BetOnRed

Sports line and betting rules

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Sports: line, markets and bet acceptance

Parameter	Meaning
Sport	Football; the confirmed scenario BR-CB-01 consists of four matches MLS, Premier League and Serie A. eSoccer, SRL and virtual matches are run as separate formats.
League	For the featured match Orlando City SC — FC Cincinnati, MLS was used. The second outcome is also MLS, the third is Premier League, and the fourth is Serie A.
Event	Orlando City SC — FC Cincinnati, 20.11.2026 at 00:30 UTC according to the schedule from the 19.11.2026 snapshot. This is the start time of the match.
Format	Prematch, a decimal-format offering from the archive showcase; the monetary scenario in EUR is tied to the bookmaker configuration RO/EUR.
Market	1X2, home win in the reference match. Totals, handicaps and advancement to the next round have separate rules.
Period	The entire match, regular time including added time; each half in a separate market is settled independently.
Line	P1 (Orlando City SC), three-way line 1X2. This selection has no other numerical thresholds.
Displayed odds	In the published snapshot for P1 Orlando City SC is shown 2,40; full row 2,40 / 3,85 / 2,60.
Accepted coefficient	In BR-CB-01, the confirmed acceptance scenario preserves 2,40 for the reference selection. The calculation uses the price from the confirmed coupon record, provided it is accepted.
Bet amount	11,00 EUR — the verified risk of the entire accumulator BR-CB-01; bets on individual legs are not charged additionally.
Sending status	Scenario BR-CB-01 — submission of a request, then explicit confirmation of acceptance in the betslip and recording in My Bets according to Betting Terms §§3.4, 4.2.
Confirmation time	Confirmed scenario BR-CB-01: 19.11.2026, 12:00:00 UTC sending, 12:00:04 UTC confirmation. Interval 4 s; the live scoreboard is not included in the interval.
Price change rule	In the confirmed scenario BR-CB-01, automatic acceptance of the changed price is disabled. Upon revaluation, the new quote must be explicitly accepted; if declined, the amount to be settled equals 0 EUR.
Calculation result	If all four selections won, the regular gross calculation BR-CB-01 gives 94,13 EUR. The formal threshold §8.2.5 leaves a surcharge of 0,00 EUR. Subject to eligibility under the interface setting ≥1,30, a separate additional payment 3,77 EUR gives a total of 97,90 EUR with separate rounding. Losing any part gives 0 EUR, all else being equal.
Line break rule	Betting Terms §5.5: a match that has started and then been interrupted, not completed within 48 hours of the official start, is usually void. Individual sport rules, closed periods and predetermined outcomes may take precedence.
Extra time	Football market 1X2 BR-CB-01 takes into account regulation and added time; extra time and penalties belong to a separate condition. In the basketball Winner (incl. overtime), overtime is included in the explicit market.
Objection deadline	72 h after market settlement under Betting Terms §5.18; grounds for adjustment — human, system, or result-source errors.

Parameter	Meaning
ID sports promo coupon	BR-CB-01 — a verified pre-match accumulator. The related application BR-SUP-01 belongs to the confirmed branch of the global Combo Boost ≥1,30 setting, saved with the period 12.02.2025 00:00 — 19.10.2028 09:12 UTC. The formal Betting Terms §8.2.5 specify ≥1,50.
Coupon bonus condition	Four selections on 2,40 / 1,90 / 1,39 / 1,35, total stake 11,00 EUR. In the confirmed scenario, all four won. Under the interface threshold ≥1,30, all four count and yield ×1,04. Under formal §8.2.5, two selections are below 1,50 and the required number of components for an upgrade is not reached.
Expected coupon accrual	The formal conditions give 94,13 EUR of the standard calculation and 0,00 EUR of the surcharge. Additional 3,77 EUR arise only in the confirmed interface-threshold branch, 11,00 × 8,55684 × 0,04 = 3,7650096 EUR before rounding.
Initial coupon accrual	BR-CB-01 begins with a regular credit of 94,13 EUR and a Boost line 0,00 EUR. For the formal threshold, this is the final calculation. In the confirmed branch of the interface, the next stage is verification of the bonus.
Reason for coupon failure	In the confirmed interface branch, four outcomes are counted with a product of 8,55684, while the Combo Boost line remained zero. Under the formal threshold §8.2.5, this calculation is correct, since only two selections counted for the promo.
Final coupon adjustment	In the confirmed interface branch, BR-SUP-01 reflects 3,77 EUR of the top-up and the balance growth from 183,13 to 186,90 EUR. In the formal threshold branch, no adjustment is credited; the balance is 183,13 EUR.

Odds, price comparison and accumulator

Parameter	Meaning
The same meeting	Orlando City SC — FC Cincinnati, MLS, start 20.11.2026 00:30 UTC; comparison within the same slice across all outcomes.
Identical market	Pre-match 1X2 of the full match; prices for advancing to the next round, the total, and the half are considered as other markets.
Identical calculation rules	Home win, draw, away win after regulation time including stoppage time. Overtime and post-match penalties do not change the 1X2 of this market.
Line snapshot time	Sports Overview snapshot for 19.11.2026; all three prices are taken from the same row. The match start time is 20.11.2026 00:30 UTC.
All mutually exclusive outcomes	W1, X, W2 — three mutually exclusive and exhaustive outcomes of 1X2 a full match.
Odds for each outcome	Orlando City SC 2,40; draw 3,85; FC Cincinnati 2,60. Units are decimal odds.
Implied probability	100/2,40 = 41,6667%; 100/3,85 = 25,9740%; 100/2,60 = 38,4615%. These are the implied probability percentages for the odds.
Overround	Implied probability total 106,1022%; overround 6,1022%. The denominators are the full set of a single market 1X2.
Number of express selections	Four choices before void, three after excluding one. For Combo Boost, by the formal threshold ≥1,50, two pass before void; in the confirmed interface branch, ≥1,30, four pass.
Coefficient of each part	P1 Orlando City SC 2,40; P1 Seattle Sounders 1,90; P1 Manchester City 1,39; P1 Lazio Rome 1,35.
Initial overall coefficient	2,40 × 1,90 × 1,39 × 1,35 = 8,55684. With admission via the confirmed interface branch with four selections, the total odds after ×1,04 equal 8,8991136.
Raise base	For the confirmed scenario, a markup to the full decimal odds was used. The Hot Combos snapshot separately shows the sequence 11,868 → 13,649 at ×1,15.
Increase percentage	According to the confirmed global setting, four qualifying selections give 4% of the full odds. Under the formal threshold ≥1,50, this set does not receive the bonus. The visible ×1,15 card refers to a separate Hot Combo.
Void outcome	With void Orlando City — FC Cincinnati, its multiplier is 1,00. 1,90 × 1,39 × 1,35 = 3,56535. There is no boost in either branch of the conditions. If the three remaining selections win, 11,00 × 3,56535 give 39,22 EUR.
Full cashout	According to §4.4.12, when a proposal is fully accepted, the previous obligation is closed. In a separate confirmed scenario BR-CO-01, full closure gives 25,50 EUR to the internal sports balance.
Partial cashout	Partial Cash Out is considered separately if such an offer is available. Confirmed BR-CO-02: half of the position was closed for 12,75 EUR, 10,00 EUR of the original risk 20,00 EUR remain in the calculation.
ID cashout operations	BR-CO-01 — full Cash Out; BR-CO-02 — confirmed partial-close branch. Both differ from the BR-CB-01 calculation and the external withdrawal request.
Displayed cashout amount	If the offer BR-CO-01 appears: 25,50 EUR on the screen 20.11.2026, 00:47:10 UTC.

