

## **Markets**

### **Football**

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

#### **1X2.**

The outcome of the entire match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

#### **1st HT 1X2.**

The outcome of the first half time of the match. There are 3 possible outcomes: 1 (considering only the goals scored during the 1st HT the home team wins), X (considering only the goals scored during the 1st HT the two teams draw), 2 (considering only the goals scored during the 1st HT the away team wins).

#### **2nd HT 1X2.**

The outcome of the second half time of the match, without considering the score achieved during the first half time. There are 3 possible outcomes: 1 (considering only the goals scored during the 2nd HT the home team wins), X (considering only the goals scored during the 2nd HT the two teams draw), 2 (considering only the goals scored during the 2nd HT the away team wins).

#### **Double Chance (DC).**

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

#### **1st HT Double Chance.**

The outcome of the first half time of the match. There are 3 possible outcomes: 1X (considering only the goals scored during the 1st HT the home team wins or draws), X2 (considering only the goals scored during the 1st HT the away team wins or draws), 12 (considering only the goals scored during the 1st HT the home team wins or the away team wins).

#### **2nd HT Double Chance.**

The outcome of the second half time of the match, without considering the score achieved during the first half time. There are 3 possible outcomes: 1X (considering only the goals scored during the 2nd HT the home team wins or draws), X2 (considering only the goals scored during the 2nd HT the away team wins or draws), 12 (considering only the goals scored during the 2nd HT the home team wins or the away team wins).

#### **Draw No Bet (DNB).**

Which team will win the match. If the teams draw the selection will be void and will not be included in the computation of a possible bonus.

#### **1st HT Draw No Bet.**

Which team will be winning at the end of the 1st HT. If during the 1st HT the two teams score the same amount of goals the selection will be void and it will not be included in the computation of a possible bonus.

#### **2nd HT Draw No Bet.**

Which team will be winning at the end of the 2nd HT, without considering the goals scored during the 1st HT. If during the 2nd HT the two teams score the same amount

of goals the selection will be void and it will not be included in the computation of a possible bonus.

**Goal Goal / No Goal (GG/NG).**

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

**1st HT Goal Goal / No Goal.**

There are two possible outcomes: GG (both teams score at least one goal each during the first half time of the match), NG (one or both the teams do not score any goal during the first half time of the match).

**2nd HT Goal Goal / No Goal.**

There are two possible outcomes: GG (both teams score at least one goal each during the second half time of the match), NG (one or both the teams do not score any goal during the second half time of the match).

**Odd/Even.**

If the number of goals scored during the entire match is going to be odd or even. A 0-0 result is considered even.

**1st HT Odd/Even.**

If the number of goals scored during the first half time of the match is going to be odd or even. A 0-0 result is considered even.

**2nd HT Odd/Even.**

If the number of goals scored during the second half time of the match is going to be odd or even. A 0-0 result is considered even.

**Odd/Even Home.**

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.**

If the number of goals scored by the away team during the entire match is going to be odd or even. If the away team does not score any goal the winning selection is even.

**Score/No Score.**

If the selected team (home team or away team) will score any goal during the entire match.

**1st HT Score/No Score.**

If the selected team (home team or away team) will score any goal during the first half time of the match.

**2nd HT Score/No Score.**

If the selected team (home team or away team) will score any goal during the second half time of the match.

**Number of Goals.**

The exact number of goals that will be scored during the entire match.

**Total Goals.**

The number of goals that will be scored during the entire match choosing among the ranges offered. There are three possible outcomes: 0-1, 2-3, 4 or more.

**1st HT Total Goals.**

The number of goals that will be scored during the first half time of the match choosing among the alternatives offered.

**2nd HT Total Goals.**

The number of goals that will be scored during the second half time of the match choosing among the alternatives offered.

**Total Goals Home.**

The number of goals that will be scored by the home team during the whole match choosing among the alternatives offered. < class="bold">Total Goals Away.

The number of goals that will be scored by the away team during the whole match choosing among the alternatives offered.

**Correct Score.**

The correct score of the entire match.

**1st HT Correct Score.**

The correct score of the first half time of the match.

**2nd HT Correct Score.**

The correct score of the second half time of the match, without considering the goals scored during the first half time.

**Multi Goal**

The number of goals scored during the match based on different ranges. There are 13 ranges, between 1 and 6 goals and a selection for 7 or more. In the event of no goal scored, all the bets will be lost.

**Half Time / Full Time.**

The outcome of the 1st half time of the match together with the outcome of the entire match.

**HT More Goals.**

In which half time will be scored more goals. There are three possible outcomes: 1 HT (during the first half time will be scored more goals), 2 HT (during the second half time will be scored more goals) and X HT (during the first and the second half time will be scored the same amount of goals).

**Home Win to Nil.**

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 (the home team loses, draws and/or concedes at least one goal to its opponent).

