
Quarter Z - Player Rushing Attempts Milestones: You have to predict whether the specified player will record at least the specified number of rushing attempts during the specified quarter.
Quarter Z - Player Receptions Milestones: You have to predict whether the specified player will record at least the specified number of receptions during the specified quarter.
Quarter Z - Player Rushing and Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified combined number of rushing and receiving yards during the specified quarter.
Quarter Z - Player Pass Completions Milestones: You have to predict whether the specified player will record at least the specified number of completed passes during the specified quarter.
Quarter Z - Handicap: You have to predict the result of the specified quarter after the specified handicap has been applied.

Drive Markets

xth drive play x - competitor play type: Predict whether the type of play will be a rush or a pass. Only a forward pass counts as a passing play by definition. A sack is also considered a passing play.
xth drive play x - competitor pass completion: Predict if there will be a completed pass during the stated play. Only a forward pass will be taken under consideration for a passing play by definition.
xth drive play x - competitor total yards gained: Predict the total of yards earned during stated play. Yards earned through play penalties will not be considered.
xth drive play x - competitor new first down: Predict if competitor will earn a new first down during the stated play. A touchdown is only credited as a new first down when scored by the offense. First downs and yards earned by play penalties will not be considered for settlement.
xth drive play x - competitor sack: Predict whether there will be a sack or not in the stated play.
xth drive - competitor result: Predict the outcome of competitor's stated drive (punt, touchdown, field goal attempt) Different outcomes will be settled with "other".

*In case of no plays, all markets will be settled with the next play or voided if the drive ends before reaching the respective play.

** In case of the drive ended before the respective play number was reached, all markets for the respective play will be considered void. This includes punts and field goals.

*** Field goal yardage will not be considered for total yards gained in a play.

Drive N - Home Team to Score: You have to predict whether the Home Team will score during the specified drive.

Drive N - Away Team to Score: You have to predict whether the Away Team will score during the specified drive.

Drive N - Home Team to Score a Touchdown: You have to predict whether the Home Team will score a touchdown during the specified drive.

Drive N - Away Team to Score a Touchdown: You have to predict whether the Away Team will score a touchdown during the specified drive.

Player Specials

All american football player special markets are settled according to the relevant official source.

Player H2H Markets : If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

Player passing yards: It consists of predicting the amount of passing yards the specific player will record.

Player passing yards (at least): It consists of predicting at least how many passing yards the specific player will record

Player pass completions: It consists of predicting the amount of pass completions the specific player will record

Player pass completions (at least): It consists of predicting at least how many pass completions the specific player will record

Player pass touchdowns: It consists of predicting the amount of pass touchdowns the specific player will record

Player pass touchdowns (at least): It consists of predicting at least how many pass touchdowns the specific player will record

Player rushing attempts: It consists of predicting the amount of rushing attempts the specific player will record

Player rushing attempts (at least): It consists of predicting at least how many rushing attempts the specific player will record

Player rushing yards: It consists of predicting the amount of rushing yards the specific player will record

Player rushing yards (at least): It consists of predicting at least how many rushing yards the specific player will record

Player rushing touchdowns: It consists of predicting the amount of rushing touchdowns the specific player will record

Player rushing touchdowns (at least): It consists of predicting at least how many rushing touchdowns the specific player will record

Player receptions: It consists of predicting the amount of receptions the specific player will record

Player receptions (at least): It consists of predicting at least how many receptions the specific player will record

Player receiving yards: It consists of predicting the amount of receiving yards the specific player will record

Player receiving yards(at least): It consists of predicting at least how many receiving yards the specific player will record.

Player receiving touchdowns: It consists of predicting the amount of receiving touchdowns the specific player will record

Player receiving touchdowns (at least): It consists of predicting at least how many receiving touchdowns the specific player will record

Player to score first touchdown: Predict which player will score the first touchdown of the match.

Total interceptions thrown by QB: It consists of predicting the amount of total interceptions the specific player will record

Longest completion by QB: It consists of predicting the longest completion the specific player will record

Player sacks: It consists of predicting the amount of sacks the specific player will record

Player longest rush: It consists of predicting the longest rush the specific player will record.

First rush attempt by PLAYER: Predict which player will record the first rush attempt of the match.

First reception by PLAYER: Predict which player will record the first reception of the match.

First completion by QB: Predict which QB will record the first completion of the match.

Longest rushing play in game: Predict which player will record the longest rushing play of the match.

Longest reception in game: Predict which player will record the longest reception of the match.

Head-to-head player passing yards: It consists of predicting which one from the mentioned players will record the most passing yards in the match.

Head-to-head player pass completions: It consists of predicting which one from the mentioned players will record the most pass completions in the match.

Head-to-head player rush yards: It consists of predicting which one from the mentioned players will record the most rush yards in the match.

Head-to-head player receiving yards: It consists of predicting which one from the mentioned players will record the most receiving yards in the match.

Head-to-head player receptions: It consists of predicting which one from the mentioned players will record the most receptions in the match.

Player carries at least: You have to predict how many carries at least the listed player will record.

Player (defensive) to have an interception: You have to predict if the listed player will record an interception.

Player first rush: You have to predict which one of the listed players will record the first rush.

Player rushing-attempts at least: You have to predict at least how many rushing attempts the listed player will record.

Player rushing-yards at least: You have to predict at least how many rushing yards the listed player will record.

Player rushing-tds at least: You have to predict at least how many rushing tds the listed player will record.

Player receptions at least: You have to predict at least how many receptions the listed player will record.

Player receiving-yards at least: You have to predict at least how many receiving yards the listed player will record.

Player receiving-tds at least: You have to predict at least how many receiving tds the listed player will record.

Player touchdowns at least: You have to predict at least how many touchdowns the listed player will record.

Player Passing Attempts: You have to predict how many passing attempts (over/under) the listed player will record.

Player Longest Pass Completions: You have to predict which player will record the longest pass completions.

Player Rushing and Receiving Yards: You have to predict how many rushing and receiving yards (over/under) the listed player will record.

Player Kicking Points: You have to predict how many kicking points (over/under) the listed player will record.

Player Interceptions Thrown: You have to predict how many interceptions (over/under) the listed player will record.

Player Longest Reception: You have to predict which player will record the longest reception.

Player Total Tackles: You have to predict how many tackles (over/under) the listed player will record.

Player Total Sacks: You have to predict how many sacks (over/under) the listed player will record.

Player Passing yards 1st half: You have to predict how many passing yards (over/under) the listed player will record in the 1st half.

Player passing TD's 1st half: You have to predict how many passing TDs (over/under) the listed player will record in the 1st half.

Player first rush: You have to predict which player will record the first rush.

Player position of 1st TD: You have to predict what will be the position of the listed player on his first TD.

Player position of last TD: You have to predict what will be the position of the listed player on his last TD.

QB to have an interception: You have to predict if the listed QB will record an interception.

QB longest completion: You have to predict which QB will record the longest completion.

QB first completion: You have to predict which QB will record the first completion.

Any QB to throw for 300+ yards: You have to predict if any listed QB will record a 300+ yards throw.

Any QB to throw for 350+ yards: You have to predict if any listed QB will record a 350+ yards throw.

Any QB to throw for 400+ yards: You have to predict if any listed QB will record a 400+ yards throw.

Any player to have 100+ rushing yards: You have to predict if any listed player will record an 100+ rushing yards.

Any player to have 150+ rushing yards: You have to predict if any listed player will record an 150+ rushing yards.

Any player to have 100+ receiving yards: You have to predict if any listed player will record an 100+ receiving yards.

Any player to have 150+ receiving yards: You have to predict if any listed player will record an 150+ receiving yards.

Most Receiving Yards: You have to predict which of the listed players will record the most receiving yards.

Most Passing yards Player 1 vs Player 2: You have to predict which of the listed players will record the most passing yards.

Most Pass completions Player 1 vs Player 2: You have to predict which of the listed players will record the most pass completions.

Most Rush yards Player 1 vs Player 2: You have to predict which of the listed players will record the most rushing yards.

Most Receiving yards Player 1 vs Player 2: You have to predict which of the listed players will record the most receiving yards.

Most Receptions Player 1 vs Player 2: You have to predict which of the listed players will record the most receptions.

Most Disposals Player 1 vs Player 2: You have to predict which of the listed players will record the most disposals.

Most Goals Player 1 vs Player 2: You have to predict which of the listed players will record the most goals.

Most Marks Player 1 vs Player 2: You have to predict which of the listed players will record the most marks.

Most Passing-tds Player 1 vs Player 2: You have to predict which of the listed players will record the most passing touchdowns.

Most Rushing Yards: You have to predict which of the listed players will record the most rushing yards.

Most Receiving Yards: You have to predict which of the listed players will record the most receiving yards.

Most 1st downs: You have to predict which of the listed players will record the most 1st downs.

Most sacks: You have to predict which of the listed players will record the most sacks.

Player Total Pass Attempts: You have to predict at least how many pass attempts the listed player will record.

Player Pass Attempts Over/Under: You have to predict if the given players' pass attempts will be over or under the given lines.

Player Total Pass Interceptions: You have to predict at least how many pass interceptions the listed player will record.

Player Pass Interceptions Over/Under: You have to predict if the given players' pass interceptions will be over or under the given lines.

Player Total Tackles: You have to predict at least how many tackles the listed player will record.

Player Tackles Over/Under: You have to predict if the given players' tackles will be over or under the given lines.

Player Total Sacks: You have to predict at least how many sacks the listed player will record.

Player Sacks Over/Under: You have to predict if the given players' sacks will be over or under the given lines.

Player Total Interceptions: You have to predict at least how many interceptions the listed player will record.

Player Interceptions Over/Under: You have to predict if the given players' interceptions will be over or under the given lines.

Player passing yards Over / Under: You have to predict whether a specific player will throw for more or less than a predetermined number of yards during a game

Player pass completions Over / Under: You have to predict if the quarterback will throw more (Over) or fewer (Under) completed passes than a predetermined number.

Player passing touchdowns Over / Under: You have to predict whether the specified player will throw more (Over) or fewer (Under) touchdowns than the set number.

Player rushing yards Over / Under: You have to predict whether a specific player will rush for more or fewer yards than a predetermined amount during a game.

Player receiving yards Over / Under: You have to predict whether a specific player will accumulate more or fewer receiving yards than a set amount during a game

Player receiving touchdowns Over / Under: You have to predict whether a specific player will score more or fewer touchdowns than a predetermined number during a game.

Player receptions Over / Under: You have to predict whether a specific player (typically a kicker) will make more or fewer field goals than a set number during a game

Player field goals Over / Under: You have to predict whether a specific kicker will successfully make more or fewer field goals than a predetermined number during a game.

Player assists Over / Under: You have to predict if the specified player will make more (Over) or fewer (Under) assisted tackles than the number set by the sportsbook.

Player longest passing completion Over / Under: You have to predict whether the longest completed pass by a specific quarterback will be over or under a set distance during a game

Player longest passing completion Over / Under: You have to predict whether the longest completed pass by a specific quarterback will be over or under a set distance during a game

Player longest reception Over / Under: You have to predict whether the longest completed reception by a specific player will be over or under a set distance during a game

Player rushing attempts Over / Under: You have to predict whether a specific player will carry the ball more or fewer times than a set number during a game

Home/Away team -Total sacks: You have to predict whether total number of sacks recorded by the Home or Away team during a game will be more or less than a predetermined number

Player longest rush Over / Under: You have to predict whether the longest rushing attempt by a specific player will be over or under a set distance during a game.

Player defensive interceptions Over/Under: You have to predict whether a specific defensive player will record more or fewer interceptions than a set number during a game.

Player defensive tackles and assists Over/Under: You have to predict whether a specific defensive player will record more or fewer combined tackles and assists than a set number during a game.

First touchdown scorer: You have to predict which player will score the first touchdown of the game

Last touchdown scorer: You have to predict which player will score the last touchdown of the game

Anytime touchdown scorer: You have to predict whether a specific player will score a touchdown at any point during the game

Player passing and rushing yards Over / Under: You have to predict whether a specific player's total passing or rushing yards will be over or under a set line during a game

Player fumbles Over / Under: You have to predict whether a specific player will fumble the ball a certain number of times during the game

Player lost fumbles Over / Under: You have to predict whether a specific player will lose the ball due to a fumble a certain number of times during the game

Extra point made: You have to predict whether a team will successfully convert an extra point following a touchdown

Player Total Rushing Attempts Milestones: You have to predict if the player will reach a specified milestone for rushing attempts.

Player Total Pass Attempts Milestones: You have to predict if the player will reach a specified milestone for passing attempts.

Player Total Receiving Attempts Milestones: You have to predict if the player will reach a specified milestone for receiving attempts.

Player Total Passing Yards Milestones: You have to predict if the player will reach a specified milestone for passing yards.

Player Total Passing Touchdown Milestones: You have to predict if the player will reach a specified milestone for passing touchdowns.

Player Total Receiving Yards Milestones: You have to predict if the player will reach a specified milestone for receiving yards.

Player Total Rushing Yards Milestones: You have to predict if the player will reach a specified milestone for rushing yards.

Player Total Receptions Milestones: You have to predict if the player will reach a specified milestone for receptions.

Player Total Touchdowns Milestones: You have to predict if the player will reach a specified milestone for touchdowns.

Anytime Touchdown Scorer: You have to predict if a player will score a touchdown at any time in the game
Player rushing attempts Over / Under: You have to predict if the player's rushing attempts will be over or under a specified number.
Total Player yards on their next carry | Carry Player N | Drive Z: You have to predict the total number of yards gained by the selected player on their next carry in the specified drive.
Total Player yards on their next catch | Catch Y | Drive Z: You have to predict the total number of yards gained by the selected player on their next catch in the specified drive.

*If a player will not participate in the match all bets are considered as void.
Player Passing Yards Milestones: You have to predict whether the specified player will record at least the specified number of passing yards.
Player Passing Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of passing touchdowns.
Player Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified number of receiving yards.
Player Receiving Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of receiving touchdowns.
Player Rushing Yards Milestones: You have to predict whether the specified player will record at least the specified number of rushing yards.
Player Rushing Touchdowns Milestones: You have to predict whether the specified player will record at least the specified number of rushing touchdowns.
Player Interceptions Milestones: You have to predict whether the specified player will throw at least the specified number of interceptions.
Player Pass Attempts Milestones: You have to predict whether the specified player will record at least the specified number of pass attempts.
Player Tackles Milestones: You have to predict whether the specified player will record at least the specified number of tackles.
Player Rushing Attempts Milestones: You have to predict whether the specified player will record at least the specified number of rushing attempts.
Player Receptions Milestones: You have to predict whether the specified player will record at least the specified number of receptions.
Player Rushing and Receiving Yards Milestones: You have to predict whether the specified player will record at least the specified combined number of rushing and receiving yards.
Player Pass Completions Milestones: You have to predict whether the specified player will record at least the specified number of completed passes.
Anytime Touchdown Scorer Milestones: You have to predict whether the specified player will score at least the specified number of rushing and/or receiving touchdowns. Passing touchdowns do not count.

Player Assists Milestones: You have to predict whether the specified player will record at least the specified number of assists.

Player Defensive Tackles and Assists Milestones: You have to predict whether the specified player will record at least the specified combined number of defensive tackles and assists.

Player Field Goals Milestones: You have to predict whether the specified player will make at least the specified number of field goals.

Extra Points Made Milestones: You have to predict whether the specified player will make at least the specified number of extra points.

Player Kicking Points Milestones: You have to predict whether the specified player will record at least the specified number of kicking points.

Player Longest Passing Completion Milestones: You have to predict whether the specified player's longest completed pass will reach at least the specified number of yards.

Player Longest Reception Milestones: You have to predict whether the specified player's longest reception will reach at least the specified number of yards.

Player Longest Rush Milestones: You have to predict whether the specified player's longest rush will reach at least the specified number of yards.

Player Total Sacks Milestones: You have to predict whether the specified player will record at least the specified number of sacks.

Player Defensive Interceptions Milestones: You have to predict whether the specified player will record at least the specified number of defensive interceptions.

Player Passing and Rushing Yards Milestones: You have to predict whether the specified player will record at least the specified combined number of passing and rushing yards.

Player Fumbles Milestones: You have to predict whether the specified player will record at least the specified number of fumbles.

Player Lost Fumbles Milestones: You have to predict whether the specified player will lose at least the specified number of fumbles.

Touchdown N Scorer: You have to predict which player will score the specified touchdown of the match.

Last Touchdown Scorer - Player N: You have to predict whether the specified player will score the last touchdown of the match.

Team Specials

Home Team/Away Team punts: You have to predict how many punts (over/under) will Home Team/Away Team record.

Home Team/Away Team 2 sacks: You have to predict how many sacks (over/under) will Home Team/Away Team record.

Home Team/Away Team total field goals: You have to predict how many field goals(over/under) will Home Team/Away Team record.

Home Team/Away Team total field goals 2 way: You have to predict how many field goals (over/under) will Home Team/Away Team record.

Home Team/Away Team total turnovers: You have to predict how many total turnovers (over/under) will Home Team/Away Team record.

Home Team/Away Team to score in their first drive: You have to predict if Home Team/Away Team will score in their first drive.

Home Team/Away Team total touchdowns: You have to predict how many touchdowns (over/under) will Home Team/Away Team 2 record.

Home Team/Away Team longest punt: You have to predict which will be the longest punt that Home Team/Away Team will record.

Home Team/Away Team shortest punt: You have to predict which will be the shortest punt that Home Team/Away Team will record.

Home Team/Away Team gross punt yardage: You have to predict what gross punt yardage (over/under) will Home Team/Away Team record.

Home Team/Away Team net offensive yards: You have to predict how many net offensive yards (over/under) will Home Team/Away Team record.

Home Team/Away Team rushing yards: You have to predict how many rushing yards (over/under) will Home Team/Away Team record.

Home Team/Away Team total 4th down conversions: You have to predict how many 4th down conversions (over/under) will Home Team/Away Team record.

Home Team/Away Team rushing touchdowns: You have to predict how many rushing touchdowns (over/under) will Home Team/Away Team record.

Home Team/Away Team first half total points: You have to predict how many points (over/under) will Home Team/Away Team record in the first half.

Home Team/Away Team total field goal yardage: You have to predict how much total field goal yardage (over/under) will Home Team/Away Team record.

Home Team/Away Team total rushing touchdowns: You have to predict how many rushing touchdowns (over/under) will Home Team/Away Team record.

Home Team/Away Team total 1st downs: You have to predict how many 1st downs (over/under) will Home Team/Away Team record.

Home Team/Away Team total 3rd down conversions: You have to predict how many 3rd down conversions (over/under) will Home Team/Away Team record.

First Home Team/Away Team drive result: You have to predict which will be the result of Home Team/Away Team first drive result.

1st Scoring Play Home Team/Away Team: You have to predict which will be the first scoring play of Home Team/Away Team.

Home Team/Away Team halves won: You have to predict which halves will Home Team/Away Team win.

Home Team/Away Team quarters won: You have to predict which quarters will Home Team/Away Team win.

Will Home Team/Away Team score more points in: You have to predict in which of the given time frames will Home Team/Away Team score more points in.

1st half -Home Team/Away Team total touchdowns: You have to predict how many touchdowns (over/under) will Home Team/Away Team record in the first half.

2nd half - Home Team/Away Team total touchdowns: You have to predict how many touchdowns (over/under) will Home Team/Away Team record in the second half.

1st half - Home Team/Away Team field goals: You have to predict how many field goals (over/under) will Home Team/Away Team record in the first half.

2nd half -Home Team/Away Team field goals: You have to predict how many field goals (over/under) will Home Team/Away Team record in the second half.

Home Team/Away Team to score first and win the game: You have to predict whether Home Team/Away Team will score first and win the match.

Home Team/Away Team to score first and lose the game: You have to predict whether Home Team/Away Teamwill score first and lose the match.

Home Team/Away Team to score in every quarter: You have to predict whether Home Team/Away Team will score in every quarter.

Home Team/Away Team to score in both halves: You have to predict whether Home Team/Away Team will score in both halves.

Home Team/Away Team to win all quarters: You have to predict whether Home Team/Away Team will win all quarters.

Home Team/Away Team to win both halves: You have to predict whether Competitor 1/Competitor 2 will win both halves.

Home Team/Away Team to get 1st down: You have to predict whether Competitor 1/Competitor 2 will get 1st down.

Team to Score Longest Field Goal: You have to predict which team will score the longest field goal.

Team with longest KickOff return in Game: You have to predict which team will record the longest kick off return in the match.

Team with longest play from Scrimmage: You have to predict which team will record the longest play from scrimmage in the match.

Team with more 3rd Down Conversion in Game: You have to predict which team will record the most 3rd down conversions in the match.

Team with more Offensive Plays in Game: You have to predict which team will record the most offensive plays in the match.

Team with most Accepted Penalty Yards in Game: You have to predict which team will record the most accepted penalty yards in the match.

Team with most punts: You have to predict which team will record the most punts in the match.

Team with highest scoring Quarter: You have to predict which team will record the highest scoring quarter in the match.

One team scores 3 times in a row: You have to predict whether at least one team will score 3 times in a row.

First team to enter the red zone: You have to predict which team will enter the red zone first.

First team to score inside the red zone: You have to predict which team will score first from inside the red zone.

Team with most time of possession: You have to predict which team will record the most time of possession in the match.

Team to score longest touchdown: You have to predict which team will score the longest touchdown in the match.

Team to score first touchdown: You have to predict which team will score the first touchdown in the match.

Team to score last touchdown: You have to predict which team will score the last touchdown in the match.

Team to commit first turnover: You have to predict which team will commit the first turnover in the match.

Team to commit no turnovers: You have to predict which team will commit no turnovers in the match.

Team to win coin toss: You have to predict which team will win the coin toss.

1st team to punt: You have to predict which team will punt first.

First team to punt 3 times: You have to predict which team will first punt 3 times.

Which team will have the longest gross punt: You have to predict which team will record the longest gross punt in the match.

Team with longest Punt return in Game: You have to predict which team will record the longest punt return in the match.

Team to score shortest touchdown: You have to predict which team will record the shortest touchdown in the match.

Team to have longest drive (yards) resulting in a touchdown: You have to predict which team will record the longest drive (in yards) resulting in a touchdown.

Team to have longest drive (yards) resulting in a field goal made: You have to predict which team will record the longest drive (in yards) resulting in a field goal made.

Team to score last Field Goal: You have to predict which team will score the last field goal.

First Team to Get a First Down: You have to predict which team will get a first down first.

Team To Commit First Turnover Of Game: You have to predict which team will commit the first turnover of the game.

Team to have the longest field goal: You have to predict which team will have the longest field goal.

Team To Commit First Accepted Penalty: You have to predict which team will commit the first accepted penalty.

Team to have the longest field goal: You have to predict which team will have the longest field goal.

Team to gain most passing yards: You have to predict which team will gain the most passing yards.

Team to gain most rushing yards: You have to predict which team will gain the most rushing yards.

Team with most turnovers committed: You have to predict which team will commit the most turnovers.

Last Team to Score in 1st Half: You have to predict which team will score last in the 1st half.

Team to Score Xth Touchdown: You have to predict which team will score the Xth touchdown.

Will Home Team/Away Team score on their first drive: You have to predict whether Home Team/Away Team will score on their first drive.

Xth quarter - Home Team/Away Team total touchdowns: You have to predict how many touchdowns (over/under) will Home Team/Away Team record in the Xth quarter.

Xth quarter -Home Team/Away Team field goals: You have to predict how many field goals (over/under) will Home Team/Away Team record in the Xth quarter.

First team offense to cross 50 yard line: You have to predict which team offense will first cross 50 yard line.

Team to have the shortest field goal: You have to predict which team will have the shortest field goal.

Team with highest scoring quarter: You have to predict which team will have the highest scoring quarter.

Team with lowest scoring quarter: You have to predict which team will have the lowest scoring quarter.

Team to have a first coaches challenge: You have to predict which team will first have a coach challenge.

Team to call first timeout: You have to predict which team will first call a timeout.

Team to record 1st Sack: You have to predict which team will record the 1st sack.

Team to call 1st timeout: You have to predict which team will call the first timeout.

Largest lead (either team) O/U: You have to predict which will be the largest lead in the game (over /under) by either team.

Will team that wins coin toss win the game: You have to predict if the team that wins the coin toss, will also win the game.

Will Home Team/Away Team win the coin toss and win the game: You have to predict whether Home Team/Away Team will win the coin toss and win the match.

Will both teams have the lead in the 1st half: You have to predict if both teams will have the lead in the 1st half.

Will both teams have the lead in the 2nd half: You have to predict if both teams will have the lead in the 2nd half.

Will both teams have the lead in the 4th quarter: You have to predict if both teams will have the lead in the 4th quarter.

Team to score first wins: You have to predict if the team that scores first, will also win the game.

Team to score last wins: You have to predict if the team that scores last, will also win the game.

Either team to score 4 times in a row: You have to predict if either team will score 4 times in a row.

Each team to score one touchdown in each half: You have to predict if each team will score at least one touchdown in each half.

Each team to score two touchdowns in each half: You have to predict if each team will score at least two touchdowns in each half.

Any team to score 40+ points: You have to predict if any team will score 40+ points.

3 Straight Scores by Either Team: You have to predict if either team will score 3 straight times in the match.

Will Home Team/Away Team Score First Drive: You have to predict if Home Team/Away Team will score their first drive.

Both Teams to Score 19.5 / 24.5 / 29.5: You have to predict if both teams will score 19.5 or 24.5 or 29.5 points in the match.

Home/Away Team Total points: You have to predict the number of points Home/Away team will score in a game.

Home/Away Team - Total offense yards: You have to predict the cumulative yardage gained by Home or Away Team throughout the game

Home/Away Team - Total rush touchdowns: You have to predict the total number of rushing touchdowns scored by Home or Away team during a game

Home/Away Team Total receptions: You have to predict the total number of completed catches made by players from both teams during a game

Home/Away Team - Total lost fumbles: You have to predict the total number of lost fumbles by Home/Away Team during a game

Total lost fumbles: You have to predict the total number of lost fumbles by both teams during a game

Home/Away Team - Defense or special team to score a touchdown: You have to predict whether either the defensive unit or special teams (like kick return teams) of the Home or Away Team will score a touchdown during the game

Home/Away Team - Total receiving yards: You have to predict cumulative yardage gained by the Home or Away Team through completed passes during a game

Home/Away Team - Total receiving touchdowns: You have to predict the total number of touchdowns scored through completed passes by Home or Away Team during a game

Home/Away Team - Total passing touchdowns: You have to predict the combined number of touchdowns thrown by quarterbacks for Home or Away team during a game

Home/Away Team - Total passing yards: You have to predict the cumulative yardage gained by quarterbacks through completed passes for Home or Away team during a game

Home/Away Team - Total offense touchdowns: You have to predict the combined number of touchdowns scored by Home or Away Team during a game

Home/Away Team - Total rushing and receiving yards: You have to predict the combined yardage gained by Home or Away Team through rushing and receiving plays during a game

Home/Away Team - Total defensive tackles: You have to predict the cumulative number of tackles made by the defense of Home or Away team during a game

Home/Away Team - Total defensive tackles and assists: You have to predict the cumulative number of tackles (both solo and assisted) made by the defense of Home or Away Team during a game

Home/Away Team - Total Rushing attempts: You have to predict the cumulative number of rushing plays by Home or Away Team during a game

Home/Away Team - Total passing yards gross: You have to predict the total yardage gained by Home or Away Team through passing plays during a game

Home/Away Team - Total 2pt made: You have to predict the cumulative number of successful 2-point conversion attempts by the Home or Away Team during a game

Home/Away Team - Total 2pt attempts: You have to predict the cumulative number of attempts by Home or Away Team to score a 2-point conversion after a touchdown during a game

Home/Away Team - Total fumbles (incl. OT): You have to predict the cumulative number of fumbles (both lost and recovered) committed by the Home or Away Team during a game

Home Team to Score in Their First Drive: You have to predict whether the Home Team will score during its first drive.