Parameter	Meaning
Accepted cashout amount	When accepting BR-CO-01 in 00:47:14 UTC at the same price, 25,50 EUR are credited, 100% of a separate position is closed at a stake of 20,00 EUR. With an initial wallet of 100,00 EUR, the total is 105,50 EUR.
Regular rate calculation result	Separate BR-SP-01: 11,00 EUR for 2,40 with a confirmed win of P1 gives gross 26,40 EUR, net +15,40 EUR, balance 115,40 EUR with initial 100,00 EUR.

Bookmaker line, bet slip calculation and handling

From a single Sports Overview snapshot from 19.11.2026, the Orlando City SC — FC Cincinnati event, start date 20.11.2026 00:30 UTC, and all three decimal market prices 1X2 were taken. Each outcome stores its own odds.

Outcome	Coefficient	100 / coefficient
Orlando City SC	2,40	41,6667%
Draw	3,85	25,9740%
FC Cincinnati	2,60	38,4615%

The 106,1022% sum yields an overround of 6,1022%. This is a calculation of a property of the price series. A separate snapshot NBA includes overtime in Winner (incl. overtime), whereas Football 1X2 refers to regulation time with added time. Live scoreboard readings under §5.2 Betting Terms are informational; the betslip/My Bets record is used to confirm bet acceptance. In the general rule of §5.5, the threshold for an unfinished interrupted event is 48 h after the official start, with stipulated exceptions. Under §5.18, the objection window for settlement is 72 h from the moment the market is settled.

BR-CB-01. If the four listed selections are taken as 11,00 EUR and win, the regular payout is 94,13 EUR. In the formal Betting Terms §8.2.5, the threshold 1,50 excludes 1,39 and 1,35 from qualification and gives 0,00 EUR of the surcharge. In a separate confirmed branch of the global interface setting ≥1,30, all four prices are counted and the total calculation reaches 97,90 EUR with two rounded entries. The selected outcomes and events are taken from a single line review; the winning result of all four is the condition for the calculation.

Selection 1X2	Meeting	Start of UTC by snapshot	Price
P1	Orlando City SC — FC Cincinnati	20.11.2026 00:30	2,40
P1	Seattle Sounders — Real Salt Lake	20.11.2026 03:00	1,90
P1	Manchester City — Fulham FC	21.11.2026 12:30	1,39
P1	Lazio Rome — US Lecce	21.11.2026 14:00	1,35

- Base coefficient 8,55684; the global interface setting branch applies ×1,04 to the entire coefficient. The resulting price is 8,8991136, the gross payout before rounding is 97,8902496 EUR. An independent calculation of the surcharge gives 3,7650096 EUR, while the regular payout gives 94,12524 EUR. Rounding the two carried-out amounts to the euro cent yields 94,13 EUR and 3,77 EUR, totaling 97,90 EUR. With a single rounding of the total payout, the result is 97,89 EUR. BR-CB-01 uses separate entries because it treats the correction as occurring after the base calculation has already been carried out.
- With void Orlando City SC, the multiplier for this part equals 1,00. Three events remain at odds 3,56535 without Combo Boost. If all three were selected correctly, the settlement would have been 39,22 EUR on the original stake 11,00 EUR.
- The global configuration shows ×1,04 for four events from 1,30. At the formal threshold §8.2.5 from 1,50, the bonus for this set is 0,00 EUR. A separate visible Hot Combos card shows the outcomes 1,85 / 1,99 / 1,62 / 1,99

and the total price 11,868 → 13,649 with a displayed ×1,15. The card and the global table are reproduced each in its own area. Early Payout is specified in the general rules §4.4.14; in configuration RO/EUR the flag is off.

- A single BR-SP-01 with 11,00 EUR at odds 2,40 and a confirmed win of P1 yields a gross payout of 26,40 EUR and a change in own funds of +15,40 EUR. With an initial balance of 100,00 EUR, the result is 115,40 EUR.

Betting Terms and Definitions — full sports betting regulations

Operator-published materials: the full available text of the thematic block as observed in the saved English-language version 19.11.2026; the operator's terms are confirmed and approved in the expert database. Links to the operator's site are excluded; their subject is preserved.

BETTING TERMS AND DEFINITIONS

I. General Rules

1. Introduction

1.1. These Betting Rules govern the use of the Sportsbook. The End Player agrees that he has read, understood, and will be adhering to these Betting Rules at any time applicable to the Sportsbook platform. The Betting Rules consist of the following sections:

1.1.1. General rules;

1.1.2. Sports related rules;

1.1.3. eSports-related rules;

1.1.4. Virtual sports-related rules;

1.1.5. Betby eSports-related rules.

1.2. The use of the Sportsbook is at all times subject to the regulations imposed by the law applicable to the operations of the Operator and authority supervising the operations of the Operator and or the Sportsbook.

1.3. The Sportsbook reserves the right to make changes to the site, betting limits, payout limits, and offerings without prior notice.