**Away Win to Nil.**

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 (the away team loses, draws and/or concedes at least one goal to its opponent).

**Winning Margin Home.**

The margin of victory of the home team choosing among the alternatives offered.

The margin of victory is computed subtracting to the amount of goals scored by the home team the amount of goals scored by the away team.

**Winning Margin Away.**

The margin of victory of the away team choosing among the alternatives offered. The margin of victory is computed subtracting to the amount of goals scored by the away team the amount of goals scored by the home team.

**Penalty Yes/No.**

If at least one penalty will be assigned during the match. The outcome of this bet typology is based on the scheduled minutes of play plus injury time. Overtimes and penalty shoot outs will not affect the outcome of the bet.

**Correct Score Corner.**

The correct score of corner kicks performed during the match. Only corners performed during Regular Time will be considered valid. Any corners performed during Extra Time will not be considered valid.

**Goal/No Goal (2 goals)**

If both teams score at least two goals, the eventual outcome is GOAL. If at least one of the two teams does not score at least two goals, the outcome is NOGOAL.

**Kick Off**

Which team will kick off at the beginning of the match.

**First Team to Score**

If the first goal of the game is scored by the home team, the outcome is 1. If the first goal of the game is scored by the away team, the outcome is 2. If no goal is scored (0-0), the outcome is X.

**Last Team to Score**

If the last goal of the game is scored by the home team, the outcome is 1. If the last goal of the game is scored by the away team, the outcome is 2. If no goal is scored (0-0), the outcome is X.

**Home Win Both Halves**

If the home team wins both halves, the winning outcome is YES. In all other cases the winning outcome is NO NB: The two halves will be considered as independent between each other, for example at the end of the first half, the score is 2-0 and the final result is 3-1 then the result of the first half is 2-0 and the result of the second is 1-1.

**Away Win both Halves.**

If the away team wins both halves, the winning outcome is YES In all other cases the winning outcome is NO NB: The two halves will be considered as independent between each other, for example at the end of the first half, the score is 2-0 and the final result is 3-1 then the result of the first half is 2-0 and the result of the second is 1-1.

**Home win either half.**

If the home team wins at least one half, the outcome will be YES In all the other cases, the outcome will be NO NB: The two halves will be considered as independent between each other, for example at the end of the first half, the score is 2-0 and the final result is 3-1 then the result of the first half is 2-0 and the result of the second is 1-1.

**Away win either half.**

If the away team wins at least one half, the outcome will be YES In all the other cases, the outcome will be NO NB: The two halves will be considered as independent between each other, for example at the end of the first half, the score is 2-0 and the final result is 3-1 then the result of the first half is 2-0 and the result of the second is 1-1.

**1X2 – First 5 Minutes**

The outcome of the first five (5) minutes. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins). Events must happen between 0:00 and 04:59 to be classed in the first 5 minutes. Official reports of the

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

**1X2 – First 10 Minutes**

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

**1X2 – First 15 Minutes**

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

**1X2 – First 20 Minutes**

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

**1X2 – First 30 Minutes**

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

**1X2 – First 60 Minutes**

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

**1X2 & GG/NG.**

If the final result of the match will be 1, X or 2 and if 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 six possible outcomes: 1&GG, X&GG, 2&GG, 1&NG, X&NG e 2&NG.

**HT COMBO (1X2 + O/U 1.5).**

The outcome of the First Half together with the number of goals scored during the First Half of the match by considering the indicated spread. Six outcomes are possible:

- 1&Over 1.5= Home team wins and more than 2 goals are scored;
- X&Over 1.5= The match ends in a draw and more than 2 goals are scored;
- 2&Over 1.5= Away team wins and more than 2 goals are scored;
- 1&Under 1.5= Home team wins and less than 2 goals are scored;
- X&Under 1.5= The match ends in a draw and less than 2 goals are scored;
- 2&Under 1.5= Away team wins and less than 2 goals are scored.

**1X2 + GG.**

If both teams score and the outcome of the match. Six 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.

### **1X2 HT & GG/NG HT.**

The outcome of the first half and if both teams score in first half. Six possible outcomes are offered:

- 1 HT & GG=The home team will win the first half and both teams will score in the first half;
- X HT & GG=The teams will draw the first half and both teams will score in the first half;
- 2 HT & GG=The away team will win the first half and both teams will score in the first half;
- 1 HT & NG=The home team will win the first half and at least one team won't score in the first half;
- X HT & NG=The teams will draw the first half and at least one team won't score in the first half;
- 2 HT & NG=The away team will win the first half and at least one team won't score in the first half.