Away Team to Score in Their First Drive: You have to predict whether the Away Team will score during its first drive.

Other Statistical Markets

Longest field goal scored: You have to predict which will be the longest field goal (over/under) scored in the match.

Shortest field goal scored: You have to predict which will be the shortest field goal (over/under) scored in the match.

First drive result: You have to predict the result of the first drive.

First offensive play of the game: You have to predict which will be the first offensive play of the game.

Total penatlies accepted: You have to predict which will be the total number of penalties accepted (over/under) in the match.

Total pass attempts: You have to predict which will be the total number of pass attempts (over/under) in the match.

Total pass completions: You have to predict which will be the total number of pass completions (over/under) in the match.

Total pass yards: You have to predict which will be the total number of pass yards(over/under) in the match.

Total 1st downs: You have to predict which will be the total number of 1st downs (over/under) in the match.

Total punts: You have to predict which will be the total number of punts(over/under) in the match.

Total TD's 2-way: You have to predict which will be the total number of touchdowns (over/under) in the match.

Total interceptions: You have to predict which will be the total number of interceptions (over/under) in the match.

Total defensive tackles: You have to predict which will be the total number of defensive tackles (over/under) in the match.

Longest touchdown scored: You have to predict which will be the longest touchdown (over/under) scored in the match.

Shortest touchdown scored: You have to predict which will be the shortest touchdown (over/under) scored in the match.

Xth quarter - total touchdowns: You have to predict which will be the total number of touchdowns (over/under) in the Xth quarter.

1st Half - field goals: You have to predict which will be the total number of field goals(over/under) in the 1st half.

Xth quarter - field goals: You have to predict which will be the total number of field goals (over/under) in the Xth quarter.

Total of shirt numbers for touchdown scorers (2-point conversions do not count): You have to predict which will be the total number of shirt numbers for touchdown scorers(over/under) in the match.

Will there be a missed extra point after a touchdown? (Kick only): You have to predict if there will be a missed extra point after a touchdown (kick only).

Will the game be decided exactly by 3 points: You have to predict if the game will be decided exactly by 3 points.

Will there be a 2 PT convertion: You have to predict if there will be a 2 pt conversion.

Game to be tied after 0-0: You have to predict if the game will be tied after 0-0.

Total TD's 3-way: You have to predict which will be the total number of touchdowns (over/under) in the match.

First scoring method 3-way: You have to predict which will be the first scoring method (3way).

First scoring method 6-way: You have to predict which will be the first scoring method (6way).

First turnover type 3way: You have to predict which will be the first turnover type (3way).

First offensive play of the game: You have to predict which will be the first offensive play of the game.

Last scoring method: You have to predict which will be the last scoring method.

Result of 1st coaches challenge: You have to predict which will be the result of the 1st coach challenge.

How many players will have a passing attempt: You have to predict how many players (over/under) will have a passing attempt.

Who will have more first downs: You have to predict who will have the most 1st downs.

Safety to be scored: You have to predict if a safety will be scored.

Successful 2 point conversion: You have to predict if there will be a successful 2 point conversion.

Half Time - Total Songs: You have to predict how many songs will be played in halftime.

Jersey Number of 1st touchdown scorer: You have to predict the jersey number of 1st touchdown scorer

Total game gross punt yardage: You have to predict which will be the total gross punt yardage (over/under) in the match.

Length (Yards) of longest Drive: You have to predict which will be the length of the longest drive (over/under yards) in the match.

Net yards gained on game opening drive: You have to predict how many net yards will be gained on game opening drive (over/under).

First score yards: You have to predict which will be the first score yards (over/under).

First touchdown yards: You have to predict which will be the first touchdown yards (over/under).

Distance of 1st successful field goal: You have to predict which will be the distance of the 1st successful field goal (over/under yards) in the match.

Total field goal yards: You have to predict which will be the total number of field goal yards (over/under) in the match.

Total 3rd down conversions: You have to predict which will be the total number of 3rd down conversions (over/under) in the match.

Total 4th down conversions: You have to predict which will be the total number of 4th down conversions (over/under) in the match.

Total kickoffs: You have to predict which will be the total number of kickoffs(over/under) in the match.

Total net offensive yards: You have to predict which will be the total number of net offensive yards (over/under) in the match.

Total players to have a pass attempt: You have to predict which will be the total number of players to have a pass attempt (over/under) in the match.

Total players with receptions: You have to predict which will be the total number of players with receptions (over/under) in the match.

Total players with rush attempts: You have to predict which will be the total number of players with rush attempts (over/under) in the match.

Total rushing attempts: You have to predict which will be the total number of rushing attempts (over/under) in the match.

Total TD yardage: You have to predict which will be the total touchdown yardage (over/under) in the match.

Total touchdown passes: You have to predict which will be the total number of touchdown passes (over/under) in the match.

Largest lead of the game: You have to predict which will be the largest lead (over/under) in the match.

Most consecutive completions by either starting QB: You have to predict which will be the most consecutive completions by either starting QB.

Successful Two-Point Conversion: You have to predict if there will be a successful 2 point conversion.

Coin toss correctly called: You have to predict if the coin toss will be correctly called.

Opening kickoff to be a touchback: You have to predict if the opening kickoff will be a touchback.

Any kick to hit uprights: You have to predict if any kick will hit uprights.

Will there be an octapus: You have to predict if there will be an octapus.

Will any punt result in a touchback: You have to predict if any punt will result in a touchback.

Will there be a blocked punt: You have to predict if there will be a blocked punt.

Will there be a fake punt or FG: You have to predict if there will be a fake punt or FG.

Will there be a punt returned for a touchdown: You have to predict if there will be a punt returned for a touchdown.

1st Drive - Field goal made: You have to predict if there will be a field goal in the 1st drive.

Either team to score a touchdown on their opening Drive: You have to predict if either team will score a touchdown on their opening drive.

Offensive score on 1st drive of the game: You have to predict if there will be an offensive score on the 1st drive of the game.

1st field goal - on or after 14:00 elapsed: You have to predict if the 1st field goal will be scored on or after 14:00 minute.

1st score - on or after 7:00 elapsed: You have to predict if the 1st score will be scored on or after 07:00 minute.

1st touchdown - on or after 10:00 elapsed: You have to predict if the 1st touchdown will be scored on or after 10:00 minute.

Will there be a successful field goal in all four quarters: You have to predict if there will be a successful field goal in all four quarters.

First score of the game is touchdown: You have to predict if the first score of game is a touchdown.

Will there be a scoreless quarter: You have to predict if there will be a scoreless quarter.

Opening kickoff to be a touchback: You have to predict if the opening kickoff will be a touchback.

Will there be a missed FG/XP: You have to predict if there will be a missed FG/XP.

Will there be a pick 6: You have to predict if there will be a pick 6.

Special Team or Defensive Touchdown Scored: You have to predict if there will be a special team touchdown or defensive touchdown scored.

Will any long snapper record a tackle or assist: You have to predict if any long snapper will record a tackle or assist.

Will there be an ejection: You have to predict if there will be an ejection.

Will there be a flea-flicker attempted: You have to predict if there will be a flea-flicker attempt.

Will there be a kick-off returned for a touchdown: You have to predict if there will be a kick off returned for a touchdown.

Score in Final 2 Minutes of 1st Half?: You have to predict if there will be score in the final 2 minutes of the 1st half.

Will there be a 4th quarter comeback: You have to predict if there will be a 4th quarter comeback.

Last play of the game to be a QB kneel: You have to predict if the last play of the game will be a QB kneel.

Will there be a score on the last play of the game: You have to predict if there will be a score on the last play of the game.

Will last play of game be a Quarterback Rush: You have to predict if the last play of the game will be a quarterback rush.

Most 1st downs: You have to predict who will make the most 1st downs.

National Anthem duration: You have to predict what will be the duration of the national anthem.

Coin toss outcome: You have to predict what will be the outcome of the coin toss.

Culour of Gatorade poured on winning head coach: You have to predict what will be the colour of the Gatorade that will be poured on the winning head coach.

Who will the Super Bowl MVP thank first: You have to predict who will the Super Bowl MVP thank first.

Position of the MVP: You have to predict what will be the position of the MVP.

1st Scoring Play: You have to predict what will be the 1st scoring play.

Opening kickoff returned for a touchdown: You have to predict if the opening kickoff will be returned for a touchdown.

Quarter of first touchdown: You have to predict what will be the quarter of the first touchdown.

1st Turnover of the Game will be: You have to predict what will be the 1st turnover of the game.

Total touchdowns - Exact: You have to predict exactly which will be the total number of touchdowns in the match.

American Football Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Division / Conference Winner: You have to predict the winner of the given division or conference according to the official ranking of the competition.

Regular Season wins - Team: You have to predict how many wins (over/under) the mentioned team will gather in the regular season of the given competition, according to the official ranking of the competition.

Will they make the playoffs? - Team: You have to predict if the mentioned team will reach the playoff of the given tournament according to the official ranking of the competition.

Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.

Draft Xth Pick : You have to predict who will be the Xth pick in the mentioned draft.

Draft Position - Player: You have to predict what position the mentioned player will get in the mentioned draft.

H2H - Correct Series Score: You have to predict the final result of the series of matches between the 2 teams indicated. For the purpose of reporting will be considered valid only official sites of each competition.

H2H - When will the series end?: You have to predict in how many games the series of matches between the 2 teams indicated will end. For the purpose of reporting will be considered valid only official sites of each competition.

H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.

To reach the Playoffs: You have to predict if the selected team will reach the playoff (Yes) or not (No) during the tournament according to the official ranking of the competition.

Awards - Most Valuable Player: You have to predict who will win the Most valuable Player Award of the particular season (regular season only).

Awards - Offensive Rookie of the Year: You have to predict who will win the Rookie Player of the Year Award of the particular season(regular season only)..

Awards - Defensive Rookie of the Year: You have to predict who will win the Defensive Player of the Year Award of the particular season(regular season only)..

To Reach the SuperBowl: You have to predict if the selected team will reach the Superbowl (Yes) or not (No) during the tournament according to the official ranking of the competition.

Team - Position in the Draft: You have to predict what will be the position of the team in the mentioned draft.

Super Bowl - Winning Conference: You have to predict which conference the winner of the superbowl will come from.

Super Bowl - Winning Division: You have to predict which division the winner of the superbowl will come from.

Super Bowl - Team to win coin toss: You have to predict which team will win the coin toss in the superbowl.

Super Bowl - MVP: You have to predict which player will be the MVP of the Superbowl.

Time of First Score(mins): You have to predict when will be the first point(s) scored (minute).

Total First Downs (incl. OT): You have to predict how many First downs will be scored (OT included).

Safety (incl. OT): You have to predict where there will be safety in the match (OT included).

Defensive or special teams TD scored (incl. OT): You have to predict whether there will be any Defensive TDs or special teams TDs scored (OT included).
Most First Downs (incl. OT): You have to predict which team will score the most first downs (OT included).
Big Win Little Win: You have to predict whether the home or away team will win by 14+ points (big win) or by 1-13 points (little win).

BASEBALL

BASEBALL RULES

MLB (or other Baseball leagues): the Moneyline (Winner Market) is considered as decided if the officials of the league consider the game as finished and if:

2. at least 5 innings are completed

OR

2. 4.5 innings are completed and the home team (or the team batting second) is ahead. In all other cases, bets on Money line are settled as void.

For avoidance of doubt, bets on all other markets (e.g Totals, Spread etc) will stand, unless already decided, if:

1. at least 9 innings are completed

OR

2. 8.5 innings are completed and the home team (or the team batting second) is ahead.

In all other cases, bets are settled as void. In the event of a Mercy Rule being called, all bets will stand on the score at the time.

MLB(or other Baseball leagues), all **Pitcher Lines** (PL Markets for Moneyline, Spread and Totals) are void in case of change in the listed starting pitcher. Bets placed on Pitcher line markets will include the indication (PL) inside the betslip and the bet history pages. In case the (PL) indicator is not visible inside the betslip , the bet is placed on the Action Line and it will be settled accordingly. Action lines are settled based on the outcome of the event regardless of any pitcher changes. Any new offered pitcher lines will follow the above rules. Action lines are following the general rules with the exceptions regarding **MLB(or other Baseball leagues)**, as above.

In Baseball and in case of a **7-inning game**, bets on all other markets (e.g Totals, Spread etc) will stand, unless already decided, if: :

- at least 7 innings are completed

OR

2. 6.5 innings are completed and the home team(or the team batting second) is ahead.

Exception is the Moneyline (Match Winner) that is considered as decided if:

1. at least 5 innings are completed

OR

2. 4.5 innings are completed and the home team (or the team batting second) is ahead.

In all other cases, bets on Money line are settled as void.

Total bases: are strictly what comes from batter hits such as singles, doubles, triples or home runs. Total bases - A home run is 4 total bases, a triple is 3, a double is 2, and a single is 1.
Walks, being hit by a pitch (HBP), stealing a base, reaching a base via error or a fielder's choice DO NOT count toward the Total Bases prop---only hits.
*Total Bases are calculated by adding all hits a player makes as per Single= 1 Base, Double=2, Triple=3, Home Run=Only these count.
All Baseball bets are based on regular time unless otherwise stated in the market name.

Main Markets:

Money Line (1/2): Predict the winning team, regardless of the starting pitcher.
Handicap: You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Total: In this bet you must specify the total number of runs achieved by both teams.
Home team total runs: In this bet you must specify the total number of runs achieved by the home team.
Away team total runs: In this bet you must specify the total runs achieved by the away team.
Total hits: In this bet you must specify the total number of hits achieved by both teams .
Home team total hits: In this bet you must specify the total number of hits achieved by the home team.
Away team total hits: In this bet you must specify the total hits achieved by the away team.
Win current inning or next inning: Predict if the home or away team will win the current or the next inning. The first and second parts of the specified inning must be completed, except when the team hitting second is leading when the game is suspended or abandoned.
Total runs in X inning: In this bet you must specify the total number of runs achieved by both teams in the Xth inning. The first and second part of the specific inning must have been completed, unless the market is already determined.

Score of the current inning or the next inning: Predict the score of the current or next inning. The first and second part of the specific inning must have been completed, unless the bet has already been determined.

Marker of current inning / Hit in ½ inning or next inning: The first and second part of the specific inning must be completed unless a run has been completed or a hit has been carried out, when the game is suspended or abandoned.

Team to get the most hits in the current inning or next inning: For the bet to stand, the first and second parts of the specific inning must be completed, unless the bet has already been determined.

Total hits in current inning or next inning or total runs in current inning or next inning: The first and second part of the specific inning must have been completed, unless that the bet has already been settled.

Leader after xx innings: For the bet to stand, the first and second parts of the specific inning have to be completed, unless the bet has already been settled.

'Race to xx' Markets/Team Totals/Total Hits: The 8½ innings rule will apply, unless bets have already been settled or natural ends (e.g. without suspending the match) of the match determines the bets.
If a match reaches a draw and the natural ending of the match (e.g. without suspending the match) requires a winner, then bets on the 'Race to xx' markets will be void. For example, if an **MLB(or other Baseball leagues)** game is suspended or abandoned, or suspended with a 3-3 goal after 10 innings, then bets on the 4 race markets will be void. Bets on the 5, 6 or 7 race markets will be settled as Void.

Next team to score: In the case that the match is suspended, all bets on runs that have already been scored will count. Bets on the next race at the time of suspension or abandonment will be void.

Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match, for example home team by 1-3 runs.The 8½ innings rule will apply. Includes additional innings for **MLB(or other Baseball leagues)**. For **MLB(or other Baseball leagues)**, a game ending in a draw, bets that do not offer a draw option will be void; in the case of non-MLB events where the game may end in a draw, then that option will be available.

IMPORTANT: We recommend that you consider the following example in the Winning Margin market in our live game mode. Our platform can show the market as follows: +3 (races), -3 (races) Where the sign (+) means home team and the sign (-) awayteam, > = + 3 and < = - 3 where the first means over or equal to 3 home team races and the second under or equal to 3 away team races.

When will the first run be scored: Predict in which inning the first run will be scored.

Winner & Total : This betting market combines two main betting markets where you must predict who will win the match and how many total runs (over/under) will be scored in the match.

Maximum consecutive runs by either team: You have to predict what will be the maximum number of consecutive runs scored by any team.

Exact runs in highest scoring inning: You have to predict the exact number of runs in the inning with the highest score.

Run range: You have to predict a range within which the total runs of the event will be.

Result of xth pitch: You have to predict the result of the mentioned pitch.

Hit on xth pitch: You have to predict if there will be a hit on the mentioned pitch or not.

Home run on xth pitch: You have to predict if there will be a home run on the mentioned pitch or not.

Bases O/U: You have to predict if the total number of bases earned during the match will be Over or Under a set line.

Home runs O/U: You have to predict if the home runs recorded by both teams will be Over or Under a set line.

Home Team Home runs O/U: In this bet you must specify if the total number of home runs achieved by the Home team will be Over or Under a set line.

Away Team Home runs O/U: In this bet you must specify if the total number of home runs achieved by the Away team will be Over or Under a set line.

Home team Singles O/U: You have to predict if the Singles the Home team will record will be Over or Under the line set.

Away team Singles O/U: You have to predict if the Singles the Away team will record will be Over or Under the line set.

Home team Doubles O/U: You have to predict if the Doubles the Home team will record will be Over or Under the line set.

Away team Doubles O/U: You have to predict if the Doubles the Away team will record will be Over or Under the line set.

Home team Triples O/U: You have to predict if the Triples the Home team will record will be Over or Under the line set.

Away team Triples O/U: You have to predict if the Triples the Away team will record will be Over or Under the line set.

Home team Bases O/U: You have to predict if the total bases the Home team will secure will be Over or Under the line set.**Away team Bases O/U:** You have to predict if the total bases the Away team will secure will be Over or Under the line set.

Home team Strikeouts by Pitchers O/U: You have to predict if the total strikeouts recorded by the Pitchers of the home team will be over or under the line set.

Away team Strikeouts by Pitchers O/U: You have to predict if the total strikeouts recorded by the Pitchers of the away team will be over or under the line set.

Home team Stolen Bases O/U: You have to predict if the total stolen bases recorded by the home team will be over or under the line set.

Away team Stolen Bases O/U: You have to predict if the total stolen bases recorded by the away team will be over or under the line set.

Home team RBI O/U: You have to predict if the total runs batted in (RBIs) recorded by the home team will be over or under the line set.

Away team RBI O/U: You have to predict if the total runs batted in (RBIs) recorded by the away team will be over or under the line set.

Home team Batter Walks O/U: You have to predict if the total Batter Walks recorded by the home team will be over or under the line set.

Away team Batter Walks O/U: You have to predict if the total Batter Walks recorded by the away team will be over or under the line set.

Will Home team record the first hit of the game?: You have to predict if the Home team will record the first hit of the game

Will Away team record the first hit of the game?: You have to predict if the Away team will record the first hit of the game

Will Home team record the first run of the game?: You have to predict if the Home team will record the first run of the game

Will Away team record the first run of the game?: You have to predict if the Away team will record the first run of the game

Will Home team record the first RBI of the game?: You have to predict if the Home team will record the first run batted in (RBI) of the game

Will Away team record the first RBI of the game?: You have to predict if the Away team will record the first run batted in (RBI) of the game

Will Home team record the first Home Run of the game?: You have to predict if the Home team will record the first Home run of the game

Will Away team record the first Home Run of the game?: You have to predict if the Away team will record the first Home run of the game

Strikeouts by Pitchers O/U: You have to predict if the total number of the recorded Strikeouts by Pitchers will be Over or Under the line set.

RBIs O/U: You have to predict if the total number of the runs batted in (RBIs) recorded will be Over or Under the line set.

Batter Walks O/U: You have to predict if the total number of Batter Walks recorded will be Over or Under the line set**.**

Stolen Bases O/U: You have to predict whether the total number of Stolen Bases recorded will be Over or Under the line set.

Home/Away Team Singles O/U: You have to predict if the total number of Singles secured by the Home/Away Team will be Over or Under the line set.

Home/Away Team Doubles O/U: You have to predict if the total number of Doubles secured by the Home/Away Team will be Over or Under the line set.

Home/Away Team Triples O/U: You have to predict if the total number of Triples secured by the Home/Away Team will be Over or Under the line set.

1st half - handicap: You have to predict the winner of the match adding or subtracting the indicated spread to the result of the 1st half of the match.

Total (Over-exact-Under): You have to predict if the final score will be:

Over a specified number of runs, Exactly that number of runs, or Under that number of runs

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

Home Team - Odd/Even: You have to predict if the total number of runs scored by the Home Team during the match (including extra innings) will be odd or even

Away Team - Odd/Even: You have to predict if the total number of runs scored by the Away Team during the match (including extra innings) will be odd or even..

Halftime/fulltime: You have to predict which team will win in the first half of the match and at the end of the match.

Innings Markets:

Xth inning - 1X2: Predict the outcome of the mentioned inning.

Xth inning - total: In this bet you must specify the total number of runs achieved by both teams in the mentioned inning.

Xth inning - team to score: You have to predict which team will score in the mentioned inning.

Xth inning - handicap: You have to predict the winner of the mentioned inning adding or subtracting the indicated spread to the result of the match.

Xth inning - total hits: You have to predict the total number of hits of the mentioned inning.

Xth inning - team total hits: You have to predict the total number of hits for the home or the away team of the mentioned inning.

Innings 1 to 5 - 1X2: Predict the outcome of innings 1 to 5.

Innings 1 to 5 - total: In this bet you must specify the total number of runs achieved by both teams in innings 1 to 5.

Innings 1 to 5 - handicap: You have to predict the winner of innings 1 to 5 adding or subtracting the indicated spread to the result of the match.

Innings 1 to 5 - total hits: You have to predict the total number of hits of innings 1 to 5.

Innings 1 to 5 - team total hits: You have to predict the total number of hits for the home or the away team of innings 1 to 5.

Team to win more innings: You have to predict which team will win more innings in the match.

Team with highest scoring inning: You have to predict which team will have the highest score in a single inning (or if there will be a draw).

Will there be an extra inning: Guess if the event (yes-no) will have extra innings.

First x innings 1x2 & 1x2 : You have to predict the result of the first X innings, as well the result at the end of the match.

Both teams over X.5: You have to predict if both teams will score more than X.5 runs in the match, or not.

Race to X runs : You have to predict which team will reach first at X runs.**Home Team to bat in 9th inning:** You have to predict if the home team will bat in the 9th inning.

Total scoreless innings: You have to predict how many innings will end without score (0-0).

Highest scoring inning: You have to predict which will be the inning with the highest score.

When will the match be decided: You have to predict in which inning the match will be decided.

Next inning Hit (yes/no): You have to predict if there will be a hit in the next inning.

Xth inning Hit (yes/no): You have to predict if there will be a hit in the Xth inning.

Z innings - Odd/Even: You have to predict if the combined runs scored in a specific inning number by both teams will be odd or even

Innings {from} to {to} - Winner: You have to predict which team will score more runs within the specific range of innings.

X inning - Home Team to score: You have to predict if the Home Team will score in the specified inning.

X inning - Away Team to score: You have to predict if the Away Team will score in the specified inning.

Race to X: You have to predict which team will be the first to reach the specified number of runs.

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

Team with highest scoring inning: You have to predict which team will have the highest scoring inning in the match.

Innings {from} to {to} - handicap: You have to predict the result after applying a handicap for the specified innings range.

Over/Under Strikeouts in Inning X: You have to predict if the total number of strikeouts in inning X will be over or under a specified number.

Over/Under Batters in Inning X: You have to predict if the total number of batters in inning X will be over or under a specified number.

Home Team Pitcher 3+ Strikeouts - Inning X: You have to predict if the Home Team's pitcher will record 3 or more strikeouts in inning X.

Away Team Pitcher 3+ Strikeouts - Inning X: You have to predict if the Away Team's pitcher will record 3 or more strikeouts in inning X.

Home Team Run Scored - Inning X: You have to predict if the Home Team will score a run in inning X.

Away Team Run Scored - Inning X: You have to predict if the Away Team will score a run in inning X.

Home Team Exact Batters - Inning X: You have to predict the exact number of batters for the Home Team in inning X.

Away Team Exact Batters - Inning X: You have to predict the exact number of batters for the Away Team in inning X.

Home Team Exact Hits - Inning X: You have to predict the exact number of hits by the Home Team in inning X.

Away Team Exact Hits - Inning X: You have to predict the exact number of hits by the Away Team in inning X.

Home Team Over/Under Hits - Inning X: You have to predict if the number of hits by the Home Team in inning X will be over or under a specified number.

Away Team Over/Under Hits - Inning X: You have to predict if the number of hits by the Away Team in inning X will be over or under a specified number.

Home Team Pitches Thrown Banded - Inning X: You have to predict in which range the number of pitches thrown by the Home Team will fall during inning X.

Away Team Pitches Thrown Banded - Inning X: You have to predict in which range the number of pitches thrown by the Away Team will fall during inning X.

Home Team Over/Under Pitches Thrown - Inning X: You have to predict if the number of pitches thrown by the Home Team in inning X will be over or under a specified number.

Away Team Over/Under Pitches Thrown - Inning X: You have to predict if the number of pitches thrown by the Away Team in inning X will be over or under a specified number.

Home Team Exact Strikeouts - Inning X: You have to predict the exact number of strikeouts by the Home Team in inning X.

Away Team Exact Strikeouts - Inning X: You have to predict the exact number of strikeouts by the Away Team in inning X.

Team scoring first wins the game: You have to predict whether the team that scores first will win the game.

Bottom 1st Hit: You have to predict whether there will be a hit in the bottom of the first inning.

Top 1st Run: You have to predict whether there will be a run in the top of the first inning.

Inning Z - 1x2 hits: You have to predict whether the Home Team, the Away Team, or neither team will record more hits in the specified inning.

Triples: You have to predict the total number of triples in the game.

A Run in Inning X: You have to predict whether at least one run will be scored in the specified inning.

Both Teams to Score (incl. extra innings): You have to predict whether both teams will score including extra innings.

Last Team to Score - (incl. extra innings): You have to predict which team will score last including extra innings.

Inning Z - Correct score: You have to predict the exact correct score in the specified inning.

Inning Z - Double chance: You have to predict two possible outcomes from Home Team win, draw, or Away Team win in the specified inning.