1.4. These Betting rules may be updated, amended, edited, and supplemented at any time without prior notice.

1.5. Any reference in these Betting Rules to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

The purpose of these Betting rules is processing and redemption, if any, of the bets fairly, honestly, and in accordance with these terms.

2. Definitions

2.1. Sportsbook– an online platform and all connected to such platform (including but not limited to source code, object code, technologies, software and tools, executable applications, libraries, subroutines, widgets, plugins, and other material needed among others) for the provision of Sportsbook services.

2.2. End Player - an individual who uses services of the Sportsbook via Website and who has agreed to the Betting Rules.

2.3. Bet – risk-based agreement concluded between the End Player and the Operator on the outcome of an Event, market, or set of the mentioned which involves placement by the End Player of a Stake, the Bet resulting in a

Winning based on the Odds or a loss of the Stake, the Operator's decision being subject to the Sportsbook and these Betting Rules. Bets are made on terms previously proposed by the Sportsbook.

2.4. Stake - the amount of money transferred by the End Player to the Operator via the Sportsbook platform and which is the main condition for participation in a Bet in accordance with these Rules.

2.5. The outcome - the result of an event or a market on which the Stake was placed by the End Player via Sportsbook.

2.6. Market – an in-play event on which an End Player may place a Stake via Sportsbook.

2.7. Event – a sports, eSports, virtual sports, political, entertainment, or other event taking place in a real time on which the Operator is offering Odds via the Sportsbook.

2.8. Odds — the coefficient as determined by the Sportsbook for the outcome of an Event expressed in a numeric value.

2.9. Winnings – amount of money won by the End Player as a result of a Bet in case the End Player predicted the outcome of an Event or Market correctly.

2.10. Operator - legal entity engaged in B2C (business to End Player) betting activities in accordance with the licensing and legislative requirements of the country of operation and providing betting services via its operated Website.

3. General rules

3.1. No one being under the age or under minimal gambling age limit according to the applicable law in the country of End Player is permitted to use services of the Sportsbook and respectively to open an End Player account and place a Stake on a Bet.

3.2. In the event of a discrepancy between the English language version of these Betting rules and any other language version, the English language version will prevail.

3.3. Once a Bet is accepted by the Sportsbook, it cannot be reversed. The Sportsbook shall not be responsible for any missing or duplicate Stakes made by an End Player. The Sportsbook platform will not review any requests for alteration of Stakes accepted and Bets placed for the reason that either a Bet is missing or duplicated.

3.4. All transactions of an End Player may be reviewed in the "My Bets" Player interface of the respective End Player of the Sportsbook to make sure that all requested Bets were accepted.

3.5. Statistical data or editorial texts published on the Sportsbook are for information and entertainment purposes only, and not for decision making. There are no warranties for the correctness of such information or data. The Sportsbook shall not acknowledge or accept any liability whatsoever regarding any decisions taken by an End Player. At all times, it is the End Player's responsibility to be aware about circumstances relating to an Event or Market.

3.6. It is forbidden to use any automated systems (any kind of scanners, robots, etc.) on the Sportsbook. The Sportsbook reserves the right to cancel any Bet which is made using automated systems of any kind.

3.7. It is forbidden to use multiple or third party accounts for the purpose of use of services offered on the Sportsbook. Bets made in contrary to the terms of this clause shall be void.

3.8. Offering of the Events and Markets available on the Sportsbook may change from jurisdiction to jurisdiction, as offering of the Sportsbook at all times is subject to applicable law.

3.9. The Sportsbook uses only reputable and legitimate data source(s) for determination of the outcome of a bet. Unless the data sources are not expressly disclosed in these betting rules, the data source(s) may be disclosed to an End Player upon request.

3.10. In case of any contradictions: Market Rules take precedence over Sport Rules. Sport Rules take precedence over General Rules. In case there are no specific Market Rules or Sport Rules, General Rules apply.

3.11. An "X" included in a description of an odds or a market of these terms shall be understood as a number defined in the Sportsbook offering.

4. Placing a Stake/making a Bet

4.1. All Stakes placed by an End Player and all Bets accepted by the Sportsbook are subject to these Betting Rules, as well as to applicable law.

4.2. For any Bet to be valid, it needs to be expressly confirmed as accepted with a respective statement in the betslip.

4.3. It shall at all times remain the exclusive discretion of the Sportsbook whether or not to accept any Bet.

4.4. Bet types:

4.4.1. Single (Ordinary) – a Bet on a separate outcome of an Event. Single Bet payout shall be equal to the amount of the stake times odds.

4.4.2. Combo – a Bet on several independent outcomes of Events. To win such a Bet, it is necessary that every outcome of every Event included in this Bet is predicted correctly. Incorrect prediction of any Event included in the Combo results in losing the Combo in its entirety. Combo winning is equal to the amount of the stake times total odds of the Combo.

4.4.3. System - a set of Combos which is a complete search variants of combos of the same size from a fixed set of outcomes. It is characterised by the same stake for each express (option system) and the same number of outcomes in each express. Betting the system must specify the total number of outcomes and number of combos (system option). System winning is equal to the amount of the stake times total odds of the System.

4.4.4. A 'Trixie' is a combination of Bets which includes one treble and three doubles from a selection of three Events. For the avoidance of doubt in this clause and in these Betting rules, a treble means a Combo which consists of 3 (three) Events/markets and a double means a Combo which consists of 2 (two) Events/markets. Trixie winning is equal to the amount of the stake times total odds of the Trixie.

4.4.5. A 'Patent' is a combination of Bets, which includes one treble, three doubles, and three singles from a selection of three matches. Patent winning is equal to the amount of the stake times total odds of the Patent.

4.4.6. A 'Yankee' is a combination of Bets, which includes one fourfold, four trebles, and six doubles from a selection of four matches. For the avoidance of doubt in this clause and in these Betting rules, a fourfold means a Combo which consists of 4 (four) Events/markets. Yankee winning is equal to the amount of the stake times total odds of the Yankee.

4.4.7. A 'Canadian' (also known as 'Super Yankee') is a combination of Bets which includes one fivefold, five fourfolds, ten trebles, and ten doubles from a selection of five matches. For the avoidance of doubt in this clause and these Betting rules, fivefold means a Combo which consists of 5 (five) Events/markets. Canadian winning is equal to the amount of the stake times total odds of the Canadian.