### **DC Combo**

The double chance result of the match combined with the other offered possibilities. Both outcomes must occur for the selection to be a winner. Options available are:

- 1X & GG = Home win or draw FT result & both teams score in the match
- 1X & NG = Home win or draw FT result & one or neither teams score in the match
- X2 & GG = Away win or draw FT result & both teams score in the match
- X2 & NG = Away win or draw FT result & one or neither teams score in the match
- 12 & GG = Home win or Away win & both teams score in the match
- 12 & NG = Home win or Away win & one or neither teams score in the match

### **Chance Mix**

The winning outcome of the match OR whether both, one or nether teams will score in the match. Only one prediction has to occur for the bet to be a winner. Options available are:

- 1 or GG = Either home team win or both teams score in the match
- X or GG = Either the match finishes a draw or both teams score in the match
- 2 or GG = Either away team win or both teams score in the match
- 1 or NG = Either home team win or one or neither teams score in the match
- X or NG = Either the match finishes a draw or one or neither teams score in the match
- 2 or NG = Either away team win or one or neither teams score in the match

### **Team to Score.**

Which team will score during regular time. There are four possible outcomes;

- Only Home – only home team will score at least a goal

- Only Away – only away team will score at least a goal
- Both Teams – both teams will score at least a goal
- None – None of the teams will score a goal.

### **Highest Scoring Half.**

You have to predict in which half time will be scored more goals. There are three possible outcomes: 1st (during the first half time will be scored more goals), 2nd (during the second half time will be scored more goals) and Equal (during the first and the second half time will be scored the same amount of goals). <

**Clean Sheet Home/Away.** Teams clean sheet means that a team should not concede any goal. Yes or No in the match.

- Clean sheet Home Team “Yes” – If the Away team does not score a goal, the bet is a winner.
- Clean sheet Home Team “No” –If the Away team does score a goal, the bet is a winner.
- Clean sheet Away Team “Yes” – If the Home team does not score a goal, the bet is a winner.
- Clean sheet Away Team “No” – If the Home team does score a goal, the bet is a winner.

Own goals count to the team credited with the goal.

### **Home No Bet (HNB).**

If the away team will win the match or if the match will end in draw. If the home team will win the match, the bet will be declared void and will not be included in the computation of a possible bonus.

### **Away No Bet (ANB).**

If the home team will win the match or if the match will end in draw. If the away team will win the match, the bet will be declared void and will not be included in the computation of a possible bonus.

### **Correct Score 1st Half Time & Final Correct Score (HT/FT CS).**

The correct score of first half time and the correct score of the entire match. The selection “4Plus” includes 4 or more goals scored (e.g. 2-2, 3-1, 3-2,...).

### **Extratime (Yes/No).**

Whether extra time will be played or not. There are two selections to choose from; YES – there will be extratime or NO – there won't be extratime in the match. In case the match is not played or suspended, all bets will be voided.

### **1X2 – First 5 Minutes.**

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

### **Over/Under (spread).**

If the total number of goals scored during the regular time will be over or under the spread indicated. Depending on the spread proposed it is possible to make a distinction between "Classic Over/Under" (0.5, 1.5, 2.5, 3.5 and 4.5), "Integer Over/Under" (1, 2, 3 and 4) and "Fractional Over/Under" (0.25, 0.75, 1.25, 1.75, 2.25, 2.75, 3.25, 3.75, 4.25 and 4.75).

### **1st HT Over/Under (spread).**

The functioning is the same of the Over/Under, but only goals scored during the first half time of the match are considered.

**2nd HT Over/Under (spread).**

The functioning is the same of the Over/Under, but only goals scored during the second half time of the match are considered.

**Over/Under Home (spread).**

The functioning is the same of the Over/Under, but only goals scored by the home team are considered.

**Over/Under Away (spread).**

The functioning is the same of the Over/Under, but only goals scored by the away team are considered.

**Handicap**

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

**1st HT 1X2 Handicap (spread).**

The functioning is the same of the basic 1X2 Handicap, but only goals scored during the first half time of the match are considered. 2nd HT 1X2 Handicap (spread). The functioning is the same of the basic 1X2 Handicap, but only goals scored during the second half time of the match are considered.

**1 minute - total from a to b**

Predict whether the total number of goal within a time interval of 1 minute is over/under a given line

**1 minute - total corners from a to b**

Predict whether the total number of corner within a time interval of 1 minute is over/under a given line

**1 minute - total bookings from a to b**

Predict whether the total number of booking within a time interval of 1 minute is over/under a given line

**1 minute - total offsides from a to b**

Predict whether the total number of offside within a time interval of 1 minute is over/under a given line

**1 minute - total penalties awarded from a to b**

Predict whether the total number of penalty within a time interval of 1 minute is over/under a given line

**Multi scores**

Predict the score at full time. Own goals count for the team in whose favor they have been scored. Possible options: 1:0, 2:0 or 3:0 0:1, 0:2 or 0:3 4:0, 5:0 or 6:0 0:4, 0:5 or 0:6 2:1, 3:1 or 4:1 1:2, 1:3 or 1:4 3:2, 4:2, 4:3 or 5:1 2:3, 2:4,3:4 or 1:5 Other Home wins-bet wins if the match ends with Home wins at full time with a score that is not listed among the other options Other Away wins-bet wins if the match ends with Away wins at full time with a score that is not listed among the other options

**Booking 1X2**

Predict which team is given more bookings at full time. Yellow card = 1 booking; red card = 2 bookings. Possible options: 1 Home is given more bookings X both teams are given the same number of bookings \*2 Away is given more bookings

**Basketball****Head to Head (HH).**

Winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

**1X2 Basket**

The result of the match after regular time only.