Correct Score (incl. extra innings): You have to predict the exact correct score

Home Team To Win & Total - (incl. extra innings): You have to predict whether the Home Team will win and the total number of runs including extra innings.
Away Team To Win & Total - (incl. extra innings): You have to predict whether the Away Team will win and the total number of runs including extra innings.
1x2 hits (incl. extra innings): You have to predict which team will record more hits in the game
Handicap hits: You have to predict the result after applying the specified hits handicap.
Double Chance Hits: You have to predict two possible outcomes from Home Team hits win, draw, or Away Team hits win.
Inning Z - hits handicap: You have to predict the result after applying the specified hits handicap in the specified inning.
1X2 Home Runs (incl. extra innings): You have to predict whether the Home Team, the Away Team, or neither team will hit more home runs including extra innings.
Inning Z - Away Team to make a hit: You have to predict whether the Away Team will make a hit in the specified inning.
Inning Z - Home Team to make a hit: You have to predict whether the Home Team will make a hit in the specified inning.
Inning Z - Home Team any batter to reach the base: You have to predict whether any batter from the Home Team will reach base in the specified inning.
Inning Z - Away Team any batter to reach the base: You have to predict whether any batter from the Away Team will reach base in the specified inning.
Odd/even: You have to predict whether the total number of runs will be odd or even.
Total (over-exact-under) (incl. extra innings): You have to predict whether the total number of runs will be over, exactly equal to, or under the specified total including extra innings.
Inning Z - Number of runs: You have to predict the total number of runs scored in the specified inning.
Winning margin (incl. extra innings): You have to predict the winning margin including extra innings.
Total Hits (Incl. Extra Innings): You have to predict the total number of hits recorded by both teams, including extra innings.
Home Team Total Hits (Incl. Extra Innings): You have to predict the total number of hits recorded by the Home Team, including extra innings.
Away Team Total Hits (Incl. Extra Innings): You have to predict the total number of hits recorded by the Away Team, including extra innings.

Baseball Player Specials Markets:

All baseball player special markets are settled according to the relevant official source. Potential extra

inning(s) played is/are included in the settlement of all available markets.

All markets below the Players Specials' section follow this rule: If the listed player is not in the starting lineup of the match, the bets are settled as void.

Player H2H Markets : If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

Player strikeouts: It consists of predicting the amount of strikeouts the specific player will record.
Player strikeouts (at least): It consists of predicting at least how many strikeouts the specific player will record.
Player hits (at least): It consists of predicting at least how many hits the specific player will record.
Player total bases (at least): It consists of predicting at least how many total bases the specific player will record.
Player hits + runs + rbi's: It consists of predicting the amount of combined hits, runs and rbi's the specific player will record.
Player hits + runs + rbi's (at least): It consists of predicting at least how many combined hits, runs and rbi's the specific player will record.
Player home runs (at least): It consists of predicting at least how many home runs the specific player will record.
Head-to-head total bases: It consists of predicting which one from the mentioned players will record the most total bases in the match.
Head-to-head strikeouts: It consists of predicting which one from the mentioned players will record the most strikeouts in the match.
Player hits + total bases: It consists of predicting the amount of combined hits and total bases the specific player will record.
Player total bases + runs + rbi's: It consists of predicting the amount of combined total bases, runs and rbi's the specific player will record.
Batter Hits: It consists of predicting the amount of hits the specific batter will record.
Batter Total Bases: It consists of predicting the amount of total bases the specific batter will record.
Pitcher Strikeouts: It consists of predicting the amount of strikeouts the specific pitcher will record.
Result of Xth Player's Nth time at bat: You have to predict the result of Xth player's Nth time at bat.
Xth Player to Strike out Nth time at bat: You have to predict if the xth player will strike out in his Nth time at bat.
Most Total Bases: You have to predict which team will record the most total bases.
Most Total Strikeouts: You have to predict which team will record the most total strikeouts.
Player Runs: It consists of predicting how many runs the specific player will record

Pitcher Total Hits Allowed: Total hits allowed by a pitcher, indicates the number of hits the pitcher allows the opposing batters to have during his time in plate.

Pitcher Earned Runs Allowed O/U: You have to predict the total number of earned runs a specific pitcher will allow during the game will be Over or Under a set line.

Pitcher Hits Allowed O/U: You have to predict if the number of hits that a specific pitcher allows will be Over or Under a set line.

Home Runs O/U: You have to predict if the total number of Home Runs achieved by a specific player will be Over or Under a set line.

RBI O/U: You have to predict if the total number of RBIs achieved by a specific player will be Over or Under a set line.

Pitcher Outs O/U: You have to predict if a pitcher will record Over or Under a set number of outs before being taken out of the game.

Player Batter Walks O/U: You have to predict the total walks achieved by a specific player during the match will be Over or Under a set line.

Hits + Runs + RBIs O/U: You have to predict if the total Hits, Runs and Runs Batted In (RBI) combined achieved by a specific batter during the match will be Over or Under a set line.

Hits/No Hits O/U: You have to predict if the total Hits or No Hits achieved by a specific batter during the match will be Over or Under a set line.

Will Pitcher Z record the first strikeout?: You have to predict if Pitcher Z will record the first strikeout of the game

WIll Pitcher Z record the first Earned Run?: You have to predict if Pitcher Z will record the first earned run of the game

Singles O/U: You have to predict if the total number of Singles secured by a player will be Over or Under the line set.

Doubles O/U: You have to predict if the total number of Doubles secured by a player will be Over or Under the line set.

Triples O/U: You have to predict if the total number of Triples secured by a player will be Over or Under the line set.

Bases O/U: You have to predict if the total number of Bases recorded by a player will be Over or Under the line set.

Batter runs: You have to predict the number of runs scored by a specific batter.

Singles: You have to predict the number of singles hit by a specific batter.

Batter Stolen Bases O/U: You have to predict if the total stolen bases by a batter will be over or under a specified number.

Doubles: You have to predict the number of doubles hit by a specific batter.

Pitcher earned runs: You have to predict the number of earned runs given up by a specific pitcher.

Pitcher Hits Allowed Over/Under: You have to predict if the number of hits allowed by the pitcher will be over or under a specified number.

Pitcher strikeouts: You have to predict the number of strikeouts recorded by a specific pitcher.

Pitcher Outs O/U: You have to predict if the number of outs recorded by the pitcher will be over or under a specified number.
Batter Hits + Runs + RBIs O/U: You have to predict if the combined total of hits, runs, and RBIs by a batter will be over or under a specified number.
Pitcher Walks Issued O/U: You have to predict whether the pitcher's total walks issued will be over or under the specified total.
Walks/Hit By Pitch O/U (incl. extra innings): You have to predict whether the total number of walks and hit-by-pitches will be over or under the specified total including extra innings.
Player to hit a home run: You have to predict whether the selected player will hit a home run.
Player to Record a Hit: You have to predict whether the selected player will record a hit.
Player to record 2+ hits: You have to predict whether the selected player will record 2 or more hits.
Player to record 3+ hits: You have to predict whether the selected player will record 3 or more hits.
Player to record 4+ hits: You have to predict whether the selected player will record 4 or more hits.
Player to Hit 2+ Home Runs: You have to predict whether the selected player will hit 2 or more home runs.
Player to record an RBI: You have to predict whether the selected player will record an RBI.
Player to hit a Single: You have to predict whether the selected player will hit a single.
Player to record a Run: You have to predict whether the selected player will record a run.
Player to record 2+ bases: You have to predict whether the selected player will record 2 or more total bases.
Player to record 3+ bases: You have to predict whether the selected player will record 3 or more total bases.
Player to record 4+ bases: You have to predict whether the selected player will record 4 or more total bases.
Player to record 5+ bases: You have to predict whether the selected player will record 5 or more total bases.
Player to Record 2+ Runs: You have to predict whether the selected player will record 2 or more runs.
Player to Record 2+ RBIs: You have to predict whether the selected player will record 2 or more RBIs.
Batter Strikeouts O/U (incl. extra innings): You have to predict whether the batter's total strikeouts will be over or under the specified total including extra innings.
Player Home Runs milsestones: You have to predict whether the selected player will reach the specified home runs milestone.
Player Strikeouts Milestones: You have to predict whether the selected player will reach the specified strikeouts milestone.
Player Total Bases milestones: You have to predict whether the selected player will reach the specified total bases milestone.
Player Hits Milestones: You have to predict whether the selected player will reach the specified hits milestone.
Player Runs Milestones: You have to predict whether the selected player will reach the specified runs milestone.

Player RBI's Milestones: You have to predict whether the selected player will reach the specified RBIs milestone.
Player Hits / Runs / RBI's Milestones: You have to predict whether the selected player will reach the specified combined hits, runs, and RBIs milestone.
Player strikeouts milestones: You have to predict whether the selected player will reach the specified strikeouts milestone.
Pitcher strikeouts milestones: You have to predict whether the selected player will reach the specified strikeouts milestone.
Singles milestones: You have to predict whether the selected player will reach the specified singles milestone.
Doubles milestones: You have to predict whether the selected player will reach the specified doubles milestone.
Home Runs milestones: You have to predict whether the selected player will reach the specified home runs milestone.
Batter total bases milestones: You have to predict whether the selected player will reach the specified total bases milestone.
Batter hits milestones: You have to predict whether the selected player will reach the specified hits milestone.
Pitcher Hits Allowed milestones: You have to predict whether the selected player will reach the specified hits milestone.
Pitcher earned runs milestones: You have to predict whether the selected player will reach the specified runs milestone.
Pitcher Outs milestones: You have to predict whether the selected player will reach the specified outs milestone.
Batter runs milestones: You have to predict whether the selected player will reach the specified runs milestone.
RBI milestones: You have to predict whether the selected player will reach the specified RBIs milestone.
Batter Stolen Bases milestones: You have to predict whether the selected player will reach the specified stolen bases milestone.
Batter Strikeouts milestones: You have to predict whether the selected player will reach the specified strikeouts milestone.
Batter Walks milestones: You have to predict whether the selected player will reach the specified walks milestone.
Pitcher to Record the Win: You have to predict which pitcher will be credited with the win.
Will Player N Record the First Hit?: You have to predict whether the specified player will record the first hit of the match.
Will Pitcher N Record the First Run?: You have to predict whether the specified pitcher will record the first run of the match.
Will Pitcher N Record the First Home Run?: You have to predict whether the specified pitcher will record the first home run of the match.

Will Pitcher N Record the First RBI?: You have to predict whether the specified pitcher will record the first RBI of the match.

Extra Markets:

What speed will the next pitch be thrown at?:

You have to predict the range of speed the pitcher will throw the ball in the specific pitch. 5 are the possible outcomes: Less than 80 mph, between 80-89 mph, between 90-95 mph, between 96-99 mph, greater than 99 mph.

Pitch Result

1. Catcher interference will void all pitch result markets.
2. Pitch clock violation from the pitcher or batter will void all pitch result markets.
3. Pitch speed and pitch type results will be based on the official statistics from the league's governing body.

What will the next pitch type be?: You have to predict the type of throw the pitcher will throw in the specific pitch. 7 are the possible outcomes: Fastball, cutter, sinker, curve, slider, changeup, other.

Pitch Result

1. Catcher interference will void all pitch result markets.
2. Pitch clock violation from the pitcher or batter will void all pitch result markets.
3. Pitch speed and pitch type results will be based on the official statistics from the league's governing body.
    1. Sweepers and slurves will be settled as sliders.
    2. Any other pitch not explicity mentioned in the market options will be classified as "Other".

What will the atbat outcome be?: You have to predict the outcome of the mentioned batter in the mentioned plate appearance. 9 are the possible outcomes: home run, strikeout looking, single, triple, fly out, walk, strikeout swinging, double, ground out.

At-Bat Result

1. At-Bat must occur in the specified inning against the specified pitcher. If not, bets will be void.
2. If the inning ends prior to the conclusion of the at-bat (i.e. base runner caught stealing or picked off), bets will be void.
3. Bets will be void in the event of an automatic intentional walk.
4. Catcher interference will be settled as a reach on error.

What will the next pitch be?: You have to predict the outcome of the specific pitch throw. 4 are the possible outcomes: strike, ball, inplay hit, inplay out.

Pitch Result

1. Catcher interference will void all pitch result markets.

2. Pitch clock violation from the pitcher or batter will void all pitch result markets.

3. Pitch speed and pitch type results will be based on the official statistics from the league's governing body.

Batter X - Plate Z - To reach base: You have to predict if Batter X will successfully reach base during a given plate appearance or number of appearances.

What will the atbat outcome be (4 options)? Batter X - Plate Z:

Hit

(The batter makes contact with the ball and reaches at least first base safely without an error by the defense)

Walk

(The pitcher throws four balls. Pitches outside the strike zone that the batter doesn't swing at), and the batter gets to go to 1st base for free)

Strike

(A pitch that counts against the batter)

Inplay Out

(The batter hits the ball into the field of play, but is thrown/tagged out before reaching a base)

What Will the Next Hit Type Be? Pitcher N - Batter N - Plate N | Pitch N: You have to predict the type of the next hit following the specified pitch in the stated pitcher and batter matchup.

Baseball Outright Markets:

Winner: You have to predict the winner of the given competition according to the official ranking of the competition.

Division / Conference Winner: You have to predict the winner of the given division or conference according to the official ranking of the competition.

Regular Season Points - Team: You have to predict how many points (over/under) the mentioned team will gather according to the official ranking of the competition.

H2H - Correct Series Score: You have to predict the final result of the series of matches between the 2 teams indicated. For the purpose of reporting will be considered valid only official sites of each competition.

H2H - When will the series end?: You have to predict in how many games the series of matches between the 2 teams indicated will end. For the purpose of reporting will be considered valid only official sites of each competition.

H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.

Will they make the playoffs? - Team: You have to predict if the mentioned team will reach the playoff of the given tournament according to the official ranking of the competition.

Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.

RUGBY / RUGBY LEAGUE

Unless otherwise specified, all bets on Rugby/Rugby League matches are calculated for 80 minutes of play, which includes any injury time added by the referee, if a match is suspended before the end of regulation time, all bets in that match will be voided in case the match isn't completed within 48 hours, except for those markets that have already been settled.

Main Markets:

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Double Chance: You have to predict the outcome of the 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: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Handicap: bet in which the winner of the game must be decided with a respective goal margin. The correct score is added or subtracted from the points proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

Handicap (3-Way): You have to predict the final result of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

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

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

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

Halftime/Fulltime: You have to predict the outcome of the 1st half time of the match together with the outcome of the match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2).

Highest scoring half: predicts which of the two halves of the match will have a bigger amount of points.

Odd/Even: You have to predict if the match result is an odd or even number, if the match result is “0:0″, bets are counted as “even”.

Point Range: You have to predict the range of points during the match.

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

Which team will win the final: You have to predict which team will win the final of the selected tournament.

Which team will win the 3rd place final: You have to predict which team will be classified in the third position in the selected tournament.

Which team wins the rest of the match: You bet on who will win the rest of the match. From the moment the bet is made, the score counts as 0:0 regardless of the actual score of the match.

Overtime - 1x2: You have to predict which team will win the overtime period in the game.

First scoring play (Prelive): You have to predict how the first points in the match will be scored **.** 6 are the Possible outcomes:

Home Team with try	Away Team with try
Home Team with penalty	Away Team with penalty
Home Team with drop goal	Away Team with drop goal

Race to x points: You have to predict which team will reach first at X points during the match.

Next scoring play (Live): You have to predict how the X points in the match will be scored **.** 6 are the Possible outcomes:

Home Team with try	Away Team with try
Home Team with penalty	Away Team with penalty
Home Team with drop goal	Away Team with drop goal

First score type: You have to predict how the first points during the match will be scored . 3 are the Possible outcomes:

with try

with penalty

with drop goal

Last score type of the game: You have to predict how the last points in the match will be scored . 4 are the Possible outcomes:

with try

with penalty

with drop goal

with conversion

Last score: You have to predict how the last points will be scored during the match. 10 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

Home Team with conversion

Home Team with conversion missed

Away Team with try

Away Team with penalty

Away Team with drop goal

Away Team with conversion

Away Team with conversion missed

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

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

Halftime/Fulltime with either draw: You have to predict the outcome of the first half and the second half.

Both Halves - First score: You have to predict how the first points during the first and the second half will be scored . 6 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

Away Team with try

Away Team with penalty

Away Team with drop goal

Either Half - First score: You have to predict how the first points during either the first or the second half will be scored . 6 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

Away Team with try

Away Team with penalty

Away Team with drop goal

Both Halves - First score type: You have to predict how the first points during the first and the second half will be scored . 3 are the Possible outcomes:

with try

with penalty

with drop goal

Either Half - First score type: You have to predict how the first points during either the first or the second half will be scored . 3 are the Possible outcomes:

with try

with penalty

with drop goal

Both Halves - Handicap: bet in which the winner of the first and the second half must be decided with a respective goal margin. The correct score is added or subtracted from the points proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

Either half - Handicap: bet in which the winner of either the first or the second half must be decided with a respective goal margin. The correct score is added or subtracted from the points proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

Both Halves - Last score type of the game: You have to predict how the last points will be scored during the first and the second half. 4 are the Possible outcomes:

with try

with penalty

with drop goal

with conversion

Either Half - Last score type of the game: You have to predict how the last points will be scored during either the first or the second half. 4 are the Possible outcomes:

with try

with penalty

with drop goal

with conversion

Both Halves - Last score: You have to predict how the last points during the first and the second half will be scored . 10 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

Home Team with conversion

Home Team with conversion missed

Away Team with try

Away Team with penalty

Away Team with drop goal

Away Team with conversion

Away Team with conversion missed

Either Half - Last score: You have to predict how the last points during either the first or the second half will be scored . 10 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

Home Team with conversion

Home Team with conversion missed

Away Team with try

Away Team with penalty

Away Team with drop goal

Away Team with conversion

Away Team with conversion missed

Both Halves - Match Result: You have to predict the outcome of the first half and the second half.

Either Half - Match Result: You have to predict the outcome of either the first half or the second half.

Both halves - race to x points: You have to predict which team will reach first at X points during the first and the second half of the match.

Both halves - race to x points: You have to predict which team will reach first at X points during either the first or the second half of the match.

Both Halves - Team to score first: You have to predict which team will score first during the first and the second half

Either Half - Team to score first: You have to predict which team will score first during either the first or the second half

Both Halves - Team to score first: You have to predict which team will score last during the first and the second half

Either Half - Team to score first: You have to predict which team will score last during either the first or the second half

Total drop goals - Home/Away Team: You have to predict how many drop goals will be scored by the Home/Away Team during the match

Both Halves - Home/Away Team Total: You have to predict if the total number of points scored by the Home/Away team during the first half and the second half will be over or under the spread indicated.

Either half - Total: You have to predict if the total number of points scored during either the first or the second half will be over or under the spread indicated.

Either Half - Home/Away Team Total: You have to predict if the total number of points scored by the Home/Away team during either the first or the second half will be over or under the spread indicated.

Both halves - Odd/Even: You have to predict if the total number of points scored by both teams during the first and the second half is an odd or even number, if the result is “0:0″, bets are counted as “even”.

Both halves - Total: You have to predict if the total number of points scored during the first and the second half will be over or under the spread indicated.

Either Half - Odd/Even: You have to predict if the total number of points scored by both teams during either the first half result or the second half result is an odd or even number, if the result is “0:0″, bets are counted as “even”.

Both Halves - Home/Away Team - Total drop goals: You have to predict how many drop goals will be scored by the Home/Away Team during the first and the second half

Either Half - Home/Away Team - Total drop goals: You have to predict how many drop goals will be scored by the Home/Away Team during either the first or the second half

Both halves - Home/Away Team - Odd/Even: You have to predict if the total number of points scored by the home/away team during the first half result and the second half result is an odd or even number, if the result is "0:0", bets are counted as "even".

Either Half - Home/Away Team - Odd/Even: You have to predict if the total number of points scored by the home/away team during either the first half result or the second half result is an odd or even number, if the result is "0:0", bets are counted as "even".

Both Halves - win: You have to predict whether home or away team will win in both halves.

1st Half - Anytime tryscorer: You have to predict which player will score during the first half

2nd Half - Anytime tryscorer: You have to predict which player will score during the second half

Both Halves - Anytime tryscorer: You have to predict which player will score during the both halves

To qualify: You have to predict which team to qualify for the next round, tournament stage, or to win a particular phase of the competition.

Which team will win the final: You have to predict which team will win the final match of the competition.

Which team will win the 3rd place final: You have to predict which of the two teams finishes in third place overall in the tournament.

Which team wins the rest of the match: You have to predict the winner of a game after a specific event happens

Winning margin: You have to predict the exact number of points by which a team will win a match. **Point range:** predict the range of points by which a team will win the match during the match

Overtime - 1x2: You have to predict the outcome of a match after regular time, including any extra time (overtime) that may be played if the score is tied at the end of regular time

Handicap 2 way: You have to predict which team will win after adding or subtracting the indicated spread to the result, with only two possible outcomes. Draw is not included

Home Team - Total points: You have to predict if the total points scored by the Home Team during the match will be over or under a specified number set

Away Team - Total points: You have to predict if the total points scored by the Away Team during the match will be over or under a specified number set

Home Team - winning margin: You have to predict how many points the Home Team will have more than the Away Team at the end of the match.

Away Team - winning margin: You have to predict how many points the Away Team will have more than the Home Team at the end of the match.

Both teams total points: You have to predict if the total points scored by both the Home and the Away Team during the match will be over or under a specified number set

Highest scoring half: You have to predict which half will have the most total points scored

Team to Score in Both Halves: You have to predict whether a specific team will score in both halves of the match

Team to Win Either Half: You have to predict whether a team will win either the first half or the second half of the match.

Away Team - total (over-exact-under): You have to predict if the total number of points scored by the Away Team during the match will be: Over a specified number, Exactly that number, or Under a specified number

Home Team - total (over-exact-under): You have to predict if the total number of points scored by the Home Team during the match will be: Over a specified number, Exactly that number, or Under a specified number

Sending off: You have to predict if a player will be sent off during the match.

Player to score 2+: You have to predict if a player will score 2 or more tries in the match.

Winning margin (4): You have to predict the winning margin range of the match, selected from four fixed options.

Total (Over–Exact–Under): You have to predict if the total points scored will be over, under, or exactly a specific number.

To Win To Nil: You have to predict if a team will win the match without conceding any points.

1X2 & Total: You have to predict both the match result (1X2) and if the total points scored will be over or under a given line.

Winning Margin: You have to predict the exact point range by which a team will win the match.

Will There Be Overtime: You have to predict if the match will go to overtime or not.

Player to Score 3+: You have to predict if a specific player will score three or more tries in the match.

Player to Score 2+: You have to predict if a specific player will score two or more tries in the match.

Team to Score First: You have to predict which team will score the first points in the match.

Handicap 2-Way: You have to predict which team will win the match after applying the handicap, with two possible outcomes.

Handicap 1X2: You have to predict the match result (1X2) after applying the specified handicap to one of the teams.

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

Point Range: You have to predict if the total points scored in the match will fall within a specific predefined range.

Both Halves – Win: You have to predict if a team will win both halves of the match.

To Win To Nil: You have to predict if a team will win the match without conceding any points.

Yellow Card in the game: You have to predict whether a yellow card will be shown in the game.

First Stoppage: You have to predict the first type of stoppage in the game.

First Scoring Team Play (4-way): You have to predict the first scoring team and the type of scoring play in the game.

First score of the game: You have to predict which team will score first in the game."

1st Half Markets:

1st half - 1X2: You have to predict the outcome of the first half. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

1st half - Double Chance: You have to predict the outcome of the first half. 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 - Draw no Bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the first half ends in a draw, the money bet will be refunded. For example, if the first half results in a draw, the bet will be settled as void.

1st half - Handicap: bet in which the winner of the first half must be decided with a respective goal margin. The correct score is added or subtracted from the points proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

1st half - Handicap (3-Way): You have to predict the 1st half result taking in consideration the handicap in brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

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

1st half - Team Total: You have to predict if the total number of points scored by the home or away team during the first half will be over or under the spread indicated.

1st half - Total tries: You have to predict if the total number of tries scored during the first half will be over or under the spread indicated.

1st half - Total team tries: You have to predict if the total number of tries scored by the home or away team during the first half will be over or under the spread indicated.

1st half - Odd/Even: You have to predict if the first half result is an odd or even number, if the result is “0:0″ , bets are counted as “even”.

1st half - which team wins the rest: You bet on who will win the rest of the 1st half. From the moment the bet is made, the score is counting as 0:0 regardless of the actual score of the match.

1st half - winning margin: You have to predict the margin of victory in the 1st half of the match for the home or away team, or whether the match ends in a draw.

1st half - point range: You have to predict the range of points during the first half of the match.

1st half - race to x points: You have to predict which team will reach first at X points during the 1st half of the match.

1st half - Try - 1X2: You have to predict the outcome of the first half in tries achieved. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

1st half - Try - Double Chance: You have to predict the outcome of the first half in tries achieved. 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 - Try - Draw no Bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team in tries achieved, which means that, if the first half ends in a draw, the money bet will be refunded. For example, if the first half in tries achieved results in a draw, the bet will be settled as void.

1st half - Try - Handicap: bet in which the winner of the first half in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

1st half - Try - Handicap (3-Way): bet in which the winner of the first half in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

1st Half - Try - Odd/Even: You have to predict if the first half result in tries achieved is an odd or even number, if the match result is “0:0″ , bets are counted as “even”.

1st Half - First score: You have to predict how the first points during the first half will be scored . 6 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

competitor2 with try

competitor2 with penalty

competitor2 with drop goal

1st Half - First score type: You have to predict how the first points during the first half will be scored . 3 are the Possible outcomes:

with try

with penalty

with drop goal

1st Half - Last score type of the game: You have to predict how the last points will be scored during the first half. 4 are the Possible outcomes:

with try

with penalty

with drop goal

with conversion

1st Half - Last score: You have to predict how the last points during the first half will be scored . 10 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

Home Team with conversion

Home Team with conversion missed

Away Team with try

Away Team with penalty

Away Team with drop goal

Away TeamAway Team with conversion

Away Team with conversion missed

1st half - race to x tries: You have to predict which team will reach first at X tries during the 1st half of the match.

1st Half - Team to score first: You have to predict which team will score first during the first half

1st Half -Team to score first try: You have to predict which team will score the first try during the first half

1st Half - Team to score first: You have to predict which team will score last during the first half

1st Half - Team to score last try: You have to predict which team will score the last try during the first half

1st Half - Home/Away Team - Odd/Even tries: You have to predict if the 1st Half result in tries achieved by the Home/Away Team is an odd or even number, if the match result is “0:0″ , bets are counted as “even”.

1st Half - Most tries: You have to predict if the home or away team will score the most tries during the first half.

1st Half - First tryscorer: You have to predict which player will score the first try during the first half

1st Half - Home/Away Team - First tryscorer: You have to predict which player from the Home/Away Team will score the first try during the first half

1st Half - last tryscorer: You have to predict which player will score the last try during the first half

1st Half - Home/Away Team - last tryscorer: You have to predict which player from the Home/Away Team will score the last try during the first half

1st Half - Home/Away Team - Total drop goals: You have to predict how many drop goals will be scored by the Home/Away Team during the first half

1st half - winning margin: You have to predict the winning margin at the end of the first half.

1st half - point range: You have to predict the total points scored in the first half of the match.

Winning margin (x): You have to predict the winning team’s margin of victory will be exactly x points.

1st Half - Handicap: You have to predict which team will win the 1st Half after adding or subtracting the indicated spread to the result.

1st half - Home Team - winning margin: You have to predict how many points the Home Team will have more than the Away Team at the end of the 1st Half of the match.