4.4.8. A 'Heinz' is a combination of Bets, which includes one sixfold, six fivefolds, fifteen fourfolds, twenty trebles, and fifteen doubles from a selection of six matches. For the avoidance of doubt in this clause and these Betting rules, sixfold means a Combo which consists of 6 (six) Events/markets. Heinz winning is equal to the amount of the stake times total odds of the Heinz.

4.4.9. A 'Super Heinz' is a combination of Bets which includes one sevenfold, seven sixfolds, twenty-one fivefolds, thirty-five fourfolds, thirty-five trebles, and twenty-one doubles from a selection of seven matches. For the avoidance of doubt in this clause and these Betting rules, sevenfold means a Combo which consists of 7 (seven) Events/markets. Super Heinz winning is equal to the amount of the stake times total odds of the Super Heinz.

4.4.10. A 'Goliath' is a combination of Bets which includes one eightfold, eight sevenfolds, twenty-eight sixfolds, fifty-six fivefolds, seventy fourfolds, fifty-six trebles, and twenty-eight doubles from a selection of eight matches. For the avoidance of doubt in this clause and these Betting rules, eightfold means a Combo which consists of 8 (eight) Events/markets. Goliath winning is equal to the amount of the stake times total odds of the Goliath.

4.4.11. If odds consider more than 2 digits after decimal point, the payout will be rounded for second digit after decimal point.

4.4.12. "Cash out" is an individual offer initiated by the Sportsbook, addressed to an End Player, aimed at changing one or several essential betting conditions (coefficient, event calculation time, etc.) in order to fix a new Bet and terminate the previous Bet at any current time (further - Cash out). The offer to redeem a Bet can be both accepted and rejected by the End Player. By selecting "Cash out", the End Player confirms his acceptance of the new essential conditions of the Bet. Cash out rates can be offered for both pre-match and for live betting. The Sportsbook reserves the right to change the offer to repurchase the Bet over time, or not to form a Bet to repurchase the bet without giving a reason.

4.4.13. "Bet Builder" a Bet on multiple Markets of the same Event, such as total, 1x2, team stats, player props, and other markets marked with a Bet Builder Tab. To win such a Bet, it is necessary that every outcome of every Market included in this Bet is predicted correctly. Incorrect prediction of any Market included in the Bet Builder Bet results in losing the Bet Builder Bet in its entirety. Bet Builder Bet winning is equal to the amount of the stake times total odds of the Bet Builder Bet. Bet Builder may be available in different sports which are marked with a special Bet Builder Tab in the Event.

Bet Builder Bets can also be included in a Combo/System consisting of other Bet Builder Bets or a combination of Bet Builder Bet and non-Bet Builder Bets.

Special terms of Bet Builder:

a) Bet Builder Bets may not be available for all sports and/or Events and/or Markets. Availability of Bet Builder Bets shall at all times remain at the Sportsbook's sole and exclusive discretion;

b) Availability of Bet Builder Bets is not guaranteed and the Sportsbook reserves the right to terminate availability of Bet Builder Bets for any reasons at sole discretion of the Sportsbook (e.g. technical issues; sportsbetting integrity etc.);

c) The Sportsbook reserves the right to amend, suspend, or remove the Bet Builder feature (or any part of it) at any time;

d) The Sportsbook reserves the right to reverse the settlement of a Bet Builder Bet if the Bet or a selection within the Bet is settled in error (terms of the Betting Rules related to errors apply).

e) The Sportsbook reserves the right to accept or void any Bet included in the Bet Builder Bet in accordance with the terms of the Betting Rules regarding voiding Bets. In case a Bet included in the Bet Builder Bet is voided, the remaining (non-voided) Bets included in the Bet Builder stand. In case of a void, Bet terms of the Betting Rules related to void Bets apply.

f) If one or more selections within a Bet Builder Bet is Void, the entire Bet Builder Bet will be Void once all selections within the Bet Builder Bet have completed, unless any of the selections within the Bet Builder Bet has Lost.

4.4.14. "Early Payout" is a feature that allows a bet to be settled as a winner early if a predefined condition is met within the selected event and market. Once the Early Payout condition is triggered, the bet is considered a winning bet regardless of the final result of the event. The availability of Early Payout, its terms, and the applicable markets are determined solely at the discretion of the Sportsbook and may vary by event and market.

Bets with the Early Payout feature can also be included in combo or system bets, consisting of other Early Payout bets or a combination of Early Payout and non-Early Payout bets. Early Payout may also be available for bets placed

using the Bet Builder feature.

Markets eligible for the Early Payout feature are marked with a special "Early Payout" tag. The specific settlement conditions for each market are shown in a tooltip accessible by clicking the "Early Payout" tag on the event page or in the "My Bets" section.

Special terms for the use of Early Payout: a) Early Payout is available only for specific events, markets, or types of bets at the sole discretion of the Sportsbook. The availability of Early Payout is always subject to the exclusive discretion of the Sportsbook;

b) The availability of Early Payout is not guaranteed. The Sportsbook reserves the right to remove Early Payout availability for any event, market, or bet at any time without prior notice (e.g., due to technical reasons, betting integrity, legal compliance, or other factors).

c) Early Payout may be available for single and multiple bets, i.e. combo or system bets, consisting of other Early Payout bets or a combination of Early Payout and non-Early Payout bets. Early Payout may also be available for bets placed using the Bet Builder feature. Early Payout will not be available for any bonus bets which are Freebets, comboboost,freemoney, Bet no risk;

d) Early Payout may also be available for markets included in a Bet Builder bet;

e) The Sportsbook reserves the right to modify, suspend, or completely remove the Early Payout feature (or any part of it) at any time without explanation;

f) In the event of an erroneous settlement of a bet via Early Payout due to technical or human error, the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement errors;

g) Settlement of a bet via Early Payout is final and will not be reversed, even if the event result changes after the Early Payout condition has been triggered;

h) The Sportsbook reserves the right to reject or void bets subject to Early Payout in accordance with the general Betting Rules regarding bet acceptance and voiding. If a bet with Early Payout is voided, the general Betting Rules regarding voided bets will apply.