**1X2 1st Quarter.**

The outcome of the first quarter of the match. There are 3 possible outcomes: 1 (considering only the points scored during the 1st Quarter the home team wins), X (considering only the points scored during the 1st Quarter the two teams draw), 2 (considering only the points scored during the 1st Quarter the away team wins). Interruptions taking place during later stages of the match do not influence this bet typology, even if as a consequence of such interruption the match is repeated.

**1X2 1st Half.**

The outcome of the first half of the match. There are 3 possible outcomes: 1 (considering only the points scored during the 1st Half the home team wins), X (considering only the points scored during the 1st Half the two teams draw), 2 (considering only the points scored during the 1st Half the away team wins). Interruptions taking place during later stages of the match do not influence this bet typology, even if as a consequence of such interruption the match is repeated.

**Heads-Up with Handicap (spread).**

The handicap is given to the favourite team. If you bet on the stronger team, it will need to perform better than the handicap for you to win your bet (the handicap will be preceded by the sign “-“and on the website). The handicap will in fact be subtracted from its final score. Extra time is taken into consideration.

**1st Quarter Heads-Up with Handicap (spread).**

The functioning is the same of the basic Heads-Up with Handicap, but only points scored during the first Quarter are considered. Interruptions taking place during later stages of the match do not influence this bet typology, even if as a consequence of such interruption the match is repeated.

**1st Half Heads-Up with Handicap (spread).**

The functioning is the same of the basic Heads-Up with Handicap, but only points scored during the first Half are considered. Interruptions taking place during later stages of the match do not influence this bet typology, even if as a consequence of such interruption the match is repeated.

**Over/Under (spread).**

If the total number of points scored during the regular time will be over or under the spread indicated.

**1st Quarter Over/Under (spread).**

If the total number of points scored during the first Quarter will be over or under the spread indicated. Interruptions taking place during later stages of the match do not influence this bet typology, even if as a consequence of such interruption the match is repeated.

**1st Half Over/Under (spread).**

If the total number of points scored during the first Half will be over or under the spread indicated. Interruptions taking place during later stages of the match do not influence this bet typology, even if as a consequence of such interruption the match is repeated.

**Odd/Even.**

If the number points scored during the match is going to be odd or even.

**Winning Margin.**

Which is the point margin between the two teams.

**Winning Margin Home.**

By which point margin the home team will win the game.

**Winning Margin Away.**

By which point margin the away team will win the game.

**To Score 1st Point.**

Which team will score the first basket of the match.

**To Score Last Point.**

Which team will score the last basket of the match.

**Overtime (Yes/No).**

Whether extra time will be played or not. There are two selections to choose from; YES – there will be an overtime or NO – there won't be an overtime in the match. In case the match is not played or suspended, all bets will be voided.

**1-2 Half Time (2 way)**

Which team will be the lead at the end of first playing half. In the event of draw, the bets will be declared void.

**Race to x Points**

Which team will reach the named number of points first in the match.

**Tennis****Head to Head (HH).**

The winner of the match. There are 2 possible outcomes: 1 HH (the first player wins), 2 HH (the second player wins).

**Head to Head (HH) 1st Set.**

The winner of the 1st Set. There are 2 possible outcomes: 1 HH (the first player wins the 1st Set), 2 HH (the second player wins the 1st Set).

**Head to Head (HH) 2nd Set.**

The winner of the 2nd Set. There are 2 possible outcomes: 1 HH (the first player wins the 2nd Set), 2 HH (the second player wins the 2nd Set).

**Set Betting.**

The correct score of the match in terms of sets won by each player.

**Over/Under Games (spread).**

If the total number of games played in the match will be over or under the spread indicated. A tiebreak is regarded as a game.

**Handicap Games (spread).**

The winner of the match adding or subtracting the indicated spread to the result of the match. The handicap, if positive or negative is always associated with the first player.

**Odd/Even Games.**

If the number of games played during the match is going to be odd or even.

**Handicap Set**

The winner of the match adding or subtracting the indicated spread to the result of the match. Example: If you bet on "(H.-2.5) Home" the bet will be winning if the first player wins with a margin of victory of at least 3 sets.