1st half - Away Team - winning margin: You have to predict how many points the Away Team will have more than the Home Team at the end of the 1st Half of the match.

1st Half - Both teams total points: You have to predict if the total points scored by both the Home and the Away Team during the 1st half of the match will be over or under a specified number set

1st half - Most tries: You have to predict which team will achieve the most tries during the 1st half of the match

1st half - total tries: You have to predict if the total number of tries achieved during the 1st Half of the match will be over or under a specified number set

1st half - Away Team - total tries: You have to predict if the total number of tries achieved by the Away Team during the 1st Half of the match will be over or under a specified number set

1st half - Home Team - total tries: You have to predict if the total number of tries achieved by the Home Team during the 1st Half of the match will be over or under a specified number set

1st half - odd/even tries: You have to predict if the total number of tries achieved during the 1st half of the match will be Odd or Even

1st Half - Away Team Odd/Even tries: You have to predict if the total number of tries achieved by the Away Team during the 1st half of the match will be Odd or Even

1st Half - Home Team Odd/Even tries: You have to predict if the total number of tries achieved by the Home Team during the 1st half of the match will be Odd or Even

1st Half – Handicap: You have to predict the winner of the first half after applying the specified handicap to one team.

1st Half – Double Chance: You have to predict if either team will win or a draw will occur in the first half, covering two of the three outcomes.

1st Half – Total Tries: You have to predict the total number of tries scored in the first half.

1st Half – Handicap: You have to predict the winner of the first half after the handicap is applied to one team.

1st Half – Point Range: You have to predict if the total points scored in the first half will fall within a specific predefined range.

2nd Half Markets:

2nd Half - First score: You have to predict how the first points during the second half will be scored . 6 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal
Away Team with try
Away Team with penalty
Away Team with drop goal

2nd Half - First score type: You have to predict how the first points during the second half will be scored . 3 are the Possible outcomes:

with try

with penalty

with drop goal

2nd half - Handicap: bet in which the winner of the second half must be decided with a respective goal margin. The correct score is added or subtracted from the points proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

2nd Half - Last score type of the game: You have to predict how the last points will be scored during the secondhalf. 4 are the Possible outcomes:

with try

with penalty

with drop goal

with conversion

2nd Half - Last score: You have to predict how the last points during the second half will be scored . 10 are the Possible outcomes:

Home Team with try

Home Team with penalty

Home Team with drop goal

Home Team with conversion

Home Team with conversion missed

Away Team with try

Away Team with penalty
Away Team with drop goal
Away Team with conversion
Away Team with conversion missed

2nd half - race to x points: You have to predict which team will reach first at X points during the second half of the match.

2nd half - race to x tries: You have to predict which team will reach first at X tries during the second half of the match.

2nd Half - Team to score first: You have to predict which team will score first during the second half

2nd Half - Team to score first try: You have to predict which team will score the first try during the second half

2nd Half - Team to score first: You have to predict which team will score last during the second half

2nd Half - Team to score last try: You have to predict which team will score the last try during the second half

2nd half - Total tries: You have to predict if the total number of tries scored during the second half will be over or under the spread indicated.

2nd Half - Most tries: You have to predict if the home or away team will score the most tries during the second half.

2nd Half - First tryscorer: You have to predict which player will score the first try during the second half

2nd Half - last tryscorer: You have to predict which player will score the last try during the second half

2nd Half - Home/Away Team - Total drop goals: You have to predict how many drop goals will be scored by the Home/Away Team during the second half

2nd half - Total tries - Home/Away Team: You have to predict if the total number of tries scored by the Home/Away Team during the second half will be over or under the spread indicated.

2nd Half - Try - Odd/Even: You have to predict if the second half result in tries achieved is an odd or even number, if the match result is “0:0″ , bets are counted as “even”.

2nd Half - Home/Away Team - Odd/Even tries: You have to predict if the second half result in tries achieved by the Home/Away Team is an odd or even number, if the match result is “0:0″ , bets are counted as “even”.

2nd Half - Home/Away Team - First tryscorer: You have to predict which player from the Home/Away Team will score the first try during the second half

2nd Half - Home/Away Team - Last tryscorer: You have to predict which player from the Home/Away Team will score the last try during the second half

2nd Half - Handicap: You have to predict which team will win the 2nd Half after adding or subtracting the indicated spread to the result.

2nd half - 1x2: You have to predict which team will win the 2nd Half

2nd half - Home Team - winning margin: You have to predict how many points the Home Team will have more than the Away Team at the end of the 2nd Half of the match.

2nd half - Away Team - winning margin: You have to predict how many points the Away Team will have more than the Home Team at the end of the 2nd Half of the match.

2nd half - total: You have to predict if the total points scored during the 2nd Half of the match will be over or under a specified number set

Combo Markets:

1X2 & Total : This betting market combines two main betting markets where you must predict who will win the match (or draw) and how many total points(over/under) will be scored in the match.

Score First / Full time: You have to predict both the team that scores first and the overall winner of the match.

Score First / Half Time / Full Time: This bet requires you to predict:

The team that will score first.

The result at half-time (which team is leading or whether it's a draw).

The final result at full time (which team wins).

Try Markets:

Try - 1X2: You have to predict the outcome of the match in tries achieved. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Try - Double Chance: You have to predict the outcome of the match in tries achieved. 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).

Try - Draw no Bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team in tries achieved, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score in tries achieved results in a draw, the bet will be settled as void.

Try - Handicap: bet in which the winner of the game in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

Try - Handicap (3-Way): bet in which the winner of the game in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

Try - Total tries: You have to predict if the total number of tries scored during the match will be over or under the spread indicated.

Try - Total team tries: You have to predict if the total number of tries scored during the match from the home or away team will be over or under the spread indicated.

Try - Odd/Even: You have to predict if the match result in tries achieved is an odd or even number, if the match result is “0:0″ , bets are counted as “even”.

Team to score first try: You have to predict which team will score the first try during the match

Team to score last try: You have to predict which team will score the last try during the match

Most tries (inc. ET): You have to predict if the home or away team will score the most tries during the match.

First tryscorer: You have to predict which player will score the first try of the game

Last tryscorer: You have to predict which player will score the last try of the game

Anytime tryscorer: You have to predict which player will score during the match

Both Halves - Team to score first try: You have to predict which team will score the first try during the first and the second half

Either Half - Team to score first try: You have to predict which team will score the first try during either the first or the second half

Both Halves - Team to score last try: You have to predict which team will score the last try during the first and the second half

Either Half - Team to score last try: You have to predict which team will score the last try during either the first or the second half

Both Halves - Total tries - Home/Away Team: You have to predict if the total number of tries scored by the home/away team during the first and the second half will be over or under the spread indicated.

Either Half - Total tries - Home/Away Team: You have to predict if the total number of tries scored by the home/away team during either the first or the second half will be over or under the spread indicated.

Home/Away Team - Tries - Odd/Even: You have to predict if the match result in tries achieved by the Home/Away Team is an odd or even number, if the match result is “0:0”, bets are counted as “even”.

Both Halves - Most tries: You have to predict if the home or away team will score the most tries during the first and the second half.

Either Half - Most tries: You have to predict if the home or away team will score the most tries during either the first or the second half.

Both halves - race to x tries: You have to predict which team will reach first at X tries during the first and the second half of the match.

Either half - race to x tries: You have to predict which team will reach first at X tries during either the first or the second half of the match.

Home/Away Team - First tryscorer: You have to predict which player from the Home/Away Team will score the first try during the match

Both Halves - First tryscorer: You have to predict which player will score the first try during the first and the second half

Home/Away Team - last tryscorer: You have to predict which player from the Home/Away Team will score the last try during the match

Both Halves - Last tryscorer: You have to predict which player will score the last try during the first and the second half

Score 1st Try / Match Result: You have to predict:

Who will score the first try of the match.

The final match result (which team wins).

You must predict both the team that scores the first try and the overall winner correctly.

Score 1st Try / 1st Half Result: You have to predict:

Who scores the first try.

The result at half-time (which team is winning at half-time).

Both the first try scorer and the half-time winner need to be predicted correctly for the bet to win.

Team to score first try: You have to predict which team will score the first try of the match, regardless of who wins the match.

Team to score last try : You have to predict which team will score the last try of the match.

First Try Converted: You have to predict whether the first try of the match will be converted into a successful goal by the kicker

Most tries: You have to predict which team will achieve the most tries during the match

Away Team - total tries: You have to predict if the total number of tries achieved by the Away team during the match will be over or under a specified number set

Home Team - total tries: You have to predict if the total number of tries achieved by the Away team during the match will be over or under a specified number set

Odd/even tries: You have to predict if the total number of tries achieved during the match will be Odd or Even

Away Team - Odd/Even tries: You have to predict if the total number of tries achieved by the Away Team during the match will be Odd or Even

Home Team - Odd/Even tries: You have to predict if the total number of tries achieved by the Home Team during the match will be Odd or Even

Total tries: You have to predict if the total number of tries achieved during the match will be over or under a specified number set

Away Team - Last tryscorer: You have to predict which player from the Away Team will score the last try of the match

Rugby/Rugby League Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Regular Season wins - Team: You have to predict how many wins (over/under) the mentioned team will gather according to the official ranking of the competition.

Regular Season most Losses - Team: You have to predict how many lost (over/under) the mentioned team will gather according to the official ranking of the competition.

H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.
To Make Grand Final: You have to predict if the selected team will make the Grand final (Yes) or not (No) during the tournament according to the official ranking of the competition.
To reach the Playoffs: You have to predict if the selected team will reach the playoff (Yes) or not (No) during the tournament according to the official ranking of the competition.
Top4, Top6, Top8: You have to predict if the selected team will finish in the respective top position when the competition ends.

MOTORSPORTS

The outcome of a bet on a Formula 1/Nascar/Indy Car/Rally event is based on the first published official results. The decisions taken by the official federation (including but not limited to FIA) and affecting or amending the result achieved on the race field will not be taken into consideration.

Every race begins with the warm-up lap. If the driver that the user has selected is not on the starting grid for the warm-up lap, or ready to start the race from the pit lane, the bet will be void and the stake will be refunded, If a race is suspended and there is no an official declared result, all bets on that race will be void.

Motorsports Markets:

Winner (Race): You predict that the selected driver will be the winner of the race.

Winning Constructor (Race): You have to predict which team the winning driver belongs to.

Winning Margin (Race): You have to predict which team/driver will win the race with the margin applied.

Group Winner (Race): You predict that the selected driver will be the winner of the selected group during the race.

Top 3 (Race): You have to predict that the selected driver will reach the podium position.

Top 6 (Race): You have to predict that the selected driver will end the Race within the first six positions. In order to be considered the winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

Top 10 (Race): You have to predict that the selected driver will end the Race within the first ten positions. In order to be considered the winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

H2H (Race): You have to predict which among the two drivers specified in the bet will achieve the best position in the race. Should these drivers retire or be disqualified this bet typology will be considered void. If one or more of the drivers listed in the bet are not able to take part in the race this bet typology will be deemed void.

Both Cars Points Finish: You have to predict if both cars of the selected team will end the Race within the first ten positions.

Both Cars classified: You have to predict whether both cars of the selected team will be classified or not according to the official federation report (including but not limited to FIA)

Any Driver to win Race, Pole Position and Fastest Lap: This is also called Hat-trick and you have to predict which driver will win the Race, the Pole Position and Fastest Lap.

First Driver to Make a Pit Stop: You predict which driver will make the first pit stop during the race.

Grid Position of Winner: You predict the starting position on the starting grid of the driver winner of the race.

Winning Nationality: You predict the nationality of the winner of the race.

Driver Classified/Non Classified: You have to predict whether the driver will be classified or not according to the official federation report (including but not limited to FIA), published after the main race. In order to be considered as classified, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

Number of Classified Drivers: You have to predict how many cars/drivers will be classified according to the federation report (including but not limited to FIA) published after the main race.

Fastest Lap: You have to predict which driver will perform the fastest lap during the Grand Prix main race.

First Driver Retirement: You have to predict which driver will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired.

First constructor retirement: You have to predict which team will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired

Safety Car: You have to predict if the safety care will come out onto the track during the race.

Virtual Safety Car: You have to predict if the Virtual safety care will come out onto the track during the race.

Winner (Pole): You predict that the selected driver will achieve the best position during the qualifying session.

Podium (Pole): You predict that the selected driver will conclude the qualifying session in first, second or third position.

H2H (Pole): You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.

Winning Margin (Pole): You have to predict which team/driver will win the pole with the margin applied.

Group Winner (Pole): You predict that the selected driver will be the winner of the selected group during the Pole session.

Winner (Practice): You predict that the selected driver will achieve the best position during the Practice session.

Podium (Practice): You predict that the selected driver will conclude the Practice session in first, second or third position.

H2H (Practice): You have to predict which of the two drivers specified in the bet will achieve the best position in the Practice session.

Winning Margin (Practice): You have to predict which team/driver will win the Practice with the margin applied.

Championship Winner (Drivers and Constructors): This type of market will be settled based on the total points achieved by the drivers, immediately after the podium presentation ceremony of the last Grand Prix of the season.

Championship Driver/Team Head to Head (Overall): You predict which driver/team will set the best placement in the current Driver Championship. If both of the drivers/teams achieve the same points in the season, the winner will be declared with the same criteria used by the official federation (including but not limited to FIA; which means that only the best placements in the seasons will be considered to determine the winner.

Car Number Race Winner Odd/Even: You have to predict whether the winning car number is odd or even.

Team Winner: You have to predict which team (constructor or manufacturer) will win

Top Chevrolet Driver: You have to predict the driver from the specific manufacturer with the best finishing position.

Top Chevrolet Team: You have to predict if the team from the specific manufacturer will have the best finishing position.

Top Ford Driver: You have to predict the driver from the specific manufacturer with the best finishing position.

Top Ford Team: You have to predict if the team from the specific manufacturer will have the best finishing position.

Top Totota Team: You have to predict if the team from the specific manufacturer will have the best finishing position

Top Toyota Driver: You have to predict the driver from the specific manufacturer with the best finishing position.

Head2head: You have to predict the winner. Higher finisher wins, if both do not finish or if equal or a participant doesn't start, bets are settled as void.

Winner: You have to predict the winner as per official podium result

Top {winners}: You have to predict if a driver will finish in the Top X (e.g., Top 3, Top 6, Top 10)

Race Winner: You have to predict which driver will win the race.

Top 3 - Race: You have to predict whether a driver will finish in the Top 3

Top 5 - Race: You have to predict whether a driver will finish in the Top 5

Top 10 - Race: You have to predict whether a driver will finish in the Top 10

Stage N - Winner: You have to predict which driver will win a specific stage

Top 3 - Stage N: You have to predict if a driver will finish in Top 3 of a specific stage.

Top 5 - Stage N: You have to predict if a driver will finish in Top 5 of a specific stage.

Top 10 - Stage N: You have to predict if a driver will finish in Top 10 of a specific stage.

Will Manufacturer Z win the race?: You have to predict if any car from the given manufacturer will win the race

Will Manufacturer Z - win Stage N?: You have to predict if any car from the given manufacturer will win a specific stage.

Will Team Y win the race?: You have to predict if a specific team will win the race.

Will Team Y win Stage N?: You have to predict if a specific team will win a specific stage.

First Constructor Retirement: You have to predict which constructor will be the first to have a driver retire from the race.

First Driver to Retire: You have to predict which driver will be the first to retire from the race.

Last Driver to Be Classified: You have to predict which driver will be the last driver classified in the official race results.

Leader After the 1st Lap: You have to predict which driver will be leading the race after the first lap.

Winning Margin: You have to predict the winning margin between the race winner and the driver finishing second.

Dual Forecast: You have to predict which two drivers will finish first and second, in any order.

Straight Forecast: You have to predict which drivers will finish first and second in the exact order.

Constructor Fastest Lap: You have to predict which constructor will record the fastest lap of the race.

Fastest Lap: You have to predict which driver will record the fastest lap of the race.
First Driver to Pit Stop: You have to predict which driver will be the first to make a pit stop.
Fastest Constructor Pit Stop: You have to predict which constructor will record the fastest pit stop during the race.
Straight Tricast: You have to predict which drivers will finish first, second and third in the exact order.

MOTORBIKES

The outcome of a bet on a MotoGP, Moto2, Moto3, Superbike, Speedway event is based on the first published official results. The decisions taken by the official federation (including but not limited to FIM) and affecting or amending the result achieved on the race field will not be taken into consideration.

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

Motorbikes Markets:

Winner (Race): You predict that the selected driver will be the winner of the race.
Podium (Race): You predict that the selected driver will reach the podium (first, second or third position).
H2H (Race): You have to predict which of the two drivers specified in the bet will achieve the best position in the race. In case of both drivers either retiring or being disqualified this bet typology will be deemed void. If one or more of the drivers listed in the bet are not able to take part in the race this bet typology will be deemed void.
Winner (Pole): You predict that the selected driver will achieve the best position during the qualifying session.
Podium (Pole): You predict that the selected driver will conclude the qualifying session in first, second or third position.
H2H (Pole): You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.
Best of group (Race,Pole): You have to predict which driver will achieve the highest position in the selected group. In case one of the drivers of the group does not take part in the selected competition, the bet will be deemed void.

CYCLING

The outcome of a bet on a cycling competition is based on first published official results. If a race is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

If a race is officially cancelled all the related bets will be deemed void. Whenever a stage race is postponed or suspended, all the related bets will stand valid until the race is completed or cancelled. The winner of the race will be the one who takes first place on the podium. Any disqualification, given after the race, will not be taken into account when settling bets.

Cycling Markets:

Winner: You have to predict the winner of the race or competition.
Group winner: You have to predict which of the named cyclists included in the bet will reach the best positioning within the group. If one or more cyclists of the group retire before the beginning of the race, all the bets will be voided.
Podium: You have to predict that the selected cyclist will reach the podium (first, second or third position).
Top 6: You have to predict that the selected cyclist will complete the race within the first six positions.
Top 10: You have to predict that the selected cyclist will complete the race within the first ten positions.
H2H: You have to predict which of the two cyclists specified in the bet will achieve the best position in the overall event.If one of the two cyclists fails to start, bets will be void. If neither participant finishes the race, bets will be void. If one of the cyclists manages to finish the race and the other does not, the first mentioned will be the winner.
If one of two riders retire or are disqualified during one of the race stages, the rider who remains in the race will be considered as the winner.
If both competitors do not reach the following stage the bet will be void.
All results are based on the first published original results.
Stage Winner: The Stage winner will be the one who takes first place on the podium. Any disqualification will not be taken into account when settling bets.
Non-participants: If a runner withdraws from the competition or is disqualified when the race or stage has already started, bets on this runner will be settled as Lost.
Matchmaking bets - by stage and overall classification: At least one of the riders or teams must complete the stage or race for the matchmaking bet to be valid. If both do not finish the stage or race all bets will be void.

Curling

Markets are considered as decided if a match is officially completed or conceded by the defeated team. Extra ends will be counted for settlement purposes.
In the event a match is postponed or abandoned without resuming within 48 hours all undecided markets are considered void.

Curling Main Markets:

Winner (extra ends included): You have to predict the match winner regardless of the margin of points.
Total points (extra ends included): You have to predict if the total number of points from both teams combined will be over or under the selected number.
Handicap (extra ends included): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
1x2: You have to predict the outcome of the match
Odd/even: You have to predict if the total number of points scored in the match will be odd or even.
Winner: You have to predict the winner of the match
Handicap: You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Total: You have to predict if the total number of points scored by both teams during the match (incl. overtime) will be Over or Under the indicated spread.

Curling Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

WINTER SPORTS

Refers to winter sports such as cross-country skiing, alpine skiing, ski jumping, biathlon, Bobsleigh, Freestyle Skiing, Figure Skating, Snowboarding, Skeleton, Speed Skating, Short Track Speed Skating, Luge, Nordic Combined etc. Podium positions will count as official results, regardless of any subsequent disqualification. If there is no ceremony for the podium, the result will be determined according to the official result declared at the end of the competition by the regulatory organization. If no official result is available then the result will be determined with reference to the available evidence known at the time of market.
Postponed or Canceled Events If, for any reason, an event (other than the Olympic Games or the World Championships) is postponed or canceled, all bets on that event will be void. Unless the competition takes place within 48 hours of the time originally scheduled to begin, or an official result is declared by a

regulatory organization within 48 hours. If, for any reason, an Olympic or World Championship competition is postponed or canceled, all bets on that event will be void. Unless the event takes place before the closing ceremony of the games.

Winter Sports Markets:

Winner: You have to predict the winner of the competition.

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

H2H: You have to predict which of the participants specified in the bet will achieve the best position in the tournament/event. If one of the two participants fails to start, bets will be void. If neither participant finishes the race, bets will be void. If one of the participants manages to finish the race and the other does not, the first mentioned will be the winner.

If one of the contestants fails to finish and the other fails to qualify after the preliminary, the highest ranked competitor in the preliminary will be the winner.

If none of the participants qualify after the preliminary, the best placed in the preliminary will be the winner.

If one of the participants fails to finish after having passed the preliminary and the other does not manage to pass the preliminary, the first mentioned will be the winner.

Winner Group: You have to predict which of the competitors specified for this type of bet will get the best finish in the event. If none of the competitors do not complete the competition, the winner will be the one that obtained the best timing during the previous phase. In case of competitions consisting of two runs, if both competitors withdraw in the first run, the bet will be declared void.

BOXING/MMA

The sound of the bell is the signal for the start of the first round for betting purposes. When one fighter cannot answer the bell for the next round, then the other fighter will be considered the winner in the previous round.

In Boxing, a round is considered to be fully played, when 1:30 minutes of the round are played.

In MMA, a round is considered to be fully played, when 2:30 minutes of the round are played.

When a fight is declared as "No contest" (Fight without decision) all bets will be void, with the exception of those bets that have already been settled by the evolution of the event.

Tie or technical tie: Tie is a points tie. Technical tie is if the referee stops the fight before the fifth round begins, for any reason other than knockout, technical knockout or disqualification.

Knockout: A knockout is when a fighter does not get up after the count of 10. Technical knockout is when the 3 knockdown rule applies or if the referee decides so. Any retirement in the corner will be considered a technical knockout unless the fight is decided by the judges' points or if it is declared as "No contest".

Technical decision: It is determined by the referees' point markers at any time other than the end of the fight.

Significant Strikes: Are any Distance Strike or Clinch/Ground Strikes that are considered "Power Strikes" by official scorers.

A Significant Strike will count as both a strike and a significant strike and will be worth a total of 0.4 Pts

Knockdown: Is awarded to a fighter who knocks his/her opponent down due to debilitation for what the official scorers consider an appreciable amount of time.

In MMA and UFC, **regular strikes** refer to any legal striking technique, including punches, kicks, elbows, and knees, that a fighter uses to attack their opponent.

These strikes are counted towards a fighter's overall striking statistics. On the other hand, significant strikes are a subset of regular strikes and are defined as strikes that have a clear impact on the opponent, either by landing with significant force or by visibly affecting the opponent.

Significant strike**s** are used to measure a fighter's effective striking during a match, and they are often a key factor in judging the outcome of a fight.

In summary, while regular strikes encompass all legal striking techniques, significant strikes specifically refer to those strikes that have a noticeable impact on the opponent.

Boxing/MMA Markets:

Winner (1,2): It is the bet of one fighter against another in which the winner must be chosen.

Winner (1X2): You have to predict the outcome of the match. There are 3 possible outcomes: 1 (player 1 wins), X (draw), 2 (player 2 wins).

Total rounds: Bet in which the number of rounds reached in the fight must be specified.

Winning Method : You have to predict who will win and in which way (KO, decision) or draw.

Will the fight go the distance (yes/no): You have to predict if the fight will ‘’go the distance’’ (players play all the rounds till the end, without knockout/decision).

Winner & Exact Rounds: You have to predict who will be the winner and in exactly how many rounds (or decision), or draw.

Winner & Rounds range: You have to predict who will be the winner and exactly within which rounds range (or decision), or draw.

Round Group Betting: For betting purposes betting on rounds or groups of rounds is for a fighter to win by KO (Knockout), TKO (Technical Knockout) or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision.

Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification. In the event of a fight being declared a No Contest all bets will be void and stakes returned.

In the event of a fighter retiring on his stool between Rounds e.g. 9 and 10, it will count as Round 9 for settlement purposes i.e. the last fully completed round.

Round Group Betting and Winner (Fighter X): You have to predict the winner of the match and in which round group will be For betting purposes betting on rounds or groups of rounds is for a fighter to win by KO (Knockout), TKO (Technical Knockout) or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision. Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification. In the event of a fight being declared a No Contest all bets will be void and stakes returned.

In the event of a fighter retiring on his stool between Rounds e.g. 9 and 10, it will count as Round 9 for settlement purposes i.e. the last fully completed round.

Fighter X to score a knockdown: You have to predict if the Fighter X will score a knockdown during the fight. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Both Fighters to score a knockdown: You have to predict if both fighters will score a knockdown during the fight. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Either Fighter to score a knockdown: You have to predict if at least one of the 2 fighters will score a knockdown during the fight. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Round Knockdown Betting (Fighter X): You have to predict if the Fighter X will score a knockdown during that round. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Round Knockdown Betting (Either fighter): You have to predict if there will be a knockdown during that round. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Total knockdowns (over/under): You have to predict if the total number of knockdowns scored during the entire fight will be over or under the indicated line. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Fighter X total knockdowns: You have to predict if the total number of knockdowns scored by player X during the entire fight will be over or under the line indicated. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

To be knocked down and Win (Fighter X, Yes/No): You have to predict if fighter X will be knocked down during the fight and win or not the fight. For settlement purposes a knockdown is defined as a fighter receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Fighter Strikes Landed: You have to predict how many strikes will comp 1, comp 2 and either (comp 1 and comp 2 both to score f.e. 200 strikes, not combined) fighter land in a match (300 or more).

Both Fighters Total Strikes Landed: You have to predict how many strikes will comp 1 and comp 2 land combined in the match (250 or more).

Fighter Significant Strikes Landed: You have to predict how many significant strikes will comp 1, comp 2 and either (comp 1 and comp 2 both to score f.e. 200 strikes, not combined) fighter land in the match (30 or more).

Fighter Takedowns: You have to predict how many takedowns will comp 1, comp 2 and either (comp 1 and comp 2 both to score f.e. 8 takedowns, not combined) fighter land in a match (10 or more).

Total Significant Strikes Landed: How many significant strikes will comp 1 and comp 2 land combined in the match (30 or more).

Fighter X Total Significant Strikes Landed: You have to predict how many significant strikes will Fighter X land in the match (10 or more).

Total Strikes Landed (Over/Under): You have to predict how many total strikes will be landed in the match from the 2 fighters combined f.e. Over/Under 220.5.

Fighter X Total Strikes Landed (Over/Under): You have to predict how many total strikes will be landed in the match from Fighter X.

Total Takedowns (Over/Under): You have to predict how many Takedowns will occur during the match from the 2 fighters combined f.e. Over/Under 12.5

Fighter X Total Takedowns (Over/Under): You have to predict how many Takedowns will Fighter X make during the match.

Round 1 Total Strikes Landed(Over/Under): You have to predict how many strikes will comp 1 and comp 2 land combined in Round 1 f.e. Over/Under 30.5.

Round 1 Fighter X Strikes Landed (Over/Under): You have to predict how many total strikes will be landed in the match from Fighter X in Round 1.

