



SOCCER

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 entire 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 entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).

Total (Over/Under): You have to predict if the total number of goals scored during the entire 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 90 minutes of regular time, 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 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).

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 entire 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 entire 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 entire 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 entire 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 Hometeam 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 the method of victory for the home team or away team. There are six (6) possible outcomes offered:

– Home team wins in regular time – Away team wins in regular time – Home team wins in extra time

– Away team wins in extra time – Home team wins after penalty shots – Away team wins after penalty shots

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. 27

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.

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 - competitor1 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 - competitor2 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 – 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 first half of the match.

1st 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 first half of the match.

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. **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 neither 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.

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 2.5 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. 4 outcomes are possible:

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 neither 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 entire 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 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.

Over {Total} {\$Competitor1} + Over {Total} {\$Competitor2}: You have to predict whether the number of goals in the Hometeam will be Over the indicated spread, plus if the number of goals in the Awayteam only will be Over the indicated spread.

Over {Total} {\$Competitor1} + Under {Total} {\$Competitor2}: You have to predict whether the number of goals in the Hometeam will be Over the indicated spread, plus if the number of goals in the Awayteam only will be Under the indicated spread.

Under {Total} {\$Competitor1} + Under {Total} {\$Competitor2}: You have to predict whether the number of goals in the Hometeam will be Under the indicated spread, plus if the number of goals in the Awayteam only will be Under the indicated spread.

Under {Total} {\$Competitor1} + Over {Total} {\$Competitor2}: You have to predict whether the number of goals in the Hometeam will be Under the indicated spread, plus if the number of goals in the Awayteam 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 in regular time 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

Corner Markets

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). 38

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.

Booking Markets

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. 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 regular time of the match.

→ Yellow card = 10 points, Red card = 25 points, the second yellow card for a player which leads to a red card is not considered.

Next booking: You have to predict which team during the regular time of 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.

→ Yellow card = 10 points, Red card = 25 points, the second yellow card for a player which leads to a red card is not considered.

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

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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.

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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.

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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.

→ Yellow card = 10 points, Red card = 25 points, the second yellow card for a player which leads to a red card is not considered.

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.

→ Yellow card = 10 points, Red card = 25 points, the second yellow card for a player which leads to a red card is not considered.

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.

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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.

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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.

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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

→ Yellow card = 1 booking, Red card = 2 bookings, the second yellow card for a player which leads to a red card is not considered.

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.

Goalscorer Markets / Player Specials Markets

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.

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. Regular time only.

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. Regular time only.

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. Regular time only.

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. Regular time only.

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, Regular time only.

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

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

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, Regular time only.

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

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

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, Regular time only.

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, Regular time only.

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, Regular time only.

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, Regular time only.

Anytime Goalscorer or the substitute to score: You have to predict if, in the regular time of 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 in the regular time of 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 regular time of 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 in the regular time of 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 regular time of 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, in the regular time of 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, Regular time only.

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, Regular time only.

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, Regular time only.

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, Regular time only.

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, Regular time only.

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

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

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

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, Regular time only.

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, Regular time only.

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, Regular time only.

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, Regular time only.

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

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

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, Regular time only.

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. Extra time is also included.

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. Extra time is also included.

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. Extra time is also included.

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

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, Regular time only.

Woodwork/Crossbar Player: You have to predict if the player will hit the woodwork or crossbar during the regular time of 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 including extra time.

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 including extra time.

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 including extra time.

Anytime Goalscorer OR the substitute to score OR Woodwork: You have to predict if during the regular time of 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.

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 entire match. Example:

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

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

Goal 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.vbookings

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 during the regular time and Extra time including. 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. Only Regular Time is considered.

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+

Match shots on target: You have to predict if the total number of shots on goal made by both teams in regular time (90 Min.) is lower (under) or higher (over) than the indicated line.

Match Shots: You have to predict if the total number of total shots made by both teams in regular (90 Min.) time is lower (under) or higher (over) than the indicated line.

Ball Possession competitor1: 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 the regular time and overtime including.

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 regular time and overtime including.

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 of regular time.

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, during the regular time of a 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 regular time of a match.

Penalty saved (from goalkeeper): You have to predict one of the goalkeepers will save a penalty during the regular time of 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 regular time of 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 at the end of the match the total number of fouls are an odd or even number.

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

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

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

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 regular time.

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

2 Players sent off: You have to predict if there will be at least 2 players sent off in the regular time of the match.

Player shown a card OR his substitute: You have to predict if, in the regular time of 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 (OT.Incl): You have to predict the team that will take most shots in the match including extra time. 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 (OT.Incl): You have to predict the team that will take most shots on goal in the match including extra time. 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 (OT.Incl): You have to predict which team will have the most offsides in the match including extra time. 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 (OT.Incl): You have to predict which team will make the most fouls including extra time. 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 (OT.Incl): You have to predict if the total number of offsides in the match will be over or under the line indicated including extra time.