**Match result + Over/Under Games Combo**

The combined result of which player will win the match and whether the amount of games played in the match is over or under the given number.

**Score 1st Set**

The exact correct score of the 1st set in the match

**Over/Under 1st Set**

Whether the amount of games played in the 1st set in the match will be over or under the quoted number

**1st Set + Match Winner Combo**

Which player will win the 1st set and the match combined.

**Number of Sets Played.**

The total number of sets played by the two players.

**Sets won player 1.**

The total number of sets won by the first player.

**Sets won player 2.**

The total number of sets won by the second player.

**Rugby**

**1X2.**

The outcome of the match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

**Head to Head (HH).**

The winner of the match considering also possible overtimes. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

**Heads-Up with Handicap (spread).**

The handicap is given to the favourite team. If you bet on the stronger team, it will need to perform better than the handicap for you to win your bet (the handicap will be preceded by the sign “-“and on the website). The handicap will in fact be subtracted from its final score. Extra time is taken into consideration.

**Odd/Even.**

If the number points scored during the match is going to be odd or even.

**1X2 1st Half.**

The outcome of the first half of the match. There are 3 possible outcomes: 1 (considering only the points scored during the 1st Half the home team wins), X (considering only the points scored during the 1st Half the two teams draw), 2 (considering only the points scored during the 1st Half the away team wins).

**Over/Under (spread).**

If the total number of points scored during the regular time will be over or under the spread indicated.

**Cricket**

**1X2**

Predict the match result at full time. Possible options: \* Home win(1)\*draw(X)\*Away win(2)

**Double chance**

A Double Chance bet allows you to cover two of the three Possible outcomes in the match with one bet. Possible options: \*1 or X(Home wins or draw) \*1 or 2 (Home wins or Away wins) \* 2 or draw ( Away wins or draw)

**Draw no bet**

Predict the match result at full time. If the teams draw, the selection will be voided. Possible options: \*Home wins \*Away wins

**Winner(incl. super over)**

Predict the match result at full time(including super over). Possible options:\* Home win(1)\*Away win(2)

**Will there be a tie**

Predict whether there will be a tie at full time. Possible options: \*Yes (there will be a tie) \*No (there will not be a tie)

**Xth innings - competitor1 run range**

Predict the home run range at Xth innings.

**Xth innings - competitor2 run range**

Predict the away run range at Xth innings.

**Xth innings - Home total at xth dismissal**

Predict whether home total runs at xth dismissal of Xth innings is over/under a given line.

**Xth innings - Away total at xth dismissal**

Predict whether away total runs at xth dismissal of Xth innings is over/under a given line.

**Xth innings overs 0 to x - 1x2**

Predict the match result at 0-xth overs of Xth innings.

**Xth innings overs 0 to x - Home total**

Predict whether home total runs at 0-xth overs of Xth innings is over/under a given line.

**Xth innings overs 0 to x - Away total**

Predict whether away total runs at 0-xth overs of Xth innings is over/under a given line.

**Xth innings overs 0 to x - competitor1 run range**

Predict the home run range at 0-x overs of Xth innings.

**Xth innings overs 0 to x - competitor2 run range**

Predict the away run range at 0-x overs of Xth innings.

**Xth innings over x - Home total**

Predict whether home total runs at Xth innings over x is over/under a given line.

**Xth innings over x - Away total**

Predict whether away total runs at Xth innings over x is over/under a given line.

**Xth innings over x - Home odd/even**

Predict whether home runs at Xth innings over x is odd/even.

**Xth innings over x - Away odd/even**

Predict whether away runs at Xth innings over x is odd/even.

**Xth innings over x - xth delivery Home total**

Predict whether home total runs at xth delivery of Xth innings is over/under a given line.

**Xth innings over x - xth delivery Away total**

Predict whether away total runs at xth delivery of Xth innings is over/under a given line.

**Xth innings - Home total**

Predict whether home total runs at Xth innings is over/under a given line.

**Xth innings - Away total**

Predict whether away total runs at Xth innings is over/under a given line.

**Xth innings - player total**

Predict whether player total runs at Xth innings is over/under a given line.

**Total fours**

Predict whether Total fours is over/under a given line.

**Total sixes**

Predict whether Total sixes is over/under a given line.

**Xth innings over x - Home dismissal**

Predict whether home dismissal at Xth innings over x is over/under a given line.

**Xth innings over x - Away dismissal**

Predict whether away dismissal at Xth innings over x is over/under a given line.

**Xth innings - player total fours**

Predict whether player total fours at Xth innings is over/under a given line.

**Xth innings - player total sixes**

Predict whether player total sixes at Xth innings is over/under a given line.

**Xth innings over x - 1x2**

Predict the 1X2 result of Xth innings over x.

**Team with highest score at xth dismissal**

Predict which team has the highest score at xth dismissal.