Round 1 Total Significant Strikes Landed(Over/Under): You have to predict how many significant strikes will comp 1 and comp 2 land combined in Round 1 f.e. Over/Under 10.5.

Round 1 Fighter X Total Significant Strikes Landed(Over/Under): You have to predict how many significant total strikes will be landed in the match from Fighter X in Round 1.

Round 1 Fighter Strikes Landed: You have to predict how many strikes will comp 1, comp 2 and either (comp 1 and comp 2 both to score f.e. 50 strikes, not combined) fighter land in Round 1 (30 or more).

Round 1 Both Fighters Total Strikes Landed: You have to predict how many strikes will comp 1 and comp 2 land combined in Round 1 (20 or more).

Round 1 Fighter Significant Strikes Landed: You have to predict how many significant strikes will comp 1 and comp 2 land combined in Round 1 (10 or more).

Round 1 Both Fighters Total Significant Strikes Landed: You have to predict how many significant strikes will comp 1 and comp 2 land combined in Round 1 (30 or more).

Most Strikes Landed (1x2): You have to predict who will make most strikes in the match.

Most Significant Strikes Landed (1x2): You have to predict who will make most significant strikes in the match.

Most Strikes Landed in Round 1 (1x2): You have to predict who will make most strikes in Round 1.

Most Significant Strikes Landed in Round 1 (1x2): You have to predict who will make most significant strikes in Round 1.

Fighter Punches Thrown: You have to predict the number of punches comp1 or comp2 will throw during the fight (comp1/comp2 150,200,250 or more etc)

Fighter Punches Thrown Combined: You have to predict the number of punches that will be thrown by both fighters combined during the fight (500,600 or more etc)

Fighter Punches Landed: You have to predict the number of punches comp1 or comp2 will land during the fight (comp1/comp2 50,75,100 or more etc)

Fighter Punches Landed Combined: You have to predict the number of punches that will be landed by both fighters combined during the fight (200,250 or more etc)

Most Punches Thrown: You have to predict which fighter will throw more punches during the fight

Most Punches Landed: You have to predict which fighter will land more punches during the fight

Total Knockdowns Milestones: You have to predict if the total number of knockdowns in the fight is over or under a certain milestone number

Fighter X - Total Knockdowns Milestones: You have to predict if the total number of knockdowns achieved by the specific Fighter during the fight is over or under a certain milestone number.

Most Power Punches Thrown: You have to predict the fighter with the most power punches thrown

Most Power Punches Landed: You have to predict the fighter with the most power punches landed

Most Jabs Thrown: You have to predict the fighter with the most jabs thrown

Most Jabs Landed: You have to predict the fighter with the most jabs landed

Most Body Punches Landed: You have to predict the fighter with the most body punches landed

Combined Power Punches Thrown: You have to predict the total number of power punches thrown by both fighters

Fighter Power Punches Thrown: You have to predict the total number of power punches thrown by a specific fighter.

Combined Power Punches Landed: You have to predict the total number of power punches landed by both fighters

Fighter Power Punches Landed: You have to predict the total number of power punches landed by a specific fighter.

Combined Jabs Thrown: You have to predict the total number of Jabs thrown by both fighters

Fighters Jabs Thrown: You have to predict the total number of Jabs thrown by a specific fighter

Combined Jabs Landed: You have to predict the total number of Jabs landed by both fighters

Fighter Jabs Landed: You have to predict the total number of Jabs landed by a specific fighter

Combined Body Punches Landed: You have to predict the total number of body punches landed by both fighters

Fighter Body Punches Landed: You have to predict the total number of body punches landed by a specific fighter

Fighter Punches Landed: You have to predict the total number of punches landed by a specific fighter

When Will The Fight End: You have to predict in which round the fight will end.

Double Chance: You have to predict the outcome of the fight. There are 3 possible outcomes: 1X (at the end of the match the player 1 wins or draws), X2 (at the end of the match player 2 wins or draws), 12 (at the end of the match the player 1 wins or the player 2 wins).

Round Group Knockdown Betting (X) : You have to predict if a knockdown will occur during a specific group of rounds

Winner & Exact Rounds: You have to predict the winner of the fight and the exact round in which the fight will end.

Winning Method: You have to predict the method by which the fight will be won (e.g., knockout, decision).

Round Group Betting and Winner (1): You have to predict the winner of the fight and the round group in which the fight will end.

When Will The Fight End: You have to predict the specific round or time interval when the fight will end.

VOLLEYBALL

A volleyball match does not have a specific duration, the match depends on the sets won by each team, once a team wins 3 sets with a maximum of 5 sets, the match is over.

If a match is not completed, the bets at the end of the matches will be void and the stake will be refunded, but if the betting markets were determined, it will not happen as it is the live game balance.

Main Markets:

Some of the below listed markets might appear under **E-Volleyball (same rules apply)*

Winner: Predict whether the winner in the match will be the home team (1) or the away team (2)

Point Handicap: You have to predict the winner of the match (in won points) adding or subtracting the indicated spread to the result of the match (in points).

Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.

Exact Sets: Consists of predicting whether the total number of sets played in the match will be more or less than the number given in the chosen betting market.

Will there be a 4th set ?: (Yes - No) the 4th set of the match will have to be played.

Will there be a 5th set ?: (Yes - No) the 5th set of the match will have to be played to define the winning team

Correct Score: You have to predict the correct score of the match in terms of sets won by each team.

Home Team to win a set: You have to predict if the home team will win at least one set.
Away Team to win a set: You have to predict if the away team will win at least one set.
Home Team to win exactly one set: You have to predict if the home team will win exactly one set.
Away Team to win exactly one set: You have to predict if the away team will win exactly one set.
Home Team to win exactly two sets: You have to predict if the home team will win exactly two sets.
Away Team to win exactly two sets: You have to predict if the away team will win exactly two sets.
How many sets will be decided by extra points ?: Predict how many sets will reach extra points (winner of the set has more than 25 points).
Xth Set - Nth Point: You have to predict which team will win point N of set X.
Player points at least: You have to predict if Player X will score at least a specified number of points.
Player points: You have to predict the total number of points scored by a specific player.

Set Markets:

1st/2nd/3rd/4th/5th set - Winner: Predict whether the winner in the mentioned set will be the home team (1) or the away team (2)
1st/2nd/3rd/4th/5th set - Total Points: Predict whether the total points accumulated by both teams in a given set will be over or under a given number in the market.
1st/2nd/3rd/4th/5th set - Point Handicap: You have to predict the winner of the mentioned set (in won points) adding or subtracting the indicated spread to the result of the match (in points).

1st/2nd/3rd/4th/5th set - odd/even: Predict whether the total points accumulated by both teams in the relevant match or set will be an odd or even number.
1st/2nd/3rd/4th/5th set - race to X points : You have to predict which team will reach X points first for the mentioned set.
X set - correct score: You have to predict the exact final score of the specified set
X set - Z point: You have to predict who will win the specific point within a given set.

Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.

BEACH VOLLEY

A Beach volley match does not have a specific duration, the match depends on the sets won by each team. If any player is replaced with another player before the start of the match, all bets will be void. If a match starts but is not completed, all bets based on the final result will be deemed void, with the exception of markets where the outcome has already been determined.

Main Markets:

Winner: Predict whether the winner in the match will be the home team (1) or the away team (2)
Exact Sets: Consists of predicting whether the total number of sets played in the match will be more or less than the number given in the chosen betting market.
Correct Score: You have to predict the correct score of the match in terms of sets won by each team.
Point Handicap: You have to predict the winner of the match (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.
How many sets will be decided by extra points ?: Predict how many sets will reach extra points.

Set Markets:

1st/2nd/3rd/4th/5th set - Winner: Predict whether the winner in the mentioned set will be the home team (1) or the away team (2)
1st/2nd/3rd/4th/5th set - Total Points: Predict whether the total points accumulated by both teams in a given set will be over or under a given number in the market.
1st/2nd/3rd/4th/5th set - Point Handicap: You have to predict the winner of the mentioned set (in won points) adding or subtracting the indicated spread to the result of the match (in points).
1st/2nd/3rd/4th/5th set - odd/even: Predict whether the total points accumulated by both teams in the relevant match or set will be an odd or even number.
1st/2nd/3rd/4th/5th set - race to X points : You have to predict which team will reach X points first for the mentioned set.
1st/2nd/3rd/4th/5th set - X point: You have to predict which team will score the X points first for the mentioned set.
X set - correct score: You have to predict the exact final score of the specified set
X set - Z point: You have to predict which team will win the specific point within a given set.
X set extra points: You have to predict the extra points or points beyond the regular scoring threshold in a specified set.

Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

DARTS

A Darts Game is considered to have started when the first dart has been thrown in the first round of the first set. If the stated number of sets is not completed, bets for the exact result will be void. The highest score possible with three darts is 180, obtained when all three darts land in the triple 20 (the term can be found in many markets).

Main Markets:

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Set Handicap: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.

Total 180s: You have to predict if the total number of 180s achieved in the match by both players will be over or under the spread indicated.

Most 180s: You have to predict which player will achieve the most 180s in the match (or if there will be a draw).

180s Handicap: You have to predict the result in terms of 180s achieved by each player adding or subtracting to the final result the spread specified in the bet.

Home team total 180s: You have to predict if the total number of 180s achieved in the match by player 1 will be over or under the spread indicated.

Away team total 180s: You have to predict if the total number of 180s achieved in the match by player 2 will be over or under the spread indicated.

Set Handicap (3-way): You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.

Correct score (in sets): You have to predict the correct score in sets of the match.

Player to score a 180: You have to predict which player will achieve the selected 180 in the match (or if there will be none).

King of the Oche (Match Treble): King of the oche is a player who wins the match, scores more 180s than his opponent and have the highest checkout of the match.

Player with highest checkout: Which player will have the highest checkout in a single leg.

Highest checkout in match: What will be the highest checkout of the match by any player.

Total x+ checkout: Predict if the total score of checkout will be from a specific number and above. E.g. over/under 100+ checkout.
Match winner & highest checkout: Which player will win the match and which player will have the highest checkout. Highest checkout can be equal.
Match winner & most 180s: Which player will win the match and which player will score more 180s, 180s can be equal.
Highest checkout & most 180s: Which player will have the highest checkout and which player will score more 180s. Both highest checkout and 180s can be equal**.**
To lead after xth leg: Which will be the player to lead the game after xth leg. Three possible outcomes: player1, draw, player2.
xth leg checkout total: What will be the checkout of a specific leg, usual offer on this market is O/U 40.5.
Score after x legs: What will be the score after x legs in the game.
170 checkout in match: Any player to have the highest checkout of the game (170) {T20, T20, BULL}.
Last 180: You have to predict which player will hit the last 180 in the match.
Most Checkouts: You have to predict which player will check out the most legs by hitting the final double.
Leg handicap: You have to predict the winner of the leg after applying the handicap.
X set – Total legs: You have to predict the total number of legs played in the specified set number.
Y player to score a 180: You have to predict if the specified player will score a 180 in the match.

Fast Markets:

Xth set - Nth Leg Winner: You have to predict which player will win Leg N of set X.
xth set - correct score (in legs): Predict the correct score in legs of the mentioned set.
xth set - leg handicap: You have to predict the winner of the mentioned set (in legs) adding or subtracting the indicated spread to the result of the match (in legs).
xth set - total legs: Predict whether the total legs played in the given set will be over or under a given number in the market.
xth set - odd/even legs: Predict whether the total legs played in the given set will be an odd or even number.
xth set leg x - total darts: You have to predict if total darts thrown by a player to win a specific leg will be over or under the spread indicated.
xth set leg x - highest scoring player on xth visits: You have to predict which player will score more points in a specific visit.
xth set leg x - point range on xth visit: You have to predict what will be the point range of a player's specific visit.
xth set leg x - checkout score x:y+: You have to predict if checkout score of a specific leg will be over or under 40.5

xth set leg x - checkout colour: You have to predict if checkout colour of a specific leg will be red or green.

xth set - most 180s: You have to predict which player will achieve the most 180s in the mentioned set (or if there will be a draw).

xth set - total 180s: You have to predict if the total number of 180s achieved in the mentioned set by both players will be over or under the spread indicated.

xth set - Home team total 180s: You have to predict if the total number of 180s achieved in the mentioned set by player 1 will be over or under the spread indicated.

xth set - Away team total 180s: You have to predict if the total number of 180s achieved in the mentioned set by player 2 will be over or under the spread indicated.

xth set leg x - any player to score a 180: You have to predict if any player will achieve a 180 in the mentioned set and leg (or if there will be none).

xth set leg x - Home team to score a 180: You have to predict if player 1 will achieve a 180 in the mentioned set and leg (or if there will be none).

xth set leg x - Away team to score a 180: You have to predict if player 2 will achieve a 180 in the mentioned set and leg (or if there will be none).

Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Top 2: You have to predict the finalists of the given tournament according to the official ranking of the competition.

Who will go furthest: Predict which of the mentioned players will reach the later stage (or same).

Stage of Elimination: Predict which round the selected player will be eliminated in. overtime

Winning Nationality: You have to predict the nationality of the winner.

Winning Half: You have to predict the tournament winner will come from the Top Half or BottomHalf.

Winning quarter: You have to predict the tournament winner will come from the 1st/2nd/3rd/4th quarter.

First Time Winner?: You have to predict if there will be a first time winner or not.

Xth Quarter Winner: You have to predict the winner of the mentioned quarter (1st/2nd/3rd/4th).

FUTSAL

A game of Indoor Soccer is considered with 40 minutes of play as official. All matches will be determined with the final score of regular time, unless otherwise indicated. Regular time must be completed for bets to stand unless otherwise stated.

The bets will be valid within the regular time; plus time added by the referee due to time lost as a result of injuries and substitutions. Overtime, golden goal and the definition of the match by penalties are not valid to settle bets on this sport.

Futsal Markets:

Winner - 1X2: For this, there can be three possibilities: That the home team wins (1), that the final score is a draw (x) or that the visitor is the winner (2).

Double chance (1X-12-X2): bet market in which the player can maximize his chances of winning by covering himself with two outcomes: 1X (home win or draw), 12 (home win or away win) and X2 (draw or away win).

***If a match is played on neutral ground, the team named first is considered home.**

Next Goal: Bet on predicting which of the two teams will score the next goal. You can also bet on "no goal" (no goal will be scored).

Both teams to score: There are two possibilities (yes-no) that both teams score at least one goal each.

Odd/Even goals to home team, to away team and total goals: The bet consists of predicting if the total goals of a match will be odd or even. If the match ends in a draw at 0-0 it will be settled as an even number of goals. If the match is suspended, all bets on the match will be void.

Total (Total Home Team - Total Away Team): Consists of betting on the number of goals in a match scored by both teams or by each team individually. For example, you decide to bet on an “Over”, this means that you bet on more than a certain number of goals. On the contrary, if you bet on an “Under” then you bet on less than a certain number of goals.

Who will win the rest of the match? (Live bets apply): This is a live betting market, you bet on who will win the rest of the match. From the moment the bet is made, the score is counting as 0:0 regardless of the actual score of the match.

Draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Handicap: bet in which the winner of the game must be decided with a respective goal margin. The correct score is added or subtracted from the goals proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

Score or exact result: Bet on the exact result of a match, that is, on the exact score at the end of 40 minutes.

Winning margin: In this type of bets, you predict which team will win and by how much difference it will win.

Home team goal range: Predict in a selected range, how many goals in total will be scored from the home team.

Away team goal range: Predict in a selected range, how many goals in total will be scored from the away team.

First Half Markets

1st half - 1x2: You have to predict the outcome of the first half. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
1st half - which team wins the rest: Regardless of the actual score of the fist half, at the time of placing the bet the score of the event will be considered to be 0-0.
1st half - xth goal: You have to predict which Team will score the next goal in the first half. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).
1st half - handicap: You have to predict the final result of the first half taking in consideration the handicap in brackets.
1st half - total: You have to predict if the total number of goals scored during the first half will be over or under the line indicated.

Other Markets

Overtime - 1x2: You have to predict the outcome of the overtime. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Overtime - which team wins the rest: Regardless of the actual score of the overtime, at the time of placing the bet the score of the event will be considered to be 0-0.
Overtime - xth goal: You have to predict which Team will score the next goal in the overtime. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).
Overtime - total: You have to predict if the total number of goals scored during the overtime will be over or under the line indicated.
Penalty shootout - winner: You have to predict the winner of the penalty shootout.
Penalty shootout - xth goal: You have to predict which team will score the xth goal in the penalty shootout.

SNOOKER

If a match starts, but is not finished for any reason, all bets offered on the final result of the match are void. For betting purposes, only balls that have entered "legally" will be counted, e.g. when there is a "foul ball" involved, the balls entered will not be considered. Bets will be settled accordingly.

Snooker Markets:

In the case of a re-rack in any of the frames, the following rules will apply:

Frame winner: all bets are valid and will be settled according to the official winner of the frame.

Decided bets: all bets the outcome of which has been determined before the re-rack will be valid. Any event after the re-rack will be irrelevant for betting.

Undecided bets: all bets the outcome of which has not been determined before the re-rack will be settled only according to the events that occurred after the re-rack. Any event prior to the re-rack will be irrelevant for betting.

All bets referring to the final result of the frame (for example: total bets, odd/even bets) will be settled with the official result of the frame.

Frame Bet (Exact Result): The bet refers to the exact final result in the total of frames played.

Frame Winner: This bet refers to the winner of a given frame. This frame must be completed for bets to be valid.

Total: Predict the total of points that will be won in the match.

First to reach 3 Frames: Predict who will be the first to reach 3 frames, Some of the players must reach 3 frames for the bets to stand.

Total frames: You have to predict the total number of frames to be played in the match.

X frame – Total points: You have to predict the total points scored in the specified frame number.

X frame – Point handicap: You have to predict the winner of the specified frame after applying the point handicap.

X frame – Odd/Even: You have to predict if the total points scored in the specified frame will be odd or even.

X frame – Winner: You have to predict the winner of the specified frame.

Race to X frames: You have to predict which player will be the first to win the specified number of frames.

Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

GOLF

Dead heat rule applies to markets where a tie selection is not explicitly offered such as 2ball and 3ball markets.

A dead heat is defined as an event in which there are two or more joint winning contracts. Dead Heat rules state that the odds will be divided by the number of participants tied in that position. With the dead heat

rule the potential winnings are re-calculated based on the number of competitors with the same performance.

A player is deemed to have played once he/she has teed off. In the event of a player withdrawing after having teed off then stakes will be lost on outright, group, match or 18 hole betting etc and he/she will be deemed to have finished last for betting purposes.

Where a tournament is reduced from the scheduled number of holes for any reason (i.e. adverse weather conditions) outright bets placed prior to the final completed round will be settled on the player awarded the trophy if 36 holes of the tournament have been completed. If less than 36 holes have been completed or outright bets were placed after the final completed round then bets will be void.

Outrights/Antepost bets on any player who takes part in a qualifying tournament but then fails to qualify for the main tournament will be classed as losers.

Skins Tournaments will be subject to Dead-Heat rules in the event of players winning equal amounts of prize money at the end of the specified competition. If additional holes are played to declare a single winner then this will be used for settlement purposes.

Golf Markets:

Tournament Winner: You have to predict the winner of the tournament.
Group winner: You have to predict which of the named players included in the bet will achieve the best finishing position in the tournament.
Podium: You have to predict whether your selected player will finish in the top 3 in the tournament, including ties.
Top 6: You have to predict whether your selected player will finish in the top 6 in the tournament, including ties.
Top 10: You have to predict whether your selected player will finish in the top 10 in the tournament, including ties.
Top 20: You have to predict whether your selected player will finish in the top 20 in the tournament, including ties
Top nationality Winner: You have to predict which of the named players, from the selected Nationality, included in the bet will achieve the best finishing position in the tournament.
Top Continental: You have to predict which of the named players, from the selected continent, included in the bet will achieve the best finishing position in the tournament.

Winning Margin: Based on the number of strokes between the winning player and the individual(s) who finishes second (includes a price for the tournament to go to a play-off). In the event of adverse weather affecting the tournament then settlement will stand as long as a minimum of 36 holes of a tournament are played.

Will there be a Playoff?: You have to predict whether there will be a playoff (extra hole) or not in the mentioned tour.

Will there be a Hole in one?: Relates to a hole in one (a player is achieving one hole with one hit) being recorded in the designated Rounds of a specified tournament. In the event of adverse weather affecting the tournament then bets will stand as long as a minimum of 36 holes of a tournament are played. In the event of a hole in one being recorded, but 36 holes not being played then the 'yes' option - 'to make a hole in one' - will be deemed the winner.

Top Left Handed Player: You have to predict which of the named left-handed players included in the bet will achieve the best finishing position in the tournament.

Top Former Winner: You have to predict which of the named players who have won the mentioned title in the past, included in the bet will achieve the best finishing position in the tournament.

Player to make the cut: To Make/Miss Cut - A tournament cut must be applied for bets to stand. In the case of a Tournament where a multiple cut system is in place, settlement will be defined by a player playing or not playing in the next Round following the 1st Official Cut.

1st Round Leader: You have to predict which of the named players included in the bet will achieve the best finishing position in the 1st round.

1st Round Top X (5,10,20): You have to predict if the named players included in the bet will achieve top X position in the 1st round.

Outright betting including 'Field': Non-Runner - no bet apart from 'The Field'. The price for 'The Field' includes all players not quoted in this market. Bets are accepted win only. Above Outright betting rules apply.

Betting without a nominated player(s): Dead-Heat rules apply to win bets unless the excluded player(s) does not win the tournament. Dead-Heat rules also apply to the place part of Each-Way bets.

Group betting: The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut then the lowest score after the cut has been made will determine settlement. Non-Runner - no bet deductions in line with Tattersalls' Rule 4(c) will apply. Dead-Heat rules apply except where the winner is determined by a play-off.

If a tournament is affected by adverse weather bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

Finishing position of a named player: In the event of a tie for a finishing position the tied position will count. For example, a tie with 5 other players for 8th place will count as a finishing position of 8th.

54, 72 and 90 hole match betting: If a tournament is affected by adverse weather then bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest score after the cut has been made will determine settlement.

If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, then the other player is deemed the winner.

If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner.

A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

Tournament match-ups: As above but bets void in the event of a tie.
Six shooter: Dead-Heat rules apply. Rule 4 may apply in the event of a Non-Runner. Players starting but not completing their round will be deemed losers.
Five shooter: As above but with five golfers grouped together.
18 hole betting: The winner will be the player with the lowest score over 18 holes. Players are paired, they may or may not be playing together.
18 hole - two and three ball betting: Bets stand once the players have teed off the first hole. If a round is abandoned then bets on that round are void.

Bets on 2 or 3-balls will stand irrespective of whether the actual pairings/groups may differ. For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner. Non-Runners - 2 and 3-ball bets void. In 2-ball betting where a price is not offered for the tie then bets will be void in the event of a tie. If a price is offered for a tie this will govern settlement. In 3-ball betting Dead-Heat rules apply.

For all other bets involving groups of more than 3 players together over 18 holes (e.g. 7-ball, 9-ball, etc) Dead-Heat rules apply. Non-Runner no-bet. Deductions in line with Tattersalls' Rule 4(c) will apply.

Fourballs: Bets stand once both pairings have teed off the first hole.

Handicap betting: Deduct handicap from final total to determine the winner. Tournament must be completed otherwise bets are void. Any player who misses the cut will be deemed a loser. Any non-runner Rule 4 and SP place terms will apply. Dead heat rules apply.
Mythical match-ups: The winner will be the player with the lowest score over 18 holes. If scores are level after 18 holes then bets will be made void.
Player to shoot the lowest round
Dead-Heat rules apply.
Individual player's round score
The line may be adjusted In-Play. All bets will be void if the player does not complete the round.

Next hole handicap - 3 balls: Dead-Heat rules apply where applicable. All bets will be void if all 3 players do not tee off on the nominated hole. Settlement of bets is determined when the players leave the green.
Next hole winner - 2 balls: All bets will be void if both players do not tee off on the nominated hole. Settlement of bets is determined when the players leave the green.
Next hole total: Bets are settled on the combined score of the named players at the stated hole. All bets will be void if all players do not complete the nominated hole. Settlement of bets is determined when the players leave the green.
Selected player's score at the next hole : All bets will be void if the player does not complete the nominated hole. Settlement of bets is determined when the player leaves the green.
End of round leader : You have to predict who will lead in the end of the mentioned round. Dead-Heat rules apply.
Matchplay markets: If a match does not start (eg. player injured or disqualified before the start of a match) then all bets on that match will be void.

Bets on markets that can be settled by using the official tournament and match results (including final match correct score and individual match betting) will be settled using those results. This includes where a match finishes early either by agreement of the players or through injury.

All other markets where a match finishes before completion of 18 holes (eg. by agreement), such as match score, will be settled as if the remaining uncompleted holes are ties. For example, a player 2 up at the 13th hole when the match finishes will be deemed to have won 2 and 1 (at the 17th hole). Uncompleted single hole bets will be void.
Greensomes: Bets settled on official tour result.
Foursomes: Bets stand once both pairings have teed off the first hole.
36 hole match betting: Settlement will be on the player achieving the highest placing at the end of 36 holes. If the number of rounds played is reduced, eg. for bad weather, bets will be settled providing that a

player has won the trophy (bets will stand as long as there is a deemed winner and a minimum of 18 holes are completed).

If a player is disqualified or withdraws after starting prior to the completion of two rounds then the other player is deemed the winner.

A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

Ryder Cup/Solheim Cup/Walker Cup/Warburg Cup/Presidents Cup and any other 'international matches' All markets, including Outright, Draw No Bet, Handicap, Top points scorer, Correct score markets, will be settled on official result unless otherwise stated. In the Presidents Cup, 'To Lift Trophy' (without the Tie option), dead-heat rules apply.
Singles matches: If an individual match-up ends in a tie then bets will be void.
Correct score markets: All scheduled matches must be completed in full for bets to stand regardless if matches are carried over.
Leader (day) markets: Settlement will be based on score after scheduled number of matches regardless if matches are carried over.
Leader (day-format) markets: Settlement will be based on score after scheduled number of matches in the specified format regardless if matches are carried over.
Most point matches: Markets will be settled on the whole tournament. If an individual match-up ends in a tie then bets will be void. Bets will stand once the player has teed off.
Winning Score - Settlement will be upon the completion of 72 holes (or 90 for tournaments where applicable) otherwise bets are void.
To Win/Not To Win A Major - The 4 majors are US Open, US Masters, USPGA and the British Open. Enhanced Win - Refers to tournament outright betting.
Matches to go to the 18th hole: Scheduled number of matches must start for bets to have action. The number of matches where both teams tee-off on the 18th hole will be used for settlement purposes.
Team score 1st full point: For settlement purposes the winner will be the first team to win a scheduled match and as a result acquire a full point. In the event of every scheduled match ending in a tie, bets will be void.

CRICKET

All bets will be settled according to the official result.

Cricket matches consist of either one or two innings, 1st innings markets on a match played with a single innings (e.g T10, T20 events) are considered as full time markets for resulting purposes. On a match with two innings (e.g. Test Series) 1st innings and 2nd innings markets will correspond to each inning separately for resulting purposes, cumulative markets for full time won't include any innings in the description of the markets.