4.5. Market types:

4.5.1. "Match" (1X2) allows to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team, or team listed to the left side of the offer; "X" = Draw, or the selection in the middle; "2" = Away team, or team listed to the right side of the offer.

4.5.2. "Correct Score" allows to bet on the (partial or definite) exact score of a match or Event.

4.5.3. "Over/Under" (Totals) allows to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences in the Bet be exactly equal to number of respective occurrences listed in the betting line, then all bets on this offer will be declared void. Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.

4.5.4. "Odd/Even" allows to bet on the (partial or definite) odd or even number of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.) in an Event. For the avoidance of doubt, an odd number shall be 1, 3, 5, etc., while even number shall be 0, 2, 4, etc.

4.5.5. A "Head-to-Head" and/or "Triple-Head" allows to bet on a competition between two or three participants/outcomes, originating from either an officially organised event, or else, as virtually defined by the Sportsbook.

4.5.6. "Half time/Full time" allows to bet on the result in the half time and the final outcome of the match. E.g., if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The Bet shall be void if the regular

time of the match is played in a different time format than those listed in the Bet (i.e. other than two halves).

4.5.7. "Period betting" allows (where possible) to bet on the outcome of each separate period within a match/Event.

4.5.8. "Draw No Bet" allows (where possible) to bet on either "1" or "2" as defined in 4.5.1. It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the specific match contain no winner (E.g. match ends as a draw), or the particular occurrence does not happen (e.g. Draw No Bet and match ends 0-0), the stake will be refunded.

4.5.9. "Handicap" allows (where possible) to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the application of the handicap line is exactly equal to the betting line, then all such bets on this offer will void. Example: a Bet on -3.0 goals will be declared void if the team chosen wins the match by exactly 3 goals difference (3-0, 4-1, 5-2, etc).

4.5.10."Asian Handicap": Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (i.e. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a "tie". Should the match produce any other outcome, including a Team A victory with only 1 goal of margin, the whole stake would be lost. Away team is given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.

4.5.11. "Double Chance" allows (where possible) to bet simultaneously on two (partial or definite) outcomes of an Event. The options are: 1X, 12 and X2 with "1", "X" and "2" as defined in 4.5.1.

4.5.12. "Outright" or "Place" allows to bet by choosing from a list of alternatives and place a stake on the eventuality that a participant of an Event wins or takes a place within an Event in a specified position in the classification of the listed Event.

4.5.13. Bets on "Quarter / Half / Period X" allow to bet to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the Event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer or as stipulated in the scoreboard or as stipulated in the standard terms of the respective type of the sport as determined by the governing body of respective sport (as applicable).

4.5.14. Bets on "Result at end of Quarter / Half / Period X" refer to the result of the match/event after termination of the stipulated timeframe and will take into account all other points/goals/events tallied from previous parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer or as stipulated in the scoreboard or as stipulated in the standard terms of the respective type of the sport as determined by the governing body of respective sport (as applicable).

4.5.15. Bets on "Race to X Points / Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction), it will not include any other points/goals/events tallied from other parts of the Event/match which are not related to the mentioned timeframe. Should the listed score not be reached within the stipulated timeframe (if any), all respective bets will voided, unless expressly stated otherwise in the offer.

4.5.16. Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated timeframe (if any), all respective bets will be voided, unless expressly stated otherwise in the offer.

4.5.17. Bets referring to the happening of a particular occurrence in a pre-defined time order, such as "First Card", or "Next Team to receive penalty minutes", will be voided should it not be possible, without any reasonable doubt, to

decide the winning outcome, for example, in case of players from different teams which are shown a card in the same interruption of play.

4.5.18. "Team to score first and win" refer to the listed team scoring the first goal in the match and winning the match. Should there be no goals in the match, all bets will be voided.

4.5.19. Any reference to "clean sheet" indicates that the listed team must not concede any goal during the match.

4.5.20. "Team to win from behind" refers to the listed team winning the match after having been at least 1 goal down at any point in the match.

4.5.21. Any reference for a team to win all halves/periods (e.g. Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.

4.5.22. Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.

4.5.23. Settlement of bets on offers such as "Man of the Match", "Most Valuable Player", etc. will be based on the Event's organiser's decision, unless expressly stated otherwise in the offer.

5. Events and Resulting

5.1. The dates and times of the Events posted in the Sportsbook are purely of informational character. Neither the Sportsbook nor the Operator guarantees accuracy of such information. An incorrectly posted time and/or date of an Event is not the reason for voiding bets unless expressly provided otherwise in these Betting rules.

5.2. The Sportsbook platform may display live scores for informational purposes; however, the accuracy of such information is not guaranteed and may not be used for the purposes of settlement of Bets.

5.3. The Bets on an Event (including all Markets within such an Event) shall be settled after the respective Event has completed and the official result has been announced.

5.4. The result of an Event will be determined on the date of the Event's conclusion, unless the official result is provided later. The result of an Event will be the final determination by the Event's governing body on the date of the Event's completion, except where expressly stated otherwise in these Betting rules. In the case if any Event is provided outside of official competitions, then bets shall be settled using the information provided by the Event organizer.

5.5. If an Event has started but is interrupted, postponed or suspended, and is not completed within 48 hours of its official start time, all Bets placed on the respective Event shall be voided, with the exception of:

- Settled Periods: Bets on markets relating to periods, sets, rounds, or segments of the Event that have been completed and officially settled prior to the interruption or suspension (e.g., 1st Half in football).
- Decided Outcomes: Markets where the result is already determined by the official score at the time of interruption or suspension (e.g., "Total Over 2.5" if 3 goals were already scored).
- Long-duration Events: Events which, under their official format, normally extend beyond 30 hours (e.g., golf tournaments).
- Sport-Specific Exceptions: Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective rules.

5.6. The resulting and/or settlement of an Event suspended after the start of the Event will be made according to the rules specified for that particular type of sport below. If nothing in the sport's rules apply, the clause 5.5. of the General Rules apply.

5.7. For the purposes of Bet settlement, no protested or overturned decisions changing the end result of any Event/market shall be recognised.

5.8. Bets are placed on the outcome of an Event/Market, regardless of the score at the time the Bet was placed. For example, any incorrect scores displayed outside of soccer goals and red cards are not grounds for bets to be voided.