Total Fouls (OT.Incl): You have to predict if the total number of fouls in the match will be over or under the line indicated including extra time.

1st Half or 1x2: Here you have to predict the outcome of the 1st half or the final outcome. No overtime is included.

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 including extra time.

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 including extra time.

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 including extra time.

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 including extra time.

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

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

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.

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, all markets determined in the pitch are settled accordingly and all the rest 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.

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 Tiebreak Rounds

Australian Open. In the Australian Open, singles players use the first to 10 tiebreaker (super tie break) when the game score in the final set of a singles match reaches 6-6. For mixed doubles at the Australian Open and US Open, players will play a tiebreak in lieu of a final set.

French Open. The French Open is the only Grand Slam that does not use tiebreakers to determine a winner of the final set in singles matches.

US Open. For the US Open, players use a 12-point tiebreaker in the event of a 6-6 tie.

Wimbledon. At Wimbledon, if players tie at 12 games of the final set, they must play a tiebreaker round.

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.

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.

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.

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.

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.

BASKETBALL

Main Markets*

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

Money Line (Winner) (incl.OT): Predict the match winner regardless of the margin of points. This market will include Overtime.

Total (Over/Under) (incl.OT): 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. This market will include Overtime.

Handicap (spread) (incl.OT): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match. This market will include Overtime.

Total points per team (home - away) (incl.OT): 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. This market will include Overtime.

Even/odd (1st half or 2nd half) (incl.OT): Here you predict if the result for the 1st half or 2nd half will be an odd or even number. This market will include Overtime.

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. No overtime is included.

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 (incl. overtime):** You have to predict which team will score the point X during the match including overtime.

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. 64

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 (incl. overtime): This market consists of predicting the scoring type of X point during the match: 6 are the outcomes that are offered:

competitor1 1 point score

competitor1 2 point score

competitor1 3 point score

competitor2 1 point score

competitor2 2 point score

competitor2 3 point score

Which team wins the jump ball: You have to predict which team will win the jump ball.

Any team winning margin (incl.OT): You have to predict if any team will win with the given margins (OT included).

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 (incl OT): You have to predict which team will score the first point and which team will win the match (OT included).

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.

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.

2nd half Markets

2nd half - Draw no Bet: You have to predict the winner of the 2nd half (not including overtime unless stated otherwise), 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 (not including overtime unless stated otherwise) 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 (not including overtime unless stated otherwise), 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 (not including overtime unless stated otherwise) will be odd or even, if the half is uncompleted this market will be void.

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 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 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).

*All quarters or halves must have been completed for the bets to stand.

Player Special Markets

Player Points (over/under): It consists of predicting the amount of points that the specific player will record, only standard time unless the market specifies (Inc OT).

Player Assists (over/under): It consists of predicting the number of assists that a certain player will record in the event, only standard time unless the market specifies (Inc OT).

Player Rebounds (over/under): It consists of predicting the amount of Rebounds that a certain player will record in standard time unless the market specifies (Inc OT).

Player 3pt Field Goals Made (over/under): It consists of predicting the amount of Three-point baskets that a certain player will record in standard time unless the market specifies (Inc OT).

Player Steals (over/under): It consists of predicting the amount of steals that the specific player will record, only standard time unless the market specifies (Inc OT).

Player Blocks over/under): It consists of predicting the amount of blocks that the specific player will record, only standard time unless the market specifies (Inc OT).

Player points + rebounds + assists (over/under): It consists of predicting the combined amount of points, rebounds and assists that the specific player will record, only standard time unless the market specifies (Inc OT).

Player rebounds + assists (over/under): It consists of predicting the combined amount of rebounds and assists that the specific player will record, only standard time unless the market specifies (Inc OT). **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), only standard time unless the market specifies (Inc OT).

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 in the match.

Head-to-head player rebounds: It consists of predicting which one from the mentioned players will record the most rebounds in the match.

Head-to-head player assists: It consists of predicting which one from the mentioned players will record the most assists in the match.

Player Points (at least): It consists of predicting at least how many points the specific player will record, only standard time unless the market specifies (Inc OT).

Player Assists (at least): It consists of predicting at least how many assists the specific player will record, only standard time unless the market specifies (Inc OT).

Player Rebounds (at least): It consists of predicting at least how many rebounds the specific player will record, only standard time unless the market specifies (Inc OT).

Player 3pt Field Goals Made (at least): It consists of predicting at least how many 3pt field goals the specific player will record, only standard time unless the market specifies (Inc OT). Player Steals (at least): It consists of predicting at least how many steals the specific player will record, only standard time unless the market specifies (Inc OT).

Player Blocks (at least): It consists of predicting at least how many blocks the specific player will record, only standard time unless the market specifies (Inc OT).