If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time. In the event of an over not being completed, all undecided markets on this specific over are considered void unless the innings has reached its natural conclusion e.g. declaration, team all out, etc.

Some tournaments may last up to 5 days (e.g. Test Series), Decided markets will be resulted instantly, any markets that require an event to be fully completed (e.g.. Winner, Handicap) will be resulted after the events are officially announced as completed.

In some events the Duckworth–Lewis method may be applied by the officials in order to determine the winner. The Duckworth–Lewis–Stern method (DL) is a mathematical formulation designed to calculate the target score for the team batting second in a match interrupted by weather or other circumstances.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

In the event of a match being reduced in overs for either one or both teams (e.g. from 50 to 35 overs due to bad weather conditions) we reserve the right to void any undecided bets placed on the initial format and adjust odds and markets/lines accordingly in order to be offered again based on the new format.

Super over result is included only on markets with (incl super over) indication.

If a match is created in the wrong format (i.e. T10 instead of T20), bets will be void and a new match will be created.
All Cricket bets are based on regular time unless otherwise stated in the market name.

In limited overs matches at least 80% of the originally allotted overs in each innings must be bowled unless settlement is already determined, or the match has reached its natural conclusion without either innings being shortened to less than 80% of the originally allotted overs. In first class or Test matches the whole match counts but in the case of a drawn match at least 200 overs must be bowled in the match.

Cricket Markets

Winner (incl super over): Predict the winner of the match (the result includes the super over).

Total (Over/Under): Predict whether the runs will be over or under than a given number in the whole event.

Asian Handicap: Predict who will win the game with handicap (no draw).

1X2: Predict the winner of the match (the result doesn't include the super over). Available options: Home, Draw, Away.

Correct Score: Predict what the score will be at the end of the game.

Double Chance: You have to predict the outcome of the 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: Which team will win the match given that all bets will be void if the match is a draw. A tie will be settled as a dead heat.

To Score Most Fours: Which team will score more Fours. Four runs are scored if the ball bounces, or rolls along the ground, before touching or going over the edge of the field. If it does not touch the edge of the field, it must touch the ground beyond it.

To score most Sixes: Which team will score more Sixes. Sixes is a term in cricket meaning that the ball flies over the boundary without touching the ground inside the field, which credits the batsman in 6 runs instead of 4.

Total (Over/Under) - Match Sixes: Will the total number of Sixes scored in the game be under/over a specific line.

Total (Over/Under) - Home/Away Team: Predict whether the runs will be over or under than a given number in the whole event for the Home/Away team. The result includes the super over.

Odd/Even: Predict whether the Total of runs achieved during a specified period of time will be an odd or even number.

Odd/Even Home/Away Team: Predict whether the Total of runs achieved during a specified period of time will be an odd or even number for Home/Away team.

Highest Opening Partnership: Which team will score the most runs before they lose their first wicket.

1st Wicket Method: Predict what will be the 1st wicket method. The available options are: Caught, Bowled, LBW, Run Out, Stumped or any Other (includes Sent Off/Retired Out).

Method Of Dismissal 6-Way: What will be the method of the dismissal. The available options are: Caught, Bowled, LBW, Run Out, Stumped or any Other. If no further wickets fall all bets will be void.

Dismissal Method: Will the Next dismissal be a catch or not. The available options are: Caught, Not Caught.

Runs at fall of Wicket Home/Away Team: Total number of runs for home/away team after hitting the other team's wicket.

Over at fall of Wicket Home/Away Team: Predict in which over the next wicket of the home/away team will fall. As an example if a wicket falls after 6.2 overs, settlement is done on 7th over. If settlement of bets can be determined they will be settled accordingly. e.g In the event a team leaves the field due to an interruption during over 15 then previous overs less than this will be settled. However, overs higher than this will be voided.

Total Runs Odd/Even in Over: Predict whether the Total of runs achieved during a specified over will be an odd or even number.

Total Runs Odd/Even in Over - Home/Away Team: Predict whether the Total of runs achieved during a specified over will be an odd or even number for Home/Away team.

Total Runs in Over: Predict whether the runs will be over or under than a given number on a specified over. The over must be completed for bets to stand unless the result is already decided.

Total Runs in Over - Home/Away Team: Predict whether the runs will be over or under than a given number on a specified over for Home/Away team. The over must be completed for bets to stand unless the result is already decided.

Total Runs In Over - Home/Away Team 1st Inning: Predict whether the runs will be over or under than a given number on a specified over for Home/Away team in 1st inning. The over must be completed for bets to stand unless the result is already decided.

Total Runs In Over - Home/Away Team 2nd Inning: Predict whether the runs will be over or under than a given number on a specified over for Home/Away team in 2nd inning. The over must be completed for bets to stand unless the result is already decided.

Wicket in Over - Home/Away Team: Predict if there will be a wicket or not in a specified over for the home/away team. If an innings ends during an over then that over will be considered as complete unless the innings ends due to inclement weather in which case all undecided bets will be void.

Runs Off Xth Delivery - Home/Away Team: Predict if number of runs for the home/away team in the Xth delivery will be over/under a specific line.

To Win The Toss: Predict which team will win the coin flipping in the beginning of the game.

A Fifty To Be Scored In The Match: Predict if there will be at least one batsman to score 50 runs and above. If a match is reduced in overs and an official match result is available all bets will stand. In the event of an interruption and match not being resumed within 48 hours all undecided bets will be void.

A Hundred To Be Scored In The Match: Predict if there will be at least one batsman to score 100 runs and above. If a match is reduced in overs and an official match result is available all bets will stand. In the event of an interruption and match not being resumed within 48 hours all undecided bets will be void.

Most Run Outs: Predict which team will have more Run Outs. A run out usually occurs when the batsmen are attempting to run between the wickets, and the fielding team succeeds in getting the ball to one wicket before the batsman has made their ground at that end. If a match is abandoned due to any reason then all undecided bets will be void unless settlement is already determined. If a match is reduced in overs and a

match result is reached then the team who achieved most run-outs whilst fielding regardless of the amount of overs bowled will be the winners.

Match Top Batsman: Predict the Top Batsman. The one who makes the most runs will be the winner. Those who started the match but did not bat are settled as losers. Bets placed on any player not participating in the match will be void. When two or more players score the same number of runs, dead-heat rules will apply.

Match Top Bowler: Predict the Top Bowler. The one who has more wickets is the winner. If all bowlers have 0 wickets, then all bets are void. Bets placed on any player not participating in the match will be void. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply.

Man Of The Match: Predict which player will be the best player of the match. Bets will be settled on the officially declared player of the match.

Batsman To Score a Fifty in The match: Predict which player will score a fifty in the match.

Batsman Method of Dismissal: Predict how will the named batsman be out. If the specified batsman is not out, all bets will be void. If the specified batsman retires, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand. Caught and bowled is included in fielder catch.

Highest 1st 6 Overs Score: Predict which team has the most total runs comparing first 6 overs for both teams. In the event of the same number of runs for both teams, bets will be void.

Player To Score Most Sixes: Predict which player will score the most Sixes in the game. When two or more players score the same number of sixes, dead-heat rules will apply.

Player to be Caught Out in 1st/2nd innings: Predict if an individual player will be caught out during the first or second innings. Available outcomes: Yes/No. If dismissed via any other method, the settlements will be "No" If the Innings ends with the named wicket not falling,then all bets will be void.

Player Total Runs Odd/Even in 1st/2nd innings: Predict if the score in runs achieved by an individual player will be an odd or even number during the first or second innings.

Highest Individual Score: Predict if the highest individual score in runs achieved by any player will be over/under a specific line.

Total (Over/Under) Wides: Predict if the number of Wides bowled in the match will be over/under a specific line.

Total (Over/Under) Ducks: Predict if the number of Ducks in the match will be over/under a specific line.

Total (Over/Under) Wickets: Predict if the number of Wickets taken in the match will be over/under a specific line.

Total (Over/Under) Extras: Predict if the number of Extras in the match will be over/under a specific line.

Fall Of 1st Wicket: How many runs will be scored at the fall of the 1st wicket.

Fall Of 1st Wicket - Home/Away Team: How many runs the home/away team will score at the fall of the 1st wicket.

Team Of Top Batsman: Predict in which team the top batsman of the game will be.

Team With Top Bowler: Predict in which team the top bowler of the game will be.

Total (Over/Under) Top Batsman: Predict if the score in runs for Top Batsman score will be over/under a specific line.

1st inning Xth Over Dismissal - Home/Away Team: Predict if a dismissal will occur in the Xth over of the 1st inning for the home/away team.

Highest Scoring Over - Total (Over/Under): Predict if the score in the highest scoring over will be over/under a specific line.

Total (Over/Under) Run Outs: Predict if the number of runs outs will be over/under a specific line.

Match Handicap: Which team will win the match with wickets and runs handicap.

To Win The Toss And The Match: Which team will win the coin toss and the match.

Total (Over/Under) 1st Over: Predict if the score in runs in the 1st Over be over/under a specific line.

Will The Game Go To Super Over?: Predict if there will be a Super Over in the Game.

Match Milestones: Predict how many of the specified milestones (50/100) will be scored in total in the match. This is determined by how many individual runs of 50+ or 100+ are scored in the match. A score of over 100 would count as both a 50 and a 100.

Tied Match: Predict if a match will end as a tieA tie is when at the conclusion of play, both teams have completed their innings and their scores are equal.

Completed Match: Predict if the match will be completed. A match is considered completed if there is an official result.

First X Overs Result: Predict the result in runs for first X overs. Available outcomes: Home, Draw, Away

Player to Reach X Runs Yes/No: Predict if a specific player will score a certain number of runs in the match.

Total Match Fours Odd or Even: Predict if the total number of boundaries (fours) hit during the match will be an odd or even number.

Total Match Sixes Odd or Even: Predict if the total number of boundaries (sixes) hit during the match will be an odd or even number.

Home/Away Team First X Overs Total Runs Over/Under: Predict if the total number of runs will be over/under a specific line in the first X Overs for Home/Away team.

Home/Away Team First X Overs Total Runs Odd or Even: Predict if the total number of runs will be an odd or even number in the first X Overs for Home/Away team.

Home/Away Team First Over Extra Yes/No: Predict if there will be any extra runs (e.g. wides, no-balls, byes, or leg-byes) bowled in the first over for Home/Away team.

Home/Away Team 1st Over Boundary Four Scored Yes/No: Predict if a boundary (four) will be scored in the first over by Home/Away team.

Home/Away Team 1st Over Boundary Six Scored Yes/No: Predict if a boundary (six) will be scored in the first over by Home/Away team.

Home/Away Team Fall of 1st Wicket Total Runs Odd or Even: Predict if the total runs scored by Home/Away team at the fall of their first wicket will be an odd or even number

Home/Away Team First Delivery Total Runs: Predict how many runs will be scored on the very first delivery for Home/Away team.

Home/Away Team First Ball Total Runs Over/Under: Predict if the total runs scored on the first ball by Home/Away team will be over or under a specific line.

Home/Away Team Total Fours Odd or Even: Predict if the total number of fours hit by Home/Away team will be an odd or even number.

Home/Away Team Exact Runs on the X delivery of X over in the X Innings: A specific market prediction, such as "Exact Runs on 3rd delivery of 5th over in the 1st innings.

Xth innings - Race to X Runs: Predict which team will score first a specific amount of runs in the specified innings

Xth innings - Player Total Deliveries faced: Predict if the number of total deliveries faced by a player will be over or under a specific number. The total deliveries faced refers to the number of legal balls a batter has faced during their time at the crease.

Xth innings - Player Runs conceded: Predict if the number of runs conceded by a player will be over or under a specified number. Runs conceded refers to the total number of runs a bowler has given away while delivering their overs.

Xth innings Home/Away Team Xth Boundary off Bat, Four or Six: Predict if the Xth Boundary hit by the batter of Home/Away team in the Xth innings will be a four (4 runs) or six (6 runs).

Total batsman milestones (50's/100's): Predict the number of fifties (50 runs) and hundreds (100 runs) scored by batters (batsmen) during a match.

Home/Away team total range on X over of the X innings: Predict the total range in runs for Home/Away team in a specific innings and over. For example a team could achieve between 6-15 runs in the 5th over of the first innings.

Home/Away team run range on the X innings: Predict the total run range for Home/Away team in a specific innings. For example a team could achieve between 229-310+ runs in the first innings.

Xth Innings Individual Player Total Boundaries Over/Under: Predict how many fours and/or sixes a specific player will hit during their time at bat.

Xth Innings Individual Player Balls Faced Over/Under: Predict how many balls a specific player will face during their innings.

Xth Innings Individual Player Total Runs (Range): Predict how many runs a specific player will score within a given range, such as 0-24, 25-30, etc.

Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Series Winner: You have to predict which team will win the Serie (couple of games)

E-SPORTS

General Rules

All esports markets are based on in-game score events or results at the end of a scheduled match/map. All settlements will occur using the official score and results which are declared on the official video stream or the in-game stream of the relevant matches.

All match start dates and times displayed for Esports matches are for indication purposes only and are not guaranteed to be correct. Bets will stand if a match is offered with an incorrect date and/or time.

If a match is paused/postponed and not rescheduled to a later time within 48 hours of the actual scheduled start time, then all bets on that match will be voided.

If the name of a player/team/tournament is misspelled, all bets will still stand unless it's obvious that the misspelled name is the same as a different entity.

If a team name is changed due to a team leaving the organization, joining another organization, or due to an official change of team name, all bets will stand.

If the organizer of the event allows for stand-ins and there is an official result, all bets will be resulted as normal.

In the case where there is an overruling of a match result by the organiser due to unforeseen circumstances - such as cheating - all bets on that match will be voided.

If a match has been declared as a walkover win by the tournament organizer, all bets will be void.

If the match format is changed or differs from the one which is being offered, we reserve the right to void all bets.

If the fixture is listed incorrectly, we reserve the right to void all bets.

If a match is played before the scheduled start date / time, all bets placed after the actual start of the match will be refunded. All bets placed before the actual start of the match will stand.

If a match or map is replayed due to an organizer or technical issues, all undecided markets will be void, replayed matches or maps will be handled separately as new match.

If the final gameplay length/duration is the same as a particular threshold, it is resolved as OVER.

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.
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.

Bets are settled based on the official broadcast of the game by the publisher or event organiser. 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.

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.

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 specific markets,such as Map 1 Winner, Map 2 Winner etc will be settled based on the official results for that map respectively.

If any map is not played or is awarded to one player or team by walkover, forfeit or default without play having commenced, all bets on that map as a whole are void and stakes refunded. Matchup Winner market bets stand if at least one of the rest of the maps has started even iflater ends earlier due to a forfeit.
If a map has already started but interrupted due to walkover, forfeit or default, bets on already decided Map X markets as well as Map Winner and Matchup Winner markets stand. Bets on undecided Map X markets are refunded.

Series-level markets such as (Matchup Handicap, Correct Score, Total Rounds/Maps, Rounds handicap, PS markets etc) in both cases are refunded unless they were mathematically already decided before the cancellation of the game.

Bets relating to maps that are played stand. A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases.

This rule applies to all bets placed on matches where a disconnection or technical issue occurs to a competitor.

If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result provided by a combination of sources including the Dotabuff match page and relevant Twitch clips.

If a competitor disconnects in the first 10 minutes and he is able to reconnect or be replaced for the rest of the Map, all affected bets on that Map and Match will stand.

This rule works for all eSports, except for CS.

At CS2 if a player disconnects and nobody replaces them, then bets are NOT refunded. All affected maps, rounds, kills/deaths (player) markets including match moneyline market are settled based on the final result.

In some markets, a map may also be referred to as a game.

Counter Strike:GO Rules

Where Overtime can be played, this will be included in the settlement of markets; unless the Draw participant is quoted for a specific market, in which case settlement will be based on the statutory number of rounds.

Most map bets are based on the scheduled number of rounds excluding extra rounds played in the event of a draw. If, however, a map winner market is offered without a “draw” selection then this is settled in favor of the overall winner of the map including extra time if played.

Title-specific vocabulary:

• **T / CT (Terrorists / Counter-terrorists)**: title specific name of Dark / Light team

• **Round**: Team wins Rounds to win the Map. Round is won when 1) one team eliminates the other 2) by Terrorists when they successfully detonate the bomb 3) by Counter-terrorists when the bomb does not detonate in 120 seconds from the start of the Round. First team to score 13 Rounds wins the Map.

• **Overtime**: In case of Map draw score, first overtime is being played in Bo6 format. In case of another draw , next overtime with same rules will be played. This process repeats until one team wins overtime. Overtime rules can be tournament-specific.

• **Pistol round**: 1. and 13. round on a particular Map.

Dota2 Rules

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving barracks, all destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a minion. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.

For bets involving kills (other than “First Blood”), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

For bets on First Blood, the broadcast or official API score must register the kill as First Blood. Where, for example, a kill is denied by a team-mate, it may not be counted as First Blood (regardless of whether it is registered as a kill on the broadcast kill counter), in which case it will not count as First Blood for bet settlement purposes. For the avoidance of doubt, all kill markets other than “First Blood” are settled based on the kill counter, but a kill that is registered on the kill counter will count as First Blood only if it is announced as such.

For bets on Roshans, the team that scores the last hit on Roshan as determined by the broadcast or game API if available is deemed to have slain Roshan, regardless of the player who picks up the aegis of the immortal.

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 Roshans, barracks, towers and kills are settled based on the situation at the time the surrender takes place.

Title-specific definitions:

• **Ancient**: The primary objective of the Map. The first team to destroy opposing team’s Ancient wins the Map.
• **GG**: This allows the relevant team to surrender the Map when typed into the all chat.
• **Dire / Radiant**: The title specific name of Dark / Light opposing teams
• **Kill**: The Light/Dark team’s score, which represents the total number of times members of the opposing team were killed.
• **Aegis**: An item which appears after the game objective Roshan is killed. It can be picked up by a player.
• **Tower**: A team specific game objective, which can be destroyed by opposite team.
• **Barracks**: A team specific game objective, which can be destroyed by opposite team.

League of Legends (LoL) Rules

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving inhibitors, all destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion. For bets involving the number of inhibitors destroyed, each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again. For bets involving the next inhibitor destroyed, each destruction of an inhibitor counts separately, even where it has respawned and is being destroyed for a second or subsequent time.

For bets involving kills (including “First Blood”, which in League of Legends is synonymous with the first kill on the map), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

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, towers, inhibitors and kills are settled based on the situation at the time the surrender takes place

Title-specific vocabulary:

• **Nexus**: the primary objective of the Map. The first team to destroy opposing team’s Nexus wins the Map.
• **Kill**: The Blue/Red team’s score, which represents the total number of times members of the opposing team were killed.
• **Turret**: a team specific game objective, which can be destroyed by opposite team.
• **Inhibitor**: a team specific game objective, which can be destroyed by opposite team.
• **Dragon**: a game objective, can be killed by players.
• **Baron**: a game objective, can be killed by players.

General Markets*

*One or more markets from the particular section can be found on different E-sport titles that are offered on our Sportsbook platform. Some of those titles are: **KoG (Kings of Glory), Rainbow Six, Starcraft, WoW (World of Warcraft), VALORANT, GoW (God of War), HALO, HOTS (Heroes of the Storm), Rocket League, SMITE.**

Winner (1,2): Determine the winner of the game (x maps) according to the number of maps offered in the event.

Winner (1X2): Determine the winner of the game (x maps) according to the number of maps offered in the event, or if the match will end with a draw.

Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.

Example match NomGaming vs Team Spotnet:

Nom-Gaming (-1.5) ➔This market refers to Nom win (X) maps giving a disadvantage of 1.5, if the event ends 3-0 in favor of Nom, he would win the bet line, since the handicap we selected is 1.5, Nom continues at the head of the scoreboard with 1.5 - 0 in its favor.

Team Spotnet (+1.5) ➔This market is to provide an advantage of 1.5 to Team Spotnet in all the maps established by the game, if the event ends 2 - 1, the winner of this would be Team Spotnet since the an advantage of 1.5 gives him a score in his favor of 2.5 taking advantage of team 1, with the final result being 2 - 2.5.

Total maps: This market refers to the number of maps that the game is going to have.

Exact score (on maps): This market refers to the exact and final score of the match offering the options

0:2 - 1:2

2:0 - 2:1

First Map - winner - Second Map - winner: This market defines only the winner of either the first or second map of the event.

First map - winner 1x2: In this market we offer you the 3 regular options, which are (Home - Away - Draw) and are defined according to the map that is in play at the moment.

Correct Match Score: You have to predict the exact final score of a match between two teams

Extra E-sports Markets

Map X - Team to Draw First Blood: You have to predict which team will achieve the first kill on the specific map during the match. Executions by towers or monsters do not count. First kill needs to be achieved by player

Map X - Team to Slay the Zth Roshan: You have to predict which team will be the first to kill the Zth Roshan during a match on map X

Map X - Team to Slay the Rift Herald: You have to predict which team will be the first to kill the Rift Herald during a match on map X
Rounds Handicap: In this betting market you can give X team an advantage or a disadvantage over the total number of rounds won in the match .
Total Kills Scored Over/Under: You have to predict whether the total number of kills scored in a match will be over or under a specified number set
Total Number of Rounds: You have to predict the total number of rounds played in a match
Map X - Total Barons Slain Over/Under: You have to predict whether the total number of Barons slain in a match on map X will be over or under a specified number
Map X - Total Dragons Slain Over/Under: You have to predict whether the total number of dragons slain in a match on map X will be over or under a specified number
Map X - Total Inhibitors Destroyed Over/Under: You have to predict whether the total number of inhibitors destroyed on map X in a match will be over or under a specified number
Map X - Total Roshans Slain Over/Under: You have to predict whether the total number of Roshans slain in a match on map X will be over or under a specified number
Map X - Pistol Round Z - Winner: You have to predict which team will win the selected pistol round z on map X of a match
Map X - Knife Kill?: You have to predict whether at least one player will achieve a kill with a knife on Map X during the match
Map X - Which team will have a higher Net Worth at Z minute?: You have to predict which team will have a higher total gold (or net worth) at a specified minute on Map X of the match
Map X - Team N - Total towers: You have to predict the total number of towers destroyed by Team N on map X during the match
Odd/Even number of maps: A bet on the total even or odd number of maps played in the match
Map X. - Player Z - Total Kills: A bet on the total number of kills by Player Z on the specified map
Total Rounds: The total number of rounds fought in the match by competitor x on the specified map. Bets settlement is determined on whether the result will be over or under the total line taken.
Map X - Map duration: You have to predict the total duration of the match on map X
Bet on the duration of the specified map in minutes (over/under). Calculated according to the in-game timer. For example, for a bet on a duration of 40.5 on over:
for the bet to win, the time on the map must be 40 minutes and 30 seconds or more.
for the bet to lose - the time must be 40 minutes and 29 seconds or less.
Map X - Ct total rounds: You have to predict the total number of rounds won by the Counter-Terrorist side (CT) during the match on map X.
Map X - Terrorist total rounds: You have to predict the total number of rounds won by the Terrorist side during the match on map X.
Player Z - Total Rounds: The total number of rounds fought by Player Z. Bets settlement is determined on whether the result will be over or under the total line taken.
Map X. - First Half - Round Handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds on the specified map during the first half.
Map X.- First Half - Team N total rounds: A bet on whether Team N wins more or fewer rounds than the specified number of rounds on the specified map during the first half.
Map X. - Second Half - Winner 1x2: A bet on the winner of the second half on the specified map.
Map X. - Second Half - Total rounds: A bet on the total number of rounds within the specified map during the second half. For example, if a player bets on over 22 and there are a total of 20 rounds played on the map, the bet loses because the total number of rounds played is less than the total value. If the bet was placed on under 22 with 22 rounds played, it wins. The maximum number of roundsin MR12 format matches is 24.

Map X. - Team N total rounds: A bet on whether Team N wins more or fewer rounds than the specified number of rounds on map X.
Map X - First Courier Kill: Bet on which of the teams will kill the enemy courier first on map X. The bet is considered played after one of the teams kills the enemy courier. If there is no courier kill during the map, the bet will be settled with odds of "1"
Map X - Divine Rapier: You have to predict whether a Divine Rapier will be acquired by any player during the match on map x.
Match handicap kills: You have to predict the total kills of a team while adding or subtracting a specified number of kills as a handicap
Team N - match total kills: You have to predict the total number of kills that Team N will secure during a match
Map X - Correct pistol rounds score: You have to predict the exact score of the pistol rounds, typically denoting how many pistol rounds each team will win on map X.
Map X. - Team N Total Kills: A bet on the total number of kills by Team N on the specified map
Map X - Will there be a HE Grenade kill: You have to predict whether at least one player will secure an enemy kill with an HE Grenade on map X during the match
Map X - Will there be a Molotov(Incendiary Grenade) kill ?: You have to predict whether at least one player will secure an enemy kill with a Molotov on map X during the match
Map X - Will there be a Zeus X27 kill: You have to predict whether at least one player will secure a kill with the Zeus X27 weapon on map X during the match
Map X - Overtime Z - 1x2: You have to predict the outcome of the overtime Z in a match on Map X
Map X - Overtime Z- Round handicap: You have to predict the outcome of Overtime Z on map X, while factoring in a handicap, which can give one team an advantage or disadvantage
Map X - Overtime Z- Total rounds: You have to predict the total number of rounds that will be played during Overtime Z in a match on Map X
Map X - Team Z - Win Map + Map Duration: You have to predict that Team Z will win the map X and also the total duration of the match on map X
Map X - Win Z Half + Win Map: You have to predict which team will win the first or second half on map X and also which team will win on map X
Map X - Win First Pistol Round + Map: You have to predict which team will win the First Pistol Round on map X and also which team will win the map X
Map X - Win Second Pistol Round + Win Map: You have to predict which team will win the Second Pistol Round on map X and also which team will win the map X
Map X - Win First Pistol Round + WIn First Half: You have to predict which team will win the First Pistol Round on map X and also which team will win the First half on map X
Map X. - Total barracks: Bet on the total number of barracks destroyed on the map X
Match total barracks: You have to predict the total number of barracks destroyed by both teams throughout the match
Map X - Winner by Roshan kills: You have to predict which team will achieve the most Roshan kills during a match on Map X. In case there is a drwa in number of Roshan kills the bet will be consedered as void
Map X - 1X2 by Roshan kills: You have to predict which team will achieve the most Roshan kills during a match on Map X. Draw outcome included
Map X - Triple Kill: A bet on a player achieving a triple kill on the specified map.
Map X - Both team killed first 2 rift scuttlers: You have to predict whether both teams will secure the first two Rift Scuttlers kills during a match on Map X

Map X - Rift herald killed within 10 minutes: You have to predict whether the Rift Herald will be killed by either team within the first 10 minutes (00:00 to 09:59) of the match on Map X
Map X - Both teams kill the rift herald: You have to predict whether both teams will successfully secure a kill on the Rift Herald during a match on Map X
Map X. - Both teams will kill first two dragons: A bet on whether both teams will kill the first two dragons on the specified map.
Map X - Drake to be stolen: You have to predict whether the Dragon (often referred to as "Drake") will be taken by a team that was not the one originally attempting to secure it during a match on Map X
Map X - Dragon Soul: A bet on whether the Dragon Soul will be taken on the specified map (killing 4 Dragons for one of the teams grants the Dragon Soul).
Map X - Baron steal: A bet on whether one of the teams on the specified map will steal the Baron that the opposing team failed to kill.
Map X - Total kills before 10 minutes: The total number of kills made before 10 minutes (00:00 to 09:59), counted by the in-game timer.
Map X - Individual Highest Total Kills: You have to predict if the highest number of kills achieved by a player on Map X is over or under the specified line
Map X - Aces total: The total number of aces on the specified map (Ace - killing five enemy characters by one player of the team).
Map X - Kill the first top river rift scuttler: You have to predict which team will successfully kill the first Rift Scuttler located in the top river area during a match on Map X
Map X - Kill the first bottom river rift scuttler: You have to predict which team will successfully kill the first Rift Scuttler located in the bottom river area during a match on Map X
Map X - Total Members to gain hand of baron buff upon slaying the first baron: You have to predict the number of champions acquiring the baron buff after the first baron slain on map X
Map X - Will the Inhibitor respawn: A bet on whether a destroyed inhibitor will respawn on the specified map.
Map X - First tower will be destroyed before 13 minutes: A bet on whether the tower will be destroyed before 13 minutes (00:00 to 12:59), counted by the in-game timer.
Map X - Elder Dragon to be Slayed: You have to predict whether the Elder Dragon will be killed during a match on Map X
Map X - Total assists in First Blood: A bet on how many players will get an assist from the First Blood on map X
Map X - Dragon Slain Handicap: You have to predict the total number of Dragons killed by each team on Map X, with a handicap applied to one of the teams. The handicap is a predetermined number of kills added or subtracted from a team's total
Map X - Total Towers Destroyed: Bet on the total number of towers destroyed on the map X by both teams
Map X - Total High Ground Towers Destroyed: You have to predict the total number of high ground towers destroyed by both teams combined during the match on map X
Map X - Draw First Blood within 6 Minutes: You have to predict whether the first kill of the match (referred to as "First Blood") on map X will occur within the first 6 minutes (00:00 to 05:59)
Map X - Winner by destroyed towers: You have to predict which team will destroy more towers on Map X. If the outcome is draw the bet will be considered as void
Map X- 1X2 by destroyed towers: You have to predict which team will destroy more towers on Map X. Draw outcome included
Map X. - Total kills: Bet on the total number of kills on the specified map. All kills made before the end of the match are counted, including kills after "GG" is typed in the general chat. Calculation is

based on the final team score in the post-match statistics, so the bet does not count deaths that are not credited to the opposing team

Map X. - Total deaths : Bet on the total number of deaths on the specified map. All kills made before the end of the match are counted, including deaths after "GG" is typed in the general chat. Calculation is based on the final team score in the post-match statistics, so the bet does not count deaths that are not credited to the opposing team

Map X. - Both teams will destroy barracks: Bet on both teams destroying all barracks within the game time on the specified map.