**Most fours**

Predict which team has the most fours at full time.

**Most sixes**

Predict which team has the most sixes at full time.

**Xth innings - Home total dismissals**

Predict whether home total dismissals at Xth innings is over/under a given line.

**Xth innings - Away total dismissals**

Predict whether away total dismissals at Xth innings is over/under a given line.

**Xth innings - player dismissal method**

Predict player dismissal method at Xth innings. Possible options: \*fielder catch \*bowled \*keeper catch \*lbw \*runout \*stumped \*other

**Xth innings over x - Home boundary**

Predict whether home team scores fours or sixes at Xth innings over x.

**Xth innings over x - Away boundary**

Predict whether away team scores fours or sixes at Xth innings over x.

**Total run outs**

Predict whether total runs out at full time is over/under a given line.

**Total extras**

Predict whether total extras at full time is over/under a given line. 'extras' are runs which are not scored by the batters (including no-balls, wides, byes and leg-byes)

**Xth innings - xth partnership 1x2**

Predict which player in the partnership score more runs at Xth innings. The partnership and consequently the players within the outcomes refer to the two current batters. The winning outcome is reflecting the batter who scores more runs in the affected innings. Possible options: \*player 1 (player 1 scores more runs) \*draw (both players score same runs) \*player (player 2 scores more runs)

**Xth innings - xth batter out**

Predict which player will be dismissed first in a partnership. The partnership refers to the two current batters.

**Xth innings - Home total fours**

Predict whether home total fours at Xth innings is over/under a given line.

**Xth innings - Away total fours**

Predict whether away total fours at Xth innings is over/under a given line.

**Xth innings - Home total sixes**

Predict whether home total sixes at Xth innings is over/under a given line.

**Xth innings - Away total sixes**

Predict whether away total sixes at Xth innings is over/under a given line.

**Xth innings - player to score x**

Predict whether a player will score up to x runs. Possible options: \*Yes (player will score no less than x runs) \*No (player will score less than x runs)

**Xth innings overs 0 to x - Home total dismissals**

Predict whether home total dismissals at Xth innings overs 0 to x is over/under a given line.

**Xth innings overs 0 to x - Away total dismissals**

Predict whether away total dismissals at Xth innings overs 0 to x is over/under a given line.

**Xth day session x - total**

Predict whether total runs on Xth day session x is over/under a given line.

**Xth innings - Home total extras**

Predict whether home total extras at Xth innings is over/under a given line. 'Extras' are runs which are not scored by the batters (including no-balls, wides, byes and leg-byes).

**Xth innings - Away total extras**

Predict whether away total extras at Xth innings is over/under a given line. 'Extras' are runs which are not scored by the batters (including no-balls, wides, byes and leg-byes).

**Xth innings - Home total run outs**

Predict whether home total run outs at Xth innings is over/under a given line.

**Xth innings - Away total run outs**

Predict whether away total run outs at Xth innings is over/under a given line.

**Xth innings - Home total in the highest scoring over**

Predict whether home total runs in the highest scoring over at Xth innings is over/under a given line.

**Xth innings - Away total in the highest scoring over**

Predict whether away total runs in the highest scoring over at Xth innings is over/under a given line.

**Xth innings - Home exact runs**

Predict home exact runs at Xth innings. Possible options: \*below x \*x \*x+1 \*x+2 \*x+3 \*x+4 \*more than x+4

**Xth innings - Away exact runs**

Predict away exact runs at Xth innings. Possible options: \*below x \*x \*x+1 \*x+2 \*x+3 \*x+4 \*more than x+4

**Xth innings - Home top batter**

Predict home top batter at Xth innings.

**Xth innings - Away top batter**

Predict away top batter at Xth innings.

**Xth innings - Home top bowler**

Predict home top bowler at Xth innings.

**Xth innings - Away top bowler**

Predict away top bowler at Xth innings.

**Xth innings - Home last player standing**

Predict which home batter survives the last ball at Xth innings. Please note: If the innings is finished with less than 10 dismissals for home team, the "last man standing" will be the batter who faced the last delivery.

**Xth innings - Away last player standing**

Predict which away batter survives the last ball at Xth innings. Please note: If the innings is finished with less than 10 dismissals for away team, the "last man standing" will be the batter who faced the last delivery.

**Most extras**

Predict which team scores the most extras at full time. "Extras" are runs which are not scored by the batters (including no-balls, wides, byes and leg-byes).

**Most run outs**

Predict which team scores more run outs at full time. Possible options: \*Home \*Draw \*Away

**Total in the highest scoring over**

Predict whether total score at the highest scoring over is over/under a given line.

**Top batter**

Predict who is the top batter at full time.

**Top bowler**

Predict who is the top bowler at full time.

**Player of the match**

Predict who is the player of the match.