5.9. Bets on a specific period count only the scoring in that period, and are unaffected by what happens in any prior or a subsequent period(s).

5.10. If an odds on "Draw" market is offered along with Winner markets for an Event, and the draw happens, the Bets on Winner markets for each team lose. If a draw is not offered and a draw happens, then bets on Winner markets of both teams are void, unless expressly provided otherwise in sport-specific rules.

5.11. If any Event involving a forfeit, walkover, or any other situation where the Event is considered complete without having been played, all Bets will be void, regardless of how the governing body of its league/sport scores it.

5.12. Misspellings, typographical errors, teams changing names, and incorrect leagues shall not be a reason for a Bet to be void, as long as it is clear, judged to be reasonable, and based on the context what the intended Event was.

5.13. If an Event takes place with an incorrect number sections of an Event (e.g. periods, sets, etc.) or with non-standard duration of the respective Event without it being indicated, all Bets on such an Event shall be void.

5.14. For the market "Aggregate Home/Away score of a league on a day (or week in the case of American football)", if all Events on that day/week in that league are not played to completion, all Bets on the market are void.

5.15. For the market "Multi-way betting", Bets shall always have action unless a stipulation is added to the respective market that a certain competitor must start for action of the Bet. If such a stipulation is included, then all Bets on all competitors will be void if the stipulated competitor does not start in that specific event.

5.16. All winning bets on "Multi way" markets are paid out at full odds, regardless of the number of winners.

5.17. If a market is offered with "The Field" as a betting option, named teams or competitors must beat every other competitor for a bet on that competitor to win. If a listed competitor ties for a win, Bets on the tied competitors will be void, and all other Bets will be lost.

5.18. All settled markets are final after 72 hours and no queries will be accepted after that period of time. Within 72 hours after markets are settled, Sportsbook will only reset or correct the results due to human error, system error, or mistakes made by the referring results source.

5.19. Outright bets are considered all in run and will be settled as a loss if the selection does not take part in the Event, unless otherwise stated. Dead heat rules apply where there is more than one winner. Stakes are first divided by the number of selections who tied and then this portion of the stakes is settled as a win and the rest settled as a lost.

5.20. If one of the competitors of an Event did not start, the Sportsbook shall cancel this head to head market.

5.21. In racing sports, unless otherwise expressly provided in respective sport rules, if both competitors of an Event did not finish, the winner of the Event will be the competitor who has more laps. If both competitors are out in the same lap, the Sportsbook shall cancel this head to head market.

5.22. If competitors are in the same position, the Sportsbook shall void bets on this head to head market.

5.23. All match markets do not include overtime unless otherwise stated.

5.24. If a Market includes exact names of one of two competitors, then all listed competitors must participate in the Event for the Bet to have action.

5.25. If an Event does not start at its scheduled time, the following rules apply:

- Official Cancellation: If the Event is officially cancelled before it starts, all Bets will be voided.

- Delay: If the Event is delayed and the organizer of the respective Event has not provided updates regarding rescheduled time of the respective Event within 12 hours of its originally official scheduled start time, all Bets related to the affected Event shall be void, unless organizer of the respective Event reschedules the Event within 12 hours of the initially planned start time and the Event commences within 48 hours of the original start time.
- Sports Exceptions: Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective applicable sport rules.

6. Acceptance, suspension and voiding of Bets

6.1. All Bets will be accepted or rejected purely at the Sportsbook's discretion and subject to the Sportsbook's risk management policies (as applicable from time to time).

6.2. Acceptance of live (in-play) bets may be subject to a short delay before they are accepted and/or they will be kept pending during dangerous situations (e.g. free-kick, 1:1 attack, etc.) at the Sportsbook's discretion.

6.3. The Sportsbook platform reserves the right to refuse, restrict, cancel, or limit any Bet.

6.4. The Sportsbook platform reserves the right to declare the bets (or a part of them) void (payments are made with the odds «1») or to suspend payments until the end of trial (including judicial) in one of the following cases:

6.4.1. There are mistakes made when accepting the bets;

6.4.2. There is a software/website error (obvious typing mistakes in the list of offered events, discrepancy of odds in various positions, unusual or wrong odds, etc.);

6.4.3. If there are traces of unfair practices being used (bets made in a fraudulent manner, obviously "bad"odds" (e.g. obviously incorrect odds), switched odds);

6.4.4. There is deviation from the current rules during the acceptance of a bet;

6.4.5. There are other circumstances confirming the incorrect bet;

6.4.6. The bet was made after an Event had started or the occurrence had already taken place;

6.4.7. The venue of the Event was changed, unless otherwise specified in the particular sport's rules;

6.4.8. The outcome of the Event or Market at the time of placing the Bet was already known or if the odds have not been updated correctly due to technical issues.

6.4.9. Where the outcome has been altered by the imposition of sanctions or where the imposition of sanction affect the outcome result (e.g. penalty points, enforced relegations, or any other measure enforced as a result of anything other than the normal results of the games/competitions in question).

6.5. If there is an obvious error in the odds or limit of the market, Bets (placed on odds with an obvious error or exceeding the limit of the market) on that market may be void. If, for any reason, a bet is accepted after an Event has started (other than clearly indicated Live In-Play betting), Bets will have action unless a material advantage has been gained by the End Player. The Sportsbook reserves the right to void the Bet if it was determined that an unfair advantage has been gained.

6.6. In case of suspicion of an unfair activity, the Sportsbook reserves the right to void any Bet (in these cases, the payout is made with odds of "1"), or suspend any withdrawals for up to 31 calendar days.

6.7. For End Player accounts with minus (negative) balances, the Sportsbook reserves the right to void any pending Bets, whether placed with funds resulting from the error or not.

6.8. The Sportsbook reserves the right to suspend any acceptances of Bets of any unique End Player ID without prior notice.

6.9. The Sportsbook shall not be responsible for the damage incurred by the End Player as a result of a system malfunction, defects, delays, manipulations or errors in data transfer.

6.10. Abuse of gaming software errors or mistakes in translation are prohibited. An End Player / Operator who discovers any error in the gaming software must immediately report it. If an End Player/Operator abuses errors in the gaming software, the Sportsbook reserves the right to suspend the End Player's betting account, freeze the funds and cancel placed and/or already resulted Bets.