Map X. - Both teams will kill Roshan: Bet on both teams killing Roshan within the game time on the specified map.

Map X - total rounds: You have to predict the total number of rounds played during a match on Map X.

Map X - odd/even rounds: You have to predict if the total number of rounds played during a match on Map X will be Odd or Even.

Map X - total kills: You have to predict the total number of kills that will occur during a match on Map X

Map X - will there be an ace: You have to predict whether a team will achieve an "ace" during a match on Map X. An ace occurs when one team eliminates all five players of the opposing team without any of their own players dying in that encounter

Map X - winner: You have to predict which team will win the match on Map X

Map X - round handicap: You have to predict the outcome of a match on map X while applying a handicap to the number of rounds won by one of the teams.

Map X - Total Assists: You have to predict the total number of assists that will take place on map X

Map X - Will player make an assist: A bet on if a player will get an assist on map X

Map X - Will squad get top: You have to predict whether a specific team (or squad) will achieve a certain objective on that map

Map X - Winning Margin by Kills: You have to predict the difference in kills between two teams at the end of a specific map

Map X - Total Kills Odd/Even: You have to predict if the total number of kills in the Xth map will be odd or even.

Game X - Total Kills: You have to predict if the total number of kills scored during Game X will be over or under a specified number set

Game X - Total Kills Odd/Even: You have to predict if the total number of kills scored during Game X will be Odd or Even

Game X - Will player make a kill: You have to predict if the specific player will achieve at least one kill will during Game X

Game X - Total Assists: You have to predict if the total number of assists recorded during Game X will be over or under a specified number set

Game X - Will player make an assist: You have to predict if a specific player will make at least one assist during Game X

Game X - Will squad get top: You have to predict if a specific squad will finish in the top X positions (e.g., top 3, top 5, top 8) at the end of the Game X.
Game X - Winning Margin by Kills: You have to predict how many kills the winning team will have more than the opponent at the end of Game X.
Game X - Will player get top: You have to predict if a specific player will finish in the top X positions (e.g., top 3, top 5, top 8) at the end of the Game X.
Game X - Winner: You have to predict the winner of the Game X
Game X - Asian Handicap: You have to predict the winner of the Game X adding or subtracting the indicated spread of kills to the result of the Game X.
Game X - Total Points Over/Under: You have to predict if the total points scored during Game X will be over or under a specified number set
Game X - odd/even: You have to predict if the total number of kills recorded during the game will be odd or even.
Game X - Correct rounds score: You have to predict the correct round score during Game X.
Game X - Fatality: You have to predict if any player will use Fatality during Game X
Game X - Brutality: You have to predict if any player will use Brutality during Game X
Game X - Home Team - Fatal Blow: You have to predict if the Home Team is going to use a Fatal Blow during Game X
Game X - Away Team - Fatal Blow: You have to predict if the Away Team is going to use a Fatal Blow during Game X
Game X - Round Z - Winner: You have to predict the winner of the Round Z of Game X
Round Z - Winner: You have to predict the winner of the Round Z
Game X - Most Kills: You have to predict which team will achieve the highest number of kills during the Game X
Game X - Winning Margin by Top: You have to predict how many tops the winning team will have more than the opponent at the end of Game X.
Total kills for first Y games: You have to predict if the total number of kills achieved during the first Y Games will be over or under a specified number set

CS:GO Markets

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event
First map - total rounds: This betting market defines whether the map that is available will have over 26.5 rounds or under 26.5 rounds..
First map - round handicap: In this betting market you can give X team an advantage or a disadvantage over the total number of rounds that the selected map has. Example match Ffamix vs Exdt:

Ffamix (-2.5) ➔This market refers that Ffamix will win the first round map even giving a disadvantage of -2.5 points (if the map ends 20-10 having Ffamix the advantage, he would still win the bet line since he would be left with a score in his favor of (17.5-10).

Exdt (+2.5) ➔This market means that the Exdt player will win the rounds with an advantage of +2.5 points. If the final score was 15-15 the winner of these rounds is Exdt having a score of 17.5 points.

Xth Map Overtime (yes/no): Predict if there will be an overtime on Xth map.

Xth Map - 1st pistol round winner: Predict who will win the 1st pistol round on Xth map.

Xth Map - 2nd pistol round winner: Predict who will win the 2nd pistol round on Xth map.

Xth Map - Team to win the Nth round: Predict which team will win the Nth round of the Xth map.

Xth Map - race to 3/6/9/12 rounds: Predict which team will reach 3/6/9/12 rounds first, in the Xth Map.

Map X - 1st half - 1x2: You have to predict the result of the first half on the specified map.

Map X - 1st half - correct score: You have to predict the exact correct score in the first half on the specified map.

Map X - Winning margin: You have to predict the winning margin on the specified map.

Map X - Total over + Win: You have to predict the map winner and whether the total number of rounds will be over the specified total.

Map X - Kills handicap: You have to predict the result after applying the specified kills handicap on the specified map.

Map X - 1st half - Round handicap: You have to predict the first-half result after applying the specified round handicap on the specified map.

Map X - 1st half - correct score: You have to predict the exact correct score in the first half on the specified map.

Map X - Z overtime - correct score: You have to predict the exact correct score in the specified overtime on the specified map.

Map X - Method of victory Round Z: You have to predict the method of victory in the specified round on the specified map.

Map X - Round Z {variant} - Total kills by player: You have to predict the total number of kills made by the selected player in the specified round on the specified map.

Map X - Round Z - Will the player die in the round?: You have to predict whether the selected player will die in the specified round on the specified map.

Map X - Round Z - Will the player make a kill?: You have to predict whether the selected player will make a kill in the specified round on the specified map.

Map X - Round Z - Will there be a double kill in the round?: You have to predict whether there will be a double kill in the specified round on the specified map.

Map X - Round Z - Will there be a triple kill in the round?: You have to predict whether there will be a triple kill in the specified round on the specified map.

Map X - Round Z - Will ACE be in the round?: You have to predict whether there will be an ACE in the specified round on the specified map.

Map X - Round Z - Will there be a kill in the first {!xth} seconds of the round?: You have to predict whether there will be a kill in the first specified seconds of the round on the specified map.

Map X - Total under + Win: You have to predict the map winner and whether the total number of rounds will be under the specified total.

Map X - {variant} - Duel of players - winner by kills: You have to predict which player will have more kills in the player duel on the specified map.

Map X - {variant} - Duel of players - 1x2 by kills: You have to predict whether the first player, the second player, or neither player will have more kills in the player duel on the specified map.

Map X - {variant} - Duel of players - Handicap by kills: You have to predict the player duel result after applying the specified kills handicap on the specified map.

Map X - {variant} - total headshots: You have to predict the total number of headshots on the specified map.

Map X - Which team's player will win Arms Race?: You have to predict which team's player will win Arms Race on the specified map.

Map X - Home Team will win the map: You have to predict whether the Home Team will win the map.

Map X - Winning margin: You have to predict the winning margin on the specified map.

Map X - Total over + Win: You have to predict the map winner and whether the total number of rounds will be over the specified total.

Map X - round handicap (3 way): You have to predict the result after applying the specified round handicap on the specified map.

Map X - Total under + Win: You have to predict the map winner and whether the total number of rounds will be under the specified total.

Map X - Home Team total rounds: You have to predict the total number of rounds won by the Home Team on the specified map.

Map X - Away Team total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.

Way to win: You have to predict the way the winning team will win.

Map X First Half - Home Team Total rounds: You have to predict the total number of rounds won by the Home Team on the specified map.

Map X First Half - Away Team Total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.

Correct round score - Map X: You have to predict the exact correct score in rounds on the specified map.

Map X - odd/even rounds: You have to predict whether the total number of rounds on the specified map will be odd or even.

Map X - Total rounds (3 way): You have to predict whether the total number of rounds on the specified map will be over, exactly equal to, or under the specified total.
Map X - 2nd half - 1x2: You have to predict the result of the second half on the specified map.
Map X - 2nd half - correct score: You have to predict the exact correct score in the second half on the specified map.
Map X - 2nd half - Round handicap: You have to predict the second-half result after applying the specified round handicap on the specified map.
Map X - 2nd half - correct score: You have to predict the exact correct score in the second half on the specified map.
Map X Second Half - Home Team Total rounds: You have to predict the total number of rounds won by the Home Team on the specified map excluding overtime.
Map X Second Half - Away Team Total rounds: You have to predict the total number of rounds won by the Away Team on the specified map excluding overtime.

Extra CS:GO Markets

Team to win at least 1 Map yes/no: whether a certain team wins at least one Map in particular Match.
Overtime Yes/No: whether Overtime will be played or not.
Pistol Round winner (First, second pistol round): which team (Terrorist / Counter Terrorist) wins specified pistol (1./16.) Round.
First half winner: which team (Terrorist / Counter Terrorist) has higher number of won rounds after first 12 rounds.
Second half winner: which team (Terrorist / Counter Terrorist) has higher number of won rounds after first 12 rounds and before map is concluded as draw or won by one team.

Dota2 Markets

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event
X map - 1st aegis: The settlement of the bet is determined by the team that collects the Immortal's Aegis and not who kills Roshan.
X map - 1st tower: In this betting market you can select which of the two teams will destroy a tower first
X map - 1st Barracks: In this betting market you can select which of the two teams will destroy a barrack first.
First map - winner: This market defines the winner of the first map
Second map - winner: This market defines the winner of the second map.
First map - kills, draw no bet: This market defines the winner of the first map in achieved kills, clarifying that if the event ends on a draw, this is settled as voided.

First map - death handicap: In this market we can give advantage or disadvantage to the selected team X as the one who will have more kills on the first map.

Total maps: This market refers to the number of maps that the game is going to have.

Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.

Xth Map - Team to Destroy the Next Tower: Predict which team will destroy the next tower on the specific map.

Xth Map - Team to Draw First Blood: Predict which team will make the first kill of the specific map.

Xth Map - Team to Score the Most Kills: Predict which team will make the most kills in the specific map (or draw).

Xth Map - Team to Score the Next Kill: Predict which team will make the next kill(#).

Xth Map - Team to Slay the Next Roshan: Predict which team will kill the next Roshan(#).

Xth Map - Total Kills Odd/Even: You have to predict if the total number of kills in the Xth map will be odd or even.

Xth Map - Total Kills Scored Over/Under: This market refers to the number of kills that the specific map is going to have.

Xth Map - Total Roshan Slains: This market refers to the exact number of Roshan slains that the specific map is going to have.

Xth Map - Total Roshan Slains Over/Under: This market refers to the number of Roshan slains that the specific map is going to have (over/under).

Xth Map - Total Towers Destroyed: This market refers to the exact number of towers that were destroyed in the specific map.

Xth Map - Total Towers Destroyed Over/Under: This market refers to the number of towers that were destroyed in the specific map (over/under).

Team to Score a Rampage: You have to predict which team (or no team) will score a rampage. Rampage is a distinguished achievement of single-handedly killing 5 enemy champions in short succession - Team A/Team B. If there is no Rampage Kill in the Map, bet will be considered as loss.

Team to Score an Ultra Kill: You have to predict which team (or no team) will score an ultra kill. An Ultra kill is a distinguished achievement of single-handedly killing 4 enemy champions in short succession - Team A/Team B. If there is no Ultra Kill in the Map, bet will be considered as loss.

Xth Map - Game Time Over/Under: You have to predict How many minutes will Xth Map be played - Over/Under.

Xth Map - Team to Score the Most Kills Handicap: bet in which the winner of the match must be decided with a respective kills margin. The correct score is added or subtracted from the kills proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.

Xth Map - Race to 5/10/15/20 Kills: Predict which team will reach 5/10/15/20 kills first, in the Xth Map.

Map X - Towers handicap: You have to predict the result after applying the specified towers handicap on the specified map.

Map X - {variant} - total deaths: You have to predict the total number of deaths by the selected player, team, or side on the specified map.

Map X - {variant} - total kills: You have to predict the total number of kills by the selected player, team, or side on the specified map.

Map X - Aegis of the Immortal to be snatched: You have to predict whether the Aegis of the Immortal will be snatched on the specified map.

Map X - Special markets: You have to predict the outcome of the specified special market on the specified map.

Map X - Active rune location at Z minute: You have to predict the location of the active rune at the specified minute on the specified map.

Map X - Away Team Win Map + Total kills: You have to predict whether the Away Team will win the map and the total number of kills on the specified map.

Map X - Win Map + Total kills odd/even: You have to predict whether the selected team will win the map and the total number of kills on the specified map.

Map X - Home Team Win Map + Total kills: You have to predict whether the Home Team will win the map and the total number of kills on the specified map.

Map X - race to X kills: You have to predict which team will be the first to reach the specified number of kills on the specified map.

Map X - First Tier 3 Tower Destroy Location: You have to predict the location of the first Tier 3 tower destroyed on the specified map.

Map X - Active Rune Spawn at Z minute: You have to predict which active rune will spawn at the specified minute on the specified map.

Map X - Will there be a kill at Z minute?: You have to predict whether there will be a kill at the specified minute on the specified map.

Map X - Kill first tormentor: You have to predict which team will kill the first Tormentor on the specified map.

Map X - Intervals: Total kills on Z minute: You have to predict the total number of kills by the selected player, team, or side on the specified map.

Map X - The game will end at day/night?: You have to predict whether the game will end during day or night on the specified map.

Map X - Which team's player will be the first to reach lvl 6: You have to predict which team's player will be the first to reach level 6 on the specified map.

Map X - 1x2 by Roshan Kills: You have to predict whether the Home Team, the Away Team, or neither team will have more Roshan kills on the specified map.

Extra Dota2 Markets

Team to win at least 1 Map yes/no: whether a certain team wins at least one Map in particular Match.
Map Duration: whether a map's final gameplay length/duration is over or under a certain figure. Resulting: A duration the same as the threshold is resolved as OVER selection. The duration is resolved based on final score screen, which is available from the official steam API, when the map finishes.
Map Xth Kill: the winner of this market is the team that makes a kill forcing the sum of the total kills for both teams to be equal to N.
Map Rampage: whether at least one player, from the Dark or Light teams has scored 5 or more kills in a short period of time and this event is announced in game.
Map Ultrakill: whether at least one player, from the Dark or Light teams has scored 4 or more kills in short period of time and this event is announced in game.
Map Beyond Godlike: whether at least one player, from the Dark or Light teams has scored 10 or more kills without dying and this event is announced in game.
Map Megacreeps: whether all Dark or Light barracks are destroyed and this event is announced in game.
Map Type of activated rune spawned at specific map time: Type of rune, which spawns at specific game time (thresholds) and is activated (Or bottled and activated later) by one of the players.

League of Legends Markets

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event.
Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.
Total maps: This market refers to the number of maps that the game is going to have.
Exact score (on maps): This market refers to the exact and final score of the match offering the options
0: 2 - 1: 2
2: 0 - 2: 1
First map - first inhibitor: In this betting market you can select which of the two teams will destroy an inhibitor first in the first map.
First map - 1st tower: In this betting market you can select which of the two teams will destroy a tower first in the first map.
First map - first dragon: In this betting market you can select which of the two teams will kill a dragon first in the first map.
First map - first baron: In this betting market you can select which of the two teams will kill a baron first in the first map.

First map - first kill: In this betting market you can select which of the two teams will make the first kill in the first map.

Xth Map - Team to Destroy the Next Tower: Predict which team will destroy the next tower on the specific map.

Xth Map - Team to Draw First Blood: Predict which team will make the first kill of the specific map.

Xth Map - Team to Score the Most Kills: Predict which team will make the most kills in the specific map (or draw).

Xth Map - Team to Score the Next Kill: Predict which team will make the next kill(#).

Xth Map - Total Kills Odd/Even: You have to predict if the total number of kills in the Xth map will be odd or even.

Xth Map - Total Kills Scored Over/Under: This market refers to the number of kills that the specific map is going to have.

Xth Map - Total Towers Destroyed Over/Under: This market refers to the number of towers that were destroyed in the specific map.

Xth Map - Game Time Over/Under: You have to predict How many minutes will Xth Map be played - Over/Under.

Xth Map - Team to Score the Most Kills Handicap: bet in which the winner of the match must be decided with a respective kills margin. The correct score is added or subtracted from the kills proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.

Xth Map - Race to 5/10/15/20 Kills: Predict which team will reach 5/10/15/20 kills first, in the Xth Map.

Xth Map - Both Teams to Destroy an Inhibitor: Predict if both teams will destroy an inhibitor on the specific map or not.

Xth Map - Both Teams to Slay a Baron: Predict if both teams will slay a baron on the specific map or not.

Xth Map - Both Teams to Slay a Dragon: Predict if both teams will slay a dragon on the specific map or not.

Xth Map - Team to Destroy the Next Inhibitor: Predict which team will destroy the next inhibitor on the specific map.

Xth Map - Team to Slay the Next Baron: Predict which team will slay the next baron on the specific map.

Xth Map - Team to Slay the Next Dragon: Predict which team will slay the next dragon on the specific map.

Xth Map - Total Barons Slain: This market refers to the exact number of Baron slains that the specific map is going to have.

Xth Map - Total Barons Slain Over/Under: This market refers to the number of Baron slains that the specific map is going to have (over/under).

Xth Map - Total Dragons Slain: This market refers to the exact number of Dragon slains that the specific map is going to have.

Xth Map - Total Dragons Slain Over/Under: This market refers to the number of Dragon slains that the specific map is going to have (over/under).
Xth Map - Total Inhibitors Destroyed: This market refers to the exact number of Inhibitors destroyed that the specific map is going to have.
Xth Map - Total Inhibitors Destroyed Over/Under: This market refers to the number of inhibitors destroyed that the specific map is going to have (over/under).
Team to Score a Penta Kill: You have to predict which team (or no team) will score an penta kill. A penta kill is a distinguished achievement of single-handedly killing 5 enemy champions in short succession - Team A/Team B. If there is no Penta Kill in the Map, bet will be considered as loss.
Team to Score a Quadra Kill: You have to predict which team (or no team) will score an quadra kill. A quadra kill is a distinguished achievement of single-handedly killing 4 enemy champions in short succession - Team A/Team B. If there is no Quadra Kill in the Map, bet will be considered as loss.
Xth Map - Team to Slay the Rift Herald: Predict which team will slay the Rift Herald on the specific map.
Map X - First dragon type: You have to predict the type of the first dragon on the specified map.
Map X - Home Team Win Map + Total kills: You have to predict whether the Home Team will win the map and the total number of kills on the specified map.
Map X - Away Team Win Map + Total kills: You have to predict whether the Away Team will win the map and the total number of kills on the specified map.
Map X - Total kills odd/even + Map Winner: You have to predict the map winner and whether the total number of kills will be odd or even on the specified map.
Map X - {variant} - total kills: You have to predict the total number of kills by the selected player, team, or side on the specified map.
Map X - {variant} - total deaths: You have to predict the total number of deaths by the selected player, team, or side on the specified map.
Map X - Intervals: Total kills on Z minute: You have to predict the total number of kills by the selected player, team, or side on the specified minute of the map.
Map X - Baron type: You have to predict the Baron type on the specified map.

Extra League of Legends Markets

Team to win at least 1 Map yes/no: whether a certain team wins at least one Map in particular Match.
Map Duration: whether a map's final gameplay length/duration is over or under a certain figure.
Resulting: A duration the same as the threshold is resolved as OVER selection. The duration is resolved based on final score screen, which is available from the official steam API, when the map finishes.
Map Xth Kill: the winner of this market is the team that makes a kill forcing the sum of the total kills for both teams to be equal to N.

Map Total Turrets: whether final count of destroyed towers (Based on the visible in-game score, which is the sum of the Red + Blue destroyed towers) in a certain map is over or under a certain figure.
Map QuadraKill: whether at least one player, from the Red or Blue teams score 4 or more kills in a short period of time and this event is announced in game.
Map PentaKill: whether at least one player, from the Red or Blue teams has score 5 or more kills in a short period of time and this event is announced in game.
Map Xth Dragon type: Type of first / second spawned dragon since the start of the map.
Map Dragon soul type: Type of third spawned dragon since the start of the map.
Map Certain type of dragon kill: whether a dragon of a certain type will be slayed at least once in a certain map.
Map X - Slain the Second Rift Herald: You have to predict in a specific map (like Summoner's Rift) whether a team will successfully defeat the Second Rift Herald during the match

Call of Duty Markets

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event.
Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.
Total maps: This market refers to the number of maps that the game is going to have.
Exact score (on maps): This market refers to the exact and final score of the match offering the options
0: 2 - 1: 2
2: 0 - 2: 1
Xth Map - Team to win the Nth round: Predict which team will win the Nth round of the Xth map.
Xth Map - race to 3/6/9/12 rounds: Predict which team will reach 3/6/9/12 rounds first, in the Xth Map.
Xth map - total rounds: This betting market defines whether the map that is available will have over 26.5 rounds or under 26.5 rounds.
Xth map - round handicap: In this betting market you can give X team an advantage or a disadvantage over the total number of rounds that the selected map has. Example match Ffamix vs Exdt:
Ffamix (-2.5) ➔This market refers that Ffamix will win the first round map even giving a disadvantage of -2.5 points (if the map ends 20-10 having Ffamix the advantage, he would still win the bet line since he would be left with a score in his favor of (17.5-10).
Exdt (+2.5) ➔This market means that the Exdt player will win the rounds with an advantage of +2.5 points. If the final score was 15-15 the winner of these rounds is Exdt having a score of 17.5 points.
Xth Map Overtime (yes/no): Predict if there will be an overtime on Xth map.
Xth Map Total Points Scored Over/Under: This market refers to the number of points scored that the specific map is going to have.

Overwatch Markets

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event.

Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.

Total maps: This market refers to the number of maps that the game is going to have.

Exact score (on maps): This market refers to the exact and final score of the match offering the options

0: 2 - 1: 2

2: 0 - 2: 1

Xth Map - Team to win the Nth round: Predict which team will win the Nth round of the Xth map.

Xth Map - race to 3/6/9/12 rounds: Predict which team will reach 3/6/9/12 rounds first, in the Xth Map.

Xth map - total rounds: This betting market defines whether the map that is available will have over 26.5 rounds or under 26.5 rounds.

Xth map - round handicap: In this betting market you can give X team an advantage or a disadvantage over the total number of rounds that the selected map has. Example match Ffamix vs Exdt:

Ffamix (-2.5) ➔This market refers that Ffamix will win the first round map even giving a disadvantage of -2.5 points (if the map ends 20-10 having Ffamix the advantage, he would still win the bet line since he would be left with a score in his favor of (17.5-10).

Exdt (+2.5) ➔This market means that the Exdt player will win the rounds with an advantage of +2.5 points. If the final score was 15-15 the winner of these rounds is Exdt having a score of 17.5 points.

Xth Map Overtime (yes/no): Predict if there will be an overtime on Xth map.

Xth Map Total Points Scored Over/Under: This market refers to the number of points scored that the specific map is going to have.

FIFA Markets

1X2: You have to predict the outcome of thematch. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Draw no bet (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Total (Over/Under): You have to predict if the total number of goals scored during the match will be over or under the line indicated.

NBA 2K Markets

Winner of the match 1X2: Predict if the winner will be the home or away team with the option to select the draw as well.

Money Line (Winner 1,2): Predict the match winner regardless of the margin of points.

Total (Over/Under): Consists of predicting whether the total of points scored by both teams will be more or less than the line given in the chosen betting market. For example: Over 215.5 - Under 215.5.

Handicap (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

E-Basketball

1st half - Draw no Bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be void, if the half is uncompleted this market will be made void.

Winner: You have to predict the outcome of the match
Total: Consists of predicting the total of points scored by both teams.

Odd/even: You have to predict if the result of the match will be an odd or even number.

Rainbow Six

Map X - Winning margin: You have to predict the winning margin on the specified map.
Map X - Round handicap: You have to predict the result after applying the specified round handicap on the specified map.
Map X - Total rounds: You have to predict the total number of rounds on the specified map.
Map X - 1st half - 1x2: You have to predict the result of the first half on the specified map.
Map X - 2nd half - 1x2: You have to predict the result of the second half on the specified map.
Map X First Half - Away Team Total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.
Map X Second Half - Away Team Total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.
Map X - correct score (in rounds): You have to predict the exact correct score in rounds on the specified map.
Map X - Home Team total rounds: You have to predict the total number of rounds won by the Home Team on the specified map.
Map X - Total over + Win: You have to predict the map winner and whether the total number of rounds will be over the specified total.
Map X - Away Team total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.
Map X - 1st half - correct score: You have to predict the exact correct score in the first half on the specified map.
Map X First Half - Round handicap: You have to predict the first-half result after applying the specified round handicap on the specified map.
Map X Second Half - Round handicap: You have to predict the second-half result after applying the specified round handicap on the specified map.