**head2head (1x2)**

Predict who scores more player performance points between player 1 and player 2. Player performance is a score calculated over both the batting and bowling innings for a player, depending on all aspects of the game. A player scores 1 point for each run he scores, 20 for a wicket, 10 for a catch, and 25 for a stumping.

**Bowler head2head (1x2)**

Predict who scores more player performance points between player 1 and player 2. Player performance is a score calculated over both the batting and bowling innings for a player, depending on all aspects of the game. A player scores 1 point for each run he scores, 20 for a wicket, 10 for a catch, and 25 for a stumping.

**All-rounder head2head (1x2)**

Predict who scores more player performance points between player 1 and player 2. Player performance is a score calculated over both the batting and bowling innings for a player, depending on all aspects of the game. A player scores 1 point for each run he scores, 20 for a wicket, 10 for a catch, and 25 for a stumping.

**Keeper head2head (1x2)**

Predict who scores more player performance points between player 1 and player 2. Player performance is a score calculated over both the batting and bowling innings for a player, depending on all aspects of the game. A player scores 1 point for each run he scores, 20 for a wicket, 10 for a catch, and 25 for a stumping.

**Xth innings - Home odd/even**

Predict whether home total runs at Xth innings is odd/even.

**Xth innings - Away odd/even**

Predict whether away total runs at Xth innings is odd/even.

**Xth innings - Home to finish with a boundary**

Predict whether home finish Xth innings with a boundary.

**Xth innings - Away to finish with a boundary**

Predict whether away finish Xth innings with a boundary.

**Which team wins the coin toss**

Predict which team wins the coin toss.

**Total ducks**

Predict whether the total number of ducks is over/under a given line. The market is referring to the amount of players, who score 0 runs in their innings.

**Total wides**

Predict whether total number of wides is over/under a given line.

**Total dismissals**

Predict whether runs at Total dismissals is over/under a given line.

**Team with top batter**

Predict which team the top batter belong to.

**Team with top bowler**

Predict which team the top bowler belong to.

**Xth innings - any player to score x**

Predict whether there is a player scoring up to x at Xth innings.

**Any player to score x**

Predict whether there is a player scoring up to x at full time.

**Top batter total**

Predict whether total runs scored by top batter is over/under a given line.

**Rabbit total**

Predict whether the number of runs scored by 11th batter in the combined innings is over/under a given line.

**Xth innings - Home total wides**

Predict whether home total wides at Xth innings is over/under a given line.

**Xth innings - Away total wides**

Predict whether away total wides at Xth innings is over/under a given line.

**Xth innings - Home total ducks**

Predict whether home total number of players who score 0 runs at Xth innings is over/under a given line. The market is referring to the amount of players, who score 0 runs in their innings.

**Xth innings - Away total ducks**

Predict whether away total number of players who score 0 runs at Xth innings is over/under a given line. The market is referring to the amount of players, who score 0 runs in their innings.

**Player total dismissals**

Predict whether Player total dismissals is over/under a given line.

**Player total player performance**

Predict whether total player performance is over/under a given line. Player performance is a score calculated over both the batting and bowling innings for a player, depending on all aspects of the game. A player scores 1 point for each run he scores, 20 for a wicket, 10 for a catch, and 25 for a stumping. Which team wins the coin toss and the match Predict which team wins both the coin toss and the match. Possible options: \*home team \*neither \*away team

**Xth innings - 1x2**

Predict the 1X2 result of Xth innings. This market is offered only for Test matches and First-Class matches.

**Most keeper catches**

Predict which team have the most keeper catches. Possible options: \*home \*draw \*away

**Most catches**

Predict which team have the most catches. Possible options: \*home \*draw \*away

**Most stumpings**

Predict which team have the most stumpings. Possible options: \*home \*draw \*away

**Batter head2head (handicap)**

Predict who scores more player performance points between player 1 and player 2 while take handicap into consideration. Player performance is a score calculated over both the batting and bowling innings for a player, depending on all aspects of the game. A player scores 1 point for each run he scores, 20 for a wicket, 10 for a catch, and 25 for a stumping.

**Xth innings - xth dismissal method (extended)**

Predict the method of xth dismissal at Xth innings. Possible options: \*fielder catch \*bowled \*Keeper catch \*lbw \*run out \*stumped \*other

**Xth innings - Home xth dismissal method (extended)**

Predict the method of home xth dismissal at Xth innings. Possible options: \*fielder catch \*bowled \*Keeper catch \*lbw \*run out \*stumped \*other

**Xth innings - Away xth dismissal method (extended)**

Predict the method of away xth dismissal at Xth innings. Possible options: \*fielder catch \*bowled \*Keeper catch \*lbw \*run out \*stumped \*other

**Handball****1X2**

What will the result be at full time.

**1st half-1X2**

What will the result be at first half time.