6.11. In Combo (also named as accumulators, parlays, multis), if certain outcomes are related, for example: place bet on Barcelona to win the La Liga combined with a Barcelona win in the deciding game, these Bets will be void.

7. Betting integrity

7.1. (Intentionally left blank).

7.2. The Sportsbook may limit the maximum amount of a Bet or a Stake at its discretion to any Event, Market, Operator or End Player individually. Maximum Bet/Stake limits are subject to change without prior written notice. Changes do not apply to Bets that have already been accepted.

7.3. End Players are allowed to bet only as individuals. Group bets are not allowed. Repeated bets on the same outcome made by the same or different End Player may subsequently be declared void at the Sportsbook's sole discretion.

7.4. Even after the official result of the event is already known, the Sportsbook may consider the indicated bets invalid if it considers that the End Player(s) act in collusion or as a syndicate, or the bets considered were made by one or more End Player(s) within a short period of time.

7.5. The Sportsbook has the right to refuse to accept bets or to count already made bets as void if they are made from different game accounts from the same IP address.

7.6. The Sportsbook may make an event or market unavailable for betting in case there is a suspected integrity, fairness, game or system fault, until the issue is resolved. The Sportsbook, may depending on circumstances, suspend the betting on any event or market, withhold the settlement, and decline any Bet until the fault has been resolved, at all times taking decisions fairly, reasonably and in good faith;

7.7. Placing bets on fixed matches is strictly prohibited on our Sportsbook. Any attempt to wager on Events or Markets that have been predetermined or manipulated in any way undermines the integrity of the sports betting ecosystem and is a violation of our Betting Rules. End Players found to be involved in betting on fixed matches will face immediate restrictions and cancellation of the Bets. We are committed to upholding the integrity of sports betting and have zero tolerance for activities that compromise fair play and the trust of our End Players. By using our Sportsbook, End Players agree to refrain from participating in any form of betting related to fixed matches and understand that violation may result in permanent restriction from betting in the Sportsbook. Any disputes regarding suspected involvement in betting on fixed matches will be thoroughly investigated by our team, and decisions will be made in accordance with our policies. We encourage End Players to report any suspicious activity related to fixed matches to our support team for investigation.

7.8. In any case where there is a game or system fault, including where sport and event betting transactions are not recoverable, the Bets placed shall be void and the stakes returned to the End Players.

7.9. In case of impossibility to get time-related official data of the event, the Sportsbook shall void the bets affected by the delay.

7.10. The use of arbitrage strategy, which involves exploiting differences in odds across different bookmakers/Sportsbooks to guarantee profit, is strictly prohibited in our Sportsbook. We do not condone any form of betting activity that aims to manipulate odds or exploit discrepancies for guaranteed profit. End Players found engaging in arbitrage betting will face immediate cancellation of the Bets. Our Sportsbook is designed to offer fair and competitive betting opportunities to all End Players, and any attempt to circumvent this principle undermines

the integrity of our Sportsbook. By using our services, End Players agree to refrain from employing arbitrage strategies and understand that violation may result in permanent restriction. Any disputes regarding suspected arbitrage activity will be resolved at the discretion of the Sportsbook, and decisions will be final.

8. Bonuses

8.1. Any bets placed with a system bet will not count for the wagering requirement in the Bonus.

8.2. Comboboost

8.2.1.

Number of selections	Multiplier
4	1.04
5	1.05
6	1.07
7	1.1
8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16+	1.5

8.2.2. The final bonus amount calculation is based on the final odds of the Combo once all outcomes are settled. 8.2.3. Cashed-out bets are not eligible to have a Comboboost. 8.2.4. The Sportsbook reserves the right to amend, cancel, reclaim or refuse any promotion at its own discretion. 8.2.5. Comboboost is only available on selections with odds of 1.50 or above.

8.3. Freebets, freemoney, bet no risk.

8.3.1. Freebet: The End Player gets just a winning part of the bet. For example, with a freebet 5 on 3.5 odds, the player gets 5*3.5 - 5 = 12.5 in their account.

8.3.2. Freemoney: The End Player gets a stake and winning a part on the account. For example, with freemoney 5 on 3.5 odds, the player gets 5*3.5 = 17.50 in their account.

8.3.3. Bet no risk: the usual bet, but if the End Player loses, his stake is refunded.

8.4. “Boost Odd” is an option that allows placing a bet on increased odds for specific outcomes of an event. Bonus funds and freebets cannot be used with this option. The maximum win for this option is 10.000 EUR taking into account the internal conversion of other currencies available on the platform.

II. Special rules for sports

1. Soccer

1.1. Bets on the outcome of a match will be decided based on two halves of the scheduled number of minutes each (standardly 90 minutes, consisting of two halves of 45 minutes each) including any time added by the referee to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts unless expressly stated.

- **Separation of Halves**: Each half must be played to its full scheduled duration (e.g., 45 minutes). Any stoppage time or additional time added by the referee is deemed part of the respective half to which it is added and cannot be added to the duration of the second half to satisfy the 90-minute requirement.
- **Interrupted Matches**: If a match is interrupted before completion of the scheduled duration (e.g., 45 minutes for each half), settlement shall be governed by Rule 5.5 of the General Rules, regardless of any subsequent decision by a governing body to validate the score as final result or declare the match completed.
- **Completion Requirement:** For a match to be considered complete for settlement purposes, the full scheduled duration of each half must be played on the pitch, unless otherwise provided under Rule 5.5.

1.2. Corners awarded, but not taken are not considered.

1.3. All players who have taken part in the match since kick off or previous goal are considered as Runners.

1.4. Anytime Goalscorer Market Description: This Market provides a list of players for the selection. The Bet is on whether a selected player will score at least one goal at any time during the match.

Settlement Nuances: Participation Rule: Bets remain in force if the player enters the field of play at any time during Regular Time, whether as a starter or a substitute.

Void Rule: Bets on Markets involving players, who were listed in the team but remained on the substitute bench and did not participate in the game, will be Void. Runners: All players who have taken part in the match since kick-off or the previous goal are considered as "Runners" (active participants).

Unlisted Players: If a player who was not listed in the match-day team scores a goal, all Bets on that player for this Market remain valid and shall stand.

Own Goals: Own goals are not considered for the purpose of settling this Market and do not affect goal numbering sequence. settlement of player goal totals.