Player points + rebounds + assists (at least): It consists of predicting at least how many combined points, rebounds and assists the specific player will record, only standard time unless the market specifies (Inc OT).

PLAYER rebounds + assists (at least): It consists of predicting at least how many combined rebounds and assists the specific player will record, only standard time unless the market specifies (Inc OT).

Most Points (listed players only - incl. OT): You have to predict which of the given players will score the most points (OT included).

Most Pts+Reb+Ast (listed players only - incl. OT): You have to predict which of the given players will score the most points+rebs+assists (OT included).

To Record A Double Double: You have to predict if the given players will record a double double.
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.

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 an ice hockey/field hockey event is based only on regular times. Unless otherwise stated overtimes and penalty shootouts will not affect the outcome of the bet. Bets will be made based on 60 minutes of play unless otherwise specified.

Main Markets*

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

Money Line (incl.OT & penalties): You have to predict the outcome of the match, including any overtime period and penalties.

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, bets are accepted only on regular time, excluding overtime and the result of the series penalty kicks.

Handicap (incl.OT & penalties) (2-Way): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match, including any overtime period and penalties (penalty shootout counts as '1').

Total (incl.OT & penalties): You have to predict if the total number of goals scored during the match will be over or under the spread indicated, including any overtime period and penalties (penalty shootout counts as '1').

Both teams will score (GG/NG): Predicts if both teams will score at the end of the match.
 Odd/even (incl. overtime and penalties): 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", including possible overtime and penalties (penalties result counts as '1').

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 regulation time will be more or less according to the number chosen in the market.

Handicap (2-Way): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.

Draw no bet: 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 regulation time.

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 entire 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 including overtime and penalties (Includes live bet): 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). Overtime and penalty shootout are included on the bet.

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 entire match. Home exact goals: You have to predict the exact number of goals that will be scored from the home team during the entire match.

Away exact goals: You have to predict the exact number of goals that will be scored from the away team during the entire 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 entire match.

Away clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the away team will keep a clean sheet during the entire match. 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 (excl. OT and penalties): You have to predict if both teams will score twice in the match (OT and penalties are excluded).

Total penalty minutes (over/under): You have to predict if the total penalty minutes will be over or under the given line.

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, bets are accepted only on regular time, excluding overtime and the result of the series penalty kicks.

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 - competitor1 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 - competitor2 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 - competitor1 exact goals: You have to predict the exact number of goals that will be scored from the home team during the mentioned period.

Period - competitor2 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 - competitor1 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 - competitor2 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
Player Specials

Player goals (at least): It consists of predicting at least how many goals the specific player will make, only standard time unless the market specifies (Inc OT).

Player assists (at least): It consists of predicting at least how many assists the specific player will make, only standard time unless the market specifies (Inc OT).

Player shots on goal (at least): It consists of predicting at least how many shots on goal the specific player will make, only standard time unless the market specifies (Inc OT). 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, only standard time unless the market specifies (Inc OT).

Player points (at least): It consists of predicting at least how many points(combined goals and assists) the specific player will make, only standard time unless the market specifies (Inc OT).

Player shots on goal (over/under): It consists of predicting the amount of shots on goal the

specific player will make, only standard time unless the market specifies (Inc OT). 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, only standard time unless the market specifies (Inc OT).

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). 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. Bets are accepted only for the regular time, excluding overtime. **Total:** You bet on whether there will be more or less goals than the given line, during the regular time of a match.

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

Double Chance: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).

Draw no bet: 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 in regulation time.

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 regular time of a 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.

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.

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.

Handball Outrights

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

AMERICAN FOOTBALL

Main Markets:

MoneyLine (1-2): You must hit the winner of the game regardless of the point spread. Total (incl. OT) (Under/Over): This type of bet consists of specifying the amount of total points in the match, including the OT.

Home Team Total (Under/Over): Bet that consists of specifying the total scores of the home team, this market includes the points scored in the possible overtime.

Away Team Total (Under/Over): Bet that consists of specifying the total scoring of the away team, this market includes the points scored in the possible overtime.

Race to xth points (incl. overtime): Predict which team will reach first at X goals, including overtime. Next goal(incl. overtime): 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 (incl. overtime): 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 (incl. overtime): 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 (incl. overtime): 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 (incl. overtime): 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 (incl. overtime): You have to predict the total number(over/under) of touchdowns scored during the match and overtime included.

Total field goals made (incl. overtime): You have to predict the total number(over/under) of field goals scored during the match and overtime included.

Total turnovers (incl. overtime): You have to predict the total number(over/under) of turnovers recorded during the match and overtime included.

Total sacks (incl. overtime): You have to predict the total number(over/under) of sacks recorded during the match and overtime included.

xth field goal made (incl. overtime): You have to predict which team will make the Xth field goal during the match and overtime included.

Will there be overtime: Guess if the event will have overtime or not.

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.