**Total goals**

Predict whether the total number of goal at full time is over /under a given line.

**Home total goals**

Predict whether the total number of goals scored by competitor 1 at full time is over /under a given line.

**Away total goals**

Predict whether the total number of goals scored by competitor 2 at full time is over /under a given line.

**Handicap**

You have to predict the final result of the match while taking in consideration the handicap in brackets. For example (0:1.5) indicates that the AWAY team has 1.5 goal advantage, as for (1.5:0) indicates that the HOME team has 1.5 goal advantage.

**Odd/Even**

Predict whether the total number of goals in the match would be odd (1,3,5,7,9...) or even (0,2,4,6,8...).

**1st-odd/even**

Predict whether the total number of goals at 1st half time would be odd (1,3,5,7,9...) or even (0,2,4,6,8...).

**Double chance**

A double chance bet allows you to cover two of the three possible outcomes in the match with one bet. Possible options: \*1 or X(competitor 1 wins or draw) \*1 or 2 (competitor 1 wins or competitor 2 wins) \* 2 or draw ( competitor 2 wins or draw).

#### **Draw no bet**

Predict the match result at full time. If the teams draw, the selection will be voided. Possible options: \*competitor 1 wins \*competitor 2 wins

#### **Halftime/fulltime**

Predict the result of a match both at the 1st half time and full time. Possible options: \*competitor 1/competitor 1 \*competitor 1/draw \*competitor 1/competitor 2 \*draw/competitor 1 \*draw/draw \*draw/competitor 2 \*competitor 2/competitor 1 \*competitor 2/draw \*competitor 2/competitor 2.

#### **Highest score half**

Predict which half of the match will provide the highest number of goals. If both halves have same number of goals, the result will be equal.

#### **Home highest score half**

Predict at which half of the match competitor 1 will provide the highest number of goals. If both halves have same number of goals, the result will be equal. Away highest score half Predict at which half of the match competitor 2 will provide the highest number of goals. If both halves have same number of goals, the result will be equal.

#### **Xth goal**

Predict which team will score the Xth goal.

#### **Winner inc over time & penalty**

Predict which team will be the winner (including overtime and penalty)

#### **Goal range**

Predict the goal range of the match at full time.

#### **Ice Hockey**

##### **1x2**

What will the result be at full time

##### **Xth period 1X2**

Predict the 1X2 result of Xth period.

##### **Total goals**

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

##### **Xth period total goals**

Predict whether the total number of goal scored at Xth period is over /under a given line.

##### **Handicap**

You have to predict the final result of the match while taking in consideration the handicap in brackets. For example (0:1.5) indicates that the AWAY team has 1.5 goal advantage, as for (1.5:0) indicates that the HOME team has 1.5 goal advantage.

##### **Double chance**

A double chance bet allows you to cover two of the three Possible outcomes in the match with one bet. Possible options: \*1 or X(competitor 1 wins or draw) \*1 or 2 (competitor 1 wins or competitor 2 wins) \* 2 or draw ( competitor 2 wins or draw)

##### **Draw no bet**

Predict the match result at full time. If the teams draw, the selection will be voided. Possible options: \*competitor 1 wins \*competitor 2 wins

**Odd/Even**

Predict whether the total number of goals in the match would be odd (1,3,5,7,9...) or even (0,2,4,6,8...).

**Highest score period**

Predict which period of the match will provide the most score. Possible options: \*1st \*2nd \*3rd \*equal

**Xth goal**

Predict which team will score the Xth goal.

**Xth period Xth goal**

Predict which team will score the Xth goal at Xth period time.

**Xth period odd/even**

Predict whether the total number of goals at Xth period would be odd (1,3,5,7,9...) or even (0,2,4,6,8...).

**Volleyball****Winner**

Predict which team will win at full time.

**Correct set score**

Predict the correct set score at full time.

**Total points**

Predict whether the total number of points scored at full time is over /under a given line.

**Exact set**

Predict the exact number of set at full time.

**Xth set winner**

Predict which team will win at Xth set.

**Xth set total points**

Predict whether the total number of point scored at Xth set is over /under a given line.

**Xth set odd/even**

Predict whether the total number of point at Xth set would be odd (1,3,5,7,9...) or even (0,2,4,6,8...).

**Xth set xth point**

Predict which team will score the Xth point at Xth set time.

**X-set race to x points**

Predict which team will race to a given line of points at Xth set.

**Darts****1X2**

Predict the result at full time.

**Winner**

Predict which person/team will be the winner.

**Xth set winner**

Predict which person/team will be the winner at Xth set.

**Total sets**

Predict whether the total number of sets is over/under a given line.

**Odd/even sets**

Predict whether the total number of sets would be odd (1,3,5,7,9...) or even (0,2,4,6,8...).

**Xth set-which player wins the rest**

Predict which player will win the rest of Xth set.