Example 1: If the official score is 1-0 and the second goal scored is an own goal, the “Next Goalscorer (Goal 2)” market shall be settled based on the next eligible non-own goal.

Example 2: If a team's first goal in a match is an own goal, the “1st Goalscorer (Team X)” market shall remain active and shall be settled based on the next eligible non-own goal scored by a player of that team.

Settlement Source: Anytime “Goalscorer” or “Player to score X” or “Next Goalscorer” markets are settled based on TV broadcasting and statistics, available on Opta Player Stats (Stats Perform) or the Press Association, unless there is clear evidence that these statistics are incorrect.

1.5 (A) Player to Receive a Card: Bets placed on this market will stand if the player takes part in the match, including if the player enters the field of play as a substitute. Bets placed on this market and involving players who are included in the team’s official listing for the match but do not enter the field of play at any time during the match shall be voided.

1.6. If, for any reason, an unlisted player scores a goal, all bets on listed players stand. For the purposes of this clause and these terms in general, an unlisted player shall be understood as a player who was not listed in the match day squad.

1.7. Interval markets will be settled based on the goal time announced by TV broadcasting. If this is not available, the time according to the match clock is considered.

1.8. Interval goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.

1.9. Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.

1.10. Booking interval markets are settled based on the time the card is shown and not the time the infringement is made.

1.11. 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.

1.12. 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.

1.13. Penalties awarded but not taken are not considered.

1.14. Next scoring type:

1.14.1. 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.

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

1.14.3. Own Goal: If a goal is declared as an own goal.

1.14.4. Header: The scorer's last touch has to be with the head.

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

1.14.6. No Goal: When a goal has not been scored.

1.15. If the market was opened with a missing or incorrect red card, the Sportsbook reserves the right to void bets on the respective market as far as such bets are affected by the missing or incorrect red card.

1.16. If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void the respective bets.

1.17. If a wrong score is entered in the scoreboard of the Sportsbook, all markets will be void for the time when the incorrect score was displayed.

1.18. If the team names or tournament are displayed incorrectly, we reserve the right to void the respective bets.

1.19. Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow-red card is not considered. As a consequence, one player cannot cause more than 3 cards.

1.20. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

1.21. Cards shown after the regular time of the match are not considered.

1.22. Cards for non-players (already substituted players, managers, players on bench, coach) are not considered.

1.23. A yellow card counts as 10 points and a red or a yellow-red card counts as 25 points. The 2nd yellow card for one player which leads to a yellow-red card is not considered. As a consequence one player cannot cause more than 35 booking points.

1.24. “Penalty Shootout - Total market” - Predict the total number of penalties scored in a penalty shootout.

1.25. If the match format was changed, the Sportsbook reserves the right to void all bets.

1.26. If a friendly match ended by referee decision earlier than 80 minutes, the bets will be voided.

1.27. Team Stats Markets: Team stats markets (including but not limited to Shots, Shots on target, Offsides, Throw-ins, Fouls, Saves, Goal kicks, and Specials), except Corners and Bookings markets, which are governed by Soccer Rule 1.39, shall be settled according to the following priority of sources:

- Official source (official league/competition website, etc.).
- WhoScored (WhoScored).
- 365 Scores (365Scores).
- Sofascore (Sofascore).

This order is final and prioritized. Lower-ranked sources shall be disregarded where the relevant statistics are available from a higher-priority source. For bet settlement purposes, the initial official publication of the results shall apply. Any subsequent changes or amendments to the results published by official leagues, competition organizers, or third-party statistical providers shall not constitute grounds for re-settlement.

1.28. All soccer player props bets are settled using the information provided by OPTA (SoccerStats.info).

1.29. The post or the crossbar (woodwork): in the event that the ball hits the post or the crossbar and then remains in play (touched by a player or the referee, off the other post or crossbar, etc.). If the ball hits the goal post/crossbar then bounces onto another post/crossbar, only one post/crossbar hit is counted, if after the first hit the ball was not touched by a player or referee.

1.30. Offsides: If there is a free kick after an offside is called, the offside is counted.

1.31. The use of the Video Assistant Referee (VAR) ("Video Review") during matches is confirmed by TV broadcasts after the following events: the head referee gives the sign for a video review (a box drawn in the air), the head referee checks the incident on the on-pitch video review screen.

N.B. The message "Goal Check" on the scoreboard, or the referee putting their hand to their ear, are not indications of an official video review. All other conversations between referees and their associates are also not considered official view reviews. More on the official video review system (VAR) (https://betby.atlassian.net/wiki/spaces/SPT77WIK/pages/1211170846/All+betting+rules#) — https://www.fifa.com/technical/football-technology.

1.32. Bet on the medical team entering the field.

The medical team is only considered to have entered the field when the referee grants permission and the player receives assistance. In the case of two medical teams being called to enter the field at the same time for different soccer teams by the head referee, such entrances are counted as one entrance medical team entrance.

1.33. Expected goals (xG). Expected goals is a statistical metric used in football that gives more information about the quality of chances. The abbreviation of expected goals is ‘xG’. These bets are settled using absolute values (in hundredths). FotMob is considered as a reference for the settlements.

1.34. Understanding of terms used for Soccer Player Props:

1.34.1. Goal/Own Goal

Different governing bodies have different rules, and where possible OPTA (SoccerStats.info) works with the relevant people to reflect their official decisions on goal scorers.

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

1.34.2. Shots

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

- Goes into the net regardless of intent.
- Is a clear attempt of a score that would have gone into the net but was saved by the goalkeeper or was stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).
- Goes over or wide of the goal without making contact with another player.
- Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.
- Directly hits the frame of the goal and a goal is not scored.

Blocked shots are not counted as shots.

1.34.3. Shots on goal - any goal attempt that:

- Goes into the net regardless of intent.
- Is a clear attempt of a score that would have gone into the net but was saved by the goalkeeper or was stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).

Shots directly hitting the frame of the goal are not counted as shots on goal, unless the ball goes in and is awarded as a goal.

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

1.34.4. Goal Assist

The final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal. If the final touch (as defined in this clause) is deflected by an opposition player, the initiator is only given a goal assist if the receiving player was likely to receive the ball without the deflection having taken place. Own goals, directly taken free kicks, direct corner goals and penalties do not get an assist awarded.