Map X - Win X Half + Win Map: You have to predict the winner of the specified half and the winner of the map.
Map X - Defenders total rounds: You have to predict the defenders total number of rounds on the specified map.
Map X - Attackers total rounds: You have to predict the Attackers total number of rounds on the specified map.

Valorant

Map X - Round handicap: You have to predict the result after applying the specified round handicap on the specified map.
Map X - Total over + Win: You have to predict the map winner and whether the total number of rounds will be over the specified total.
Map X - 1st half - 1x2: You have to predict the result of the first half on the specified map.
Map X - 2nd half - 1x2: You have to predict the result of the second half on the specified map.
Map X First Half - Home Team Total rounds: You have to predict the total number of rounds won by the Home Team on the specified map.
Map X Second Half - Home Team Total rounds: You have to predict the total number of rounds won by the Home Team on the specified map.
Map X First Half - Away Team Total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.
Map X Second Half - Away Team Total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.
Map X - Winning margin: You have to predict the winning margin on the specified map.
Map X - Home Team total rounds: You have to predict the total number of rounds won by the Home Team on the specified map.
Map X - Away Team total rounds: You have to predict the total number of rounds won by the Away Team on the specified map.
Map X - First Half Correct Score: You have to predict the exact correct score in the first half on the specified map.
Map X - Total under + Win: You have to predict the map winner and whether the total number of rounds will be under the specified total.
Map X - round handicap (3 way): You have to predict the result after applying the specified round handicap on the specified map.
Map X - correct score (in rounds): You have to predict the exact correct score in rounds on the specified map.
Way to win: You have to predict the way the winning team will win.
Map X - odd/even rounds: You have to predict whether the total number of rounds on the specified map will be odd or even.
Map X First Half - Round handicap: You have to predict the first-half result after applying the specified round handicap on the specified map.
Map X Second Half - Round handicap: You have to predict the second-half result after applying the specified round handicap on the specified map.
Map X - Total over + Win: You have to predict the map winner and whether the total number of rounds will be over the specified total.
Map X - Total under + Win: You have to predict the map winner and whether the total number of rounds will be under the specified total.

Map X - round handicap (3 way): You have to predict the result after applying the specified round handicap on the specified map.
Map X - Round Z {variant} - Total kills by player: You have to predict the total number of kills made by the selected player in the specified round on the specified map.
Map X - Round Z - Will the player die in the round?: You have to predict whether the selected player will die in the specified round on the specified map.
Map X {variant} - total kills: You have to predict the total number of kills by the selected player or side on the specified map.
Map X {variant} - total deaths: You have to predict the total number of deaths by the selected player or side on the specified map.
Map X - total kills: You have to predict the total number of kills on the specified map.
Map X - Home Team total kills: You have to predict the total number of kills made by the Home Team on the specified map.
Map X - Away Team total kills: You have to predict the total number of kills made by the Away Team on the specified map.
Map X - {variant} - Duel of players - winner by kills: You have to predict which player will have more kills in the player duel on the specified map.
Map X - {variant} - Duel of players - 1x2 by kills: You have to predict whether the first player, the second player, or neither player will have more kills in the player duel on the specified map.
Map X - Second Half Correct Score: You have to predict the exact correct score in the second half on the specified map.
Map X - {variant} - Duel of players - Handicap by kills: You have to predict the player duel result after applying the specified kills handicap on the specified map.
Map X - Team to win 3 consecutive rounds: You have to predict which team will win 3 consecutive rounds on the specified map.
Both teams to win their map pick: You have to predict whether both teams will win the map they picked.
Both teams to win opponent's map pick: You have to predict whether both teams will win the opponent's map pick.
Map X - Total rounds (3 way): You have to predict whether the total number of rounds on the specified map will be over, exactly equal to, or under the specified total.
Map X - Method of victory Round Z: You have to predict the method of victory in the specified round on the specified map.
Map X - Winning margin: You have to predict the winning margin on the specified map.

BEACH SOCCER

All Beach Soccer bets are based on regular time unless otherwise stated in the market name.

Main Markets

1X2: You have to predict the outcome of the match (3 periods of 12 minutes). There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Group Winner: You bet on the team that finishes with the higher amount of points in its group.

BADMINTON

In the case of a match not being finished, all undecided markets are considered void. If a player/team retires all undecided markets are considered void.

Main Markets

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Correct Score: 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 all undecided bets will be considered void.
Point Handicap: You have to predict the winner of the match (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.
Xth game - Winner: Predict the winner in the mentioned game.
Xth game - Total Points: Predict whether the total points accumulated by both teams in a given game will be over or under a given number in the market.
Xth game - Point Handicap: You have to predict the winner of the mentioned game (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Xth game - odd/even: Predict whether the total points accumulated by both teams in the relevant game will be an odd or even number.
Xth game - race to X points : You have to predict which team will reach X points first for the mentioned game.
Xth game - Nth point : You have to predict which team will win the Nth point for the mentioned game.

Outright Markets:

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

BIATHLON / ATHLETICS

Outrights

Winner : You predict that the selected player will be the winner of the tournament/event.

H2H: You have to predict which of the two participants specified in the bet will achieve the best position in the tournament/event. In case of both participants either retiring or being disqualified of the competition this bet typology will be deemed void. If one of the two participants fails to start, bets will be void. If one of the participants manages to finish the race and the other does not, the first mentioned will be the winner.

PESAPALLO

All Pesapallo bets are based on regular time unless otherwise stated in the market name.

Threeway, Double Chance, Handicap (Run line 2-Way) and Total Runs results (over/under) are counted after two periods (four innings both). Unless otherwise stated, bets do not include possible extra inning or a scoring contest. Winner: also called Money Line incl. extra inning and scoring contest.

Main Markets

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

SQUASH

If a player retires, forfeits the match or is disqualified all undecided markets are considered void. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

Main Markets

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.

Correct Score: 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 all undecided bets will be considered void.

Xth game - Winner: Predict the winner in the mentioned game.

Xth game - Total Points: Predict whether the total points accumulated by both teams in a given game will be over or under a given number in the market.
Xth game - Point Handicap: You have to predict the winner of the mentioned game (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Xth game - odd/even: Predict whether the total points accumulated by both teams in the relevant game will be an odd or even number.
Xth game - race to X points : You have to predict which team will reach X points first for the mentioned game.
Xth game - Nth point : You have to predict which team will win the Nth point for the mentioned game.

Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

SKI JUMPING

Winner: You have to predict the winner of the tournament.

Top 3: You have to predict whether your selected player will finish in the top 3 in the tournament, including ties.

H2H: You have to predict which of the two participants specified in the bet will achieve the best position in the tournament. In case of both participants either retiring or being disqualified this bet typology will be deemed void. If one of the two participants fails to start, bets will be void. If one of the participants manages to finish the event and the other does not, the first mentioned will be the winner.

GAELIC HURLING

All Gaelic Hurling bets are based on regular time unless otherwise stated in the market name.

Main Markets

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

AUSSIE RULES

All markets exclude overtime unless otherwise stated. Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

Main Markets

1X2: You have to predict the outcome of the match.There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Draw no bet (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

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

Total (Over/Under): You have to predict if the total number of goals scored during the match will be over or under the line indicated.

Total Hometeam: You have to predict if the total number of goals scored, from Hometeam, during the match will be over or under the spread indicated.

Total Away Team: You have to predict if the total number of goals scored, from Away Team, during the match will be over or under the spread indicated.

Odd/Even: You have to predict if the match result is an odd or even number, if the match result is “0:0″, bets are counted as “even”.

Odd/Even Home. You have to predict if the number of goals scored by the home team during the match is going to be odd or even. If the home team does not score any goal the winning selection is even.

Odd/Even Away: You have to predict if the number of goals scored by the away team during the match is going to be odd or even. If the home team does not score any goal the winning selection is even.

1X2 & Total: You have to predict the outcome of the match together with the number of goals scored during the match by considering the indicated spread. Six outcomes are possible: 1&Over “X”, X&Over “X”, 2&Over “X”, 1&Under “X”, X&Under “X”, 2&Under “X”

First Team to Score: You have to predict which team will score first during the match

First Scoring Play: You have to predict the type of scoring play that occurs first during the match

1st Half Handicap: You have to predict the winner of the 1st Half adding or subtracting the indicated spread to the result of the 1st half, if the 1st half is uncompleted this market will be made void.

Half-time Result (With Draw): You have to predict the outcome of the Half-time, selections are 1-the home team, 2-the away team and X-draw. If the half-time is incomplete this market will be void.

Half-time/Full-time: You have to predict the outcome of the 1st half time of the match together with the outcome of the regular time of the match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2).

Highest Scoring Half: You have to predict which Ha;f of the match will have the highest total combined score by both teams

First Goalscorer: You have to predict if the selected player will score the first goal of the match. If a player never plays or comes into the pitch after the first goal of the game has been scored the bet is Void.

Last Goalscorer: You have to predict if the selected player will score the last goal of the match. If a player never plays or comes into the pitch after the first goal of the game has been scored the bet is Void.

Half-time Result: You have to predict the outcome of the Half-time, selections are 1-the home team, 2-the away team. If the half-time is incomplete this market will be void.

First Team to 20 Points: You have to predict which team will reach 20 points first during the match

First Team to 15 Points: You have to predict which team will reach 15 points first during the match

1st Half Totals Over/Under: You have to predict if the total number of goals scored during the 1st Half will be over or under the line indicated, if the 1st half is uncompleted this market will be void.

Last Scoring Play: You have to predict the type of scoring play that occurs last during the match

Anytime Goalscorer: You have to predict that the selected player will score at least one goal during the match. If the selected player doesn' t take part in the match the bet will be voided.

To Have 30 Disposals: You have to predict if the selected player will record 30 or more disposals during the match. If the selected player doesn' t take part in the match the bet will be voided.

To Have 20 Disposals or More: You have to predict if the selected player will record 20 or more disposals during the match. If the selected player doesn' t take part in the match the bet will be voided.

To Have 25 Disposals or More: You have to predict if the selected player will record 25 or more disposals during the match. If the selected player doesn' t take part in the match the bet will be voided.

To Have 35 Disposals or More: You have to predict if the selected player will record 35 or more disposals during the match. If the selected player doesn' t take part in the match the bet will be voided.

To Have 40 Disposals or More: You have to predict if the selected player will record 40 or more disposals during the match. If the selected player doesn' t take part in the match the bet will be voided.

Top Match Goalscorer: You have to predict which player will score the most goals during the match.

Home Team Last goalscorer: You have to predict which player of the Home Team team will be the last goalscorer of the match

Away Team Last goalscorer: You have to predict which player of the Away Team team will be the last goalscorer of the match

Quarter Markets

Quarter 1x2: You have to predict the outcome of the given quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is incomplete this market will be void.

Quarter Draw no bet: You have to predict the winner of the given quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.

Quarter Handicap: You have to predict the winner of the given quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.

Quarter Total: You have to predict if the total number of goals scored during the given quarter will be over or under the line indicated, if the quarter is uncompleted this market will be void.

Quarter Total Home/Away: You have to predict if the total number of goals scored by the named team (Home or Away) during the given quarter will be over or under the line indicated, if the quarter is uncompleted this market will be made void.

Quarter Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the selected quarter .

Quarter Odd/Even: You have to predict if the quarter result is an odd or even number, if the match result is "0:0″ , bets are counted as "even".

2nd Quarter First Scoring Play: You have to predict the type of scoring play that occurs first during the given quarter of the match

3rd Quarter First Scoring Play: You have to predict the type of scoring play that occurs first during the given quarter of the match

4th Quarter First Scoring Play: You have to predict the type of scoring play that occurs first during the given quarter of the match

Highest Scoring Quarter: You have to predict which quarter of the match will have the highest total combined score by both teams.

Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

Top4, Top8: You have to predict if the selected team will finish in the respective top position when the competition ends.

To make the final: You have to predict if the selected team will make the final of the competition.

Regular Season Most Wins/Defeats : You have to predict which team will record the most wins/defeats during the given tournament according to the official ranking of the competition.

TABLE TENNIS

Main Markets

Some of the below listed markets might appear under **E-Table Tennis (same rules apply)*

However, and in case of a player retirement or disqualification, all markets determined in the pitch are settled accordingly and all the rest declared void and null. For avoidance of doubt if a table tennis player retired before the last point concluded, the match winner market is void, but all markets related to specific games or points that are determined, are settled accordingly.

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Handicap Games (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Total Games (Over/Under): You have to predict if the total number of games played in the match will be over or under the spread indicated.
Correct Score: You have to predict the correct score of the match in terms of games won by each player. If one player retires during the match all undecided bets will be considered void.
Point Handicap: You have to predict the winner of the entire match (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.
How many games will be decided by extra points ?: Predict how many games will reach extra points (winner of the set has more than 11 points).
Exact Games : You have to predict the exact number of games during the match.

Odd/Even: You have to predict if the total points scored in a game will be an odd or even number.

Game Markets

xth Game - Winner: Predict whether the winner in the mentioned game will be the home team (1) or the away team (2).
xth Game - Total Points: Predict whether the total points accumulated by both teams in a given game will be over or under a given number in the market.
xth Game - Point Handicap: You have to predict the winner of the mentioned game(in won points) adding or subtracting the indicated spread to the result of the game(in points).
xth Game - odd/even: Predict whether the total points accumulated by both teams in the relevant game will be an odd or even number.
xth Game - race to X points : You have to predict which team will reach X points first for the mentioned game.
Game handicap: You have to predict the winner of the Game adding or subtracting the indicated spread to the result of the Game.
X game - Player N total: You have to predict if the total number of points scored by the Player N during the game “X” will be over or under the indicated spread.
X game - Winning margin: You have to predict the amount of difference a player will have from its opponent at the end of the game X, for example Player N by 1-5 points.
Game handicap: You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
X game - winner: You have to predict the winner of the specified X game in the match
X game - point handicap: You have to predict the winner of the X game adding or subtracting the indicated spread
X game - total points: You have to predict the total number of points that will be scored during the specific game of the match
X game - Odd/Even: You have to predict if total number of points in a specific game will be an odd or even number.
X game - race to points: You have to predict which player will be the first to reach a certain number of points in that game.
X game correct score: You have to predict the exact final score of the specified game
X game - Winning margin: You have to predict the margin by which a player will win a specific game.
X game - point betting: You have to predict which player will win the N point during the X game of the match

BASKETBALL 3x3

All Baskeball 3X3 bets are based on regular time unless otherwise stated in the market name.

Main Markets

Money Line (Winner): Predict the match winner regardless of the margin of points.

Total (Over/Under): Consists of predicting whether the total of points scored by both teams will be more or less than the line given in the chosen betting market. For example: Over 215.5 - Under 215.5.

Handicap (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

Winner of the match 1X2: Predict if the winner will be the home or away team with the option to select the draw as well.

Even/odd: Here you predict if the result of the match will be an odd or even number.

Total points per team (home - away): Consists of predicting whether the total of points scored by home or away team will be more or less than the line given in the chosen betting market. For example: Over 215.5 - Under 215.5.

BANDY

All Bandy bets are based on regular time unless otherwise stated in the market name.

Main Markets

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Total (Over/Under): You have to predict if the total number of goals scored during the matchwill be over or under the line indicated.

X goal: You have to predict which team will score the Xth goal

Double chance: You have to predict the outcome of the 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 away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).

Handicap 1x2: You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

Home Team total: You have to predict if the total number of goals achieved by the Home Team during the match will be

Over a specified number or Under a specified number

Away Team total: You have to predict if the total number of goals scored by the Away Team during the match will be

Over a specified number or Under a specified number

Odd/even: You have to predict if the total goals scored in the match will be an odd or even number.

Both teams to score: You have to predict if both teams will score at least one goal during the match.

Halftime/fulltime: You have to predict which team will win in the first half of the match and at the end of the match.

1st half - double chance: You have to predict the outcome of the 1st half of the match. There are 3 possible outcomes: 1X (at the end of first half the home team wins or draws), X2 (at the end of first half away team wins or draws), 12 (at the end of first half the home team wins or the away team wins).

1st half - draw no bet: You have to predict which team will win the first half. If it's a draw at halftime, your stake is refunded.

2nd half - 1x2: You have to predict which team will win the 2nd half of the match

2nd half - double chance: You have to predict the outcome of the 2nd half of the match. There are 3 possible outcomes: 1X (the home team wins or draws), X2 (away team wins or draws), 12 (the home team wins or the away team wins).

2nd half - handicap: You have to predict the winner of the 2nd half of the match adding or subtracting the indicated spread to the result of the match.

2nd half - total: You have to predict if the total goals scored during the second half will be over or under a specified number

Last team to score: You have to preict which team will score the final goal of the match.

Race to N Goals: You have to predict which team will be the first to reach a specific number of goals in the match

Winner: You have to predict the team that will win the match.

1st Half – 1X2: You have to predict the result of the first half as home win, draw, or away win.

1st Half – Handicap: You have to predict the winner of the first half after applying the specified handicap to one team.

1st Half – Total: You have to predict if the total goals scored in the first half will be over or under a specified number.

Bandy Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

FLOORBALL

All Floorball bets are based on regular time unless otherwise stated in the market name.

Main Markets

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

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

Total (Over/Under): You have to predict if the total number of goals scored during the match will be over or under the line indicated.

Handicap 1x2: You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

Home Team total: You have to predict if the total number of goals scored by the Home Team during the match will be Over a specified number or Under a specified number

Away Team total: You have to predict if the total number of goals scored by the AwayTeam during the match will be Over a specified number or Under a specified number

Odd/even: You have to predict if the total goals scored in the match will be an odd or even number.

Both teams to score: You have to predict if both teams will score at least one goal during the match.

Will there be overtime: You have to predict if the match will go to overtime

Total (Over-exact-Under): You have to predict if the final score will be: Over a specified number, Exactly a specified number, or Under a specified number

Highest scoring period: You have to predict which of the three periods will see the most total goals scored

X period - 1x2: You have to predict the result of the match during the Xth period

Xth period - total: You have to predict if total number of goals scored in a specific period will be over or under a specified number.

Xth period - draw no bet: You have to predict which team will win the specific period. If it's a draw, your stake is refunded.

Xth period - handicap: You have to predict the winner of the X period of the match adding or subtracting the indicated spread to the result of the period.

Xth period - Double Chance: You have to predict the outcome of the specific period of the match. There are 3 possible outcomes: 1X (Home Team wins or draws), X2 (Away Team wins or draws), or 12 (either team wins).

Race to Z Goals: You have to predict which team will be the first to reach a specified number of goals

Floorball Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

WATERPOLO

All Waterpolo bets are based on regular time unless otherwise stated in the market name.

Main Markets

1X2: You have to predict the outcome of the match . There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Total (Over/Under): You have to predict if the total number of goals scored during the match will be over or under the line indicated.

Waterpolo Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

KABADDI

All Kabaddi bets are based on regular time unless otherwise stated in the market name.

Main Markets

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Total (Over/Under): You have to predict if the total number of points scored during the match will be over or under the line indicated.

Double chance: You have to predict the outcome of the 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 (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Handicap: You have to predict the winner of the match adding or subtracting the indicated handicap to the result of the match.

Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match, for example home team by 1-5 points.

Halftime / Fulltime: You have to predict the outcome of the 1st half time of the match together with the outcome of the match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2).

Total Hometeam: You have to predict if the total number of points scored, from Hometeam, during the match will be over or under the line indicated.

Total Away Team: You have to predict if the total number of points scored, from Away Team, during the match will be over or under the line indicated.

Highest Scoring Half: You have to predict which half will have the most points scored.

Odd/Even: You have to predict if the match result is an odd or even number, if the match result is “0:0″, bets are counted as “even”.

First Half Markets

1st half - Draw no Bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be void, if the half is uncompleted this market will be made void.

1st half - double chance: You have to predict the outcome of the 1st Half. 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).

1st half - Handicap: You have to predict the winner of the 1st half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

1st half - Total (Under/Over): You have to predict if the total number of points scored during the 1st half will be over or under the given line, if the half is uncompleted this market will be void.

1st half - Home/Away Total (Under/Over): You have to predict if the total number of points scored by the named team (Home or Away) during the 1st half will be over or under the given line, if the half is uncompleted this market will be made void.
1st half- odd/even: You have to predict if the total number of points scored in the 1st half will be odd or even, if the half is incomplete this market will be void.

BOWLS

Main Markets

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.

Handicap Sets: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.
Correct Score: 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 all undecided bets will be considered void.

Total Sets (Over/Under): You have to predict if the total number of sets played in the match will be over or under the spread indicated.

Xth Set - **1X2:** You have to predict the outcome of the Xth set. There are 3 possible outcomes: 1 (player 1 wins), X (players will draw), 2 (player 2 wins).

Xth set - Draw no Bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be void, if the half is uncompleted this market will be made void.

Xth set - Handicap: You have to predict the winner of the mentioned set (in won points) adding or subtracting the indicated spread to the result of the set(in points).

Xth set - Total: Predict whether the total points accumulated by both players in the mentioned set will be over or under the line.

Xth set - Player 1/2 total: You have to predict if the total number of points scored by the mentioned player during the given set will be over or under the line indicated, if the set is incomplete this market will be made void.

Bowls Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

PADEL TENNIS

Main Markets

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.

Handicap Games (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.

Handicap Sets: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.

Correct Score: 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 all undecided bets will be considered void.

Total Games (Over/Under): You have to predict if the total number of games played in the match will be over or under the spread indicated.

Odd/Even games: Predict at the end of the match the total games are an odd or even number.

Total Games (Over/Under) Player 1: You have to predict whether the total number of games for Player 1 will be over or under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.

Total Games (Over/Under) Player 2: You have to predict whether the total number of games for Player 2 will be over or under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.

Winner & Total: You have to predict the winner of the match and whether the number of games played is over or under the indicated spread.

Tiebreak (yes / no): You have to predict if there will be a Tie-break in the match.

Deuce in the game (Yes/No): "Deuce in the game" means that the score of the game will reach 40-40 score.

1st Set Winner: You have to predict the winner of the first Set. The bet will be considered "void" if the first set is not completed.

2nd Set Winner: You have to predict the winner of the second Set. The bet will be considered "void" if this set is not completed.

Set "X" Winner: You have to predict the winner of the Set "X". The bet will be considered "void" if this set is not completed.

Double result (First set/ match): Predict the winner of the first set, and at the end of the match in a single betting market.

Player 1 to win exactly 1 set: Predict if the home player will have a victory of 1 set during the match.

Player 2 to win exactly 1 set: Predict that the away player will have a victory of 1 set during the match.

Exact Sets: You have to predict the exact number of sets during the match.

Total sets: You have to predict if the total number of sets played in the match will be over or under the spread indicated.

Any set to nil: Predict if at least one of the sets of the match will end with 6-0 / 0-6 exact score.

Set "X" Handicap games: You have to predict the winner of the Set "X" adding or subtracting the indicated spread to the result of the match. If the match is not completed, all undecided bets will be considered void.

Set "X" Total games: You have to predict if the total number of games played in the Set "X" during the match will be over or under the spread indicated.

Set "X" Correct Score: You have to predict the exact correct score of the Set "X". If the mentioned set is not completed, all undecided bets will be considered void.

Player 1 to Win a Set: You have to predict if player 1 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.

Player 2 to Win a Set: You have to predict if player 2 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.

Set "X" odd/even: You have to predict if the total number of games played in the Set "X" during the match will be odd or even.

Set "X" will there be a tiebreak : You have to predict if in the Set "X" there will be a Tie-break.

Set "N" - race to x games: You have to predict which player will reach "X" games first in the specific set .

Who will win Game (X and Y) of set n_: Betting market that consists of predicting the player who will win games x and Y for set n, For example: 1 (games 6 and 7) 2nd set (Where the bet is for home player) - X (game 6 and 7) 2nd set (Where you bet on the Tie) - 2 (Game 6 and 7) 2nd set (Where you bet on the away player).

Who will win point X in game Y in set n? (Includes live game bets): Predict the player who will win point x of game y of set n. For example, the player Wawrinka will have a victory in the 1st point in game 10 of the 3rd set of the match.

Who will win game x of the set (1, 2, 3, 4,5)? (Includes live game bets): Predict the player who will win game x of the specified set in the betting market. For example: 1 (game 10) 2nd set - 2 (game 10) 2nd set.

Exact number of points in game X (1st set): (Includes live game bets): Predicts the exact number of points played in the chosen game on the first set betting market.

Deuce in the game yes-no (Includes live bets): "Deuce in the game" means that the score of the game will reach 40-40 score.

Result of game X (Set N) Player 1 or 2 (0-15-30-40): It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), that is, if you choose player 1 to 30 it means that the game is won by player 1 but player 2 scores 30 points.

Set "N" game x - odd/even points: It consists of predicting whether the number of points played in a game of a set, will be odd or even.

Set "N" game x - correct score or break: It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), or if there will be a break of serve in the mentioned game.

Set "N" game Y - race to x points: Predict the player who will reach first to X points in the specific game.

Set "N" game Y - first x points winner: Predict the player who will win the first X points in the specific game.

X set game Z - winner: You have to predict the winner of a specific game within a particular set.

X set game Z - point betting: You have to predict the outcome of a specific point, in a given game.

Odd/Even Games: You have to predict whether the total number of games played in the match will be odd or even.

Set Z - Total Games: You have to predict whether the total number of games played during the specified set will be over or under the specified value.

Set Z - Game Handicap: You have to predict the result of the specified set after the specified game handicap has been applied.

Set Z - Odd/Even Games: You have to predict whether the total number of games played during the specified set will be odd or even.

Home Team Total Games: You have to predict whether the total number of games won by the Home Team will be over or under the specified value.

Away Team Total Games: You have to predict whether the total number of games won by the Away Team will be over or under the specified value.

Total Sets: You have to predict whether the total number of sets played in the match will be over or under the specified value.

Total Games: You have to predict whether the total number of games played in the match will be over or under the specified value.

Game Handicap: You have to predict the winner of the match after the specified game handicap has been applied.

Set Z Game N - To Deuce: You have to predict whether the specified game of the specified set will reach deuce.

Set Handicap: You have to predict the winner of the match after the specified set handicap has been applied.

Set Z Game N - Correct Score: You have to predict the exact score of the specified game in the specified set.

Exact Sets: You have to predict the exact number of sets that will be played in the match.

Home Team to Win a Set: You have to predict whether the Home Team will win at least one set in the match.

Away Team to Win a Set: You have to predict whether the Away Team will win at least one set in the match.

SHORT FOOTBALL

All Short Foorball bets are based on regular time unless otherwise stated in the market name.

Main Markets

1st half - odd/even: You have to predict whether the total number of goals scored in the first half of a football match will be an odd or even number

1X2: You have to predict the outcome of the match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

1st half - double chance: You have to predict the outcome of the 1st Half. 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).

Total (Over/Under): You have to predict if the total number of goals scored during the match will be over or under the line indicated.

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

1st half - 1x2: You have to predict the outcome of the first half of the match only.

Odd/even: You bet on whether the total number of goals scored in the match will be an odd or even number

BILLIARDS

Main Markets

Winner: You have to predict the winner of the match.

Rack Z: You have to predict the winner of the specified rack.

Golden Break Rack Z: You have to predict whether a golden break will occur during the specified rack.

Ball on Break Rack Z: You have to predict whether a ball will be potted from the break during the specified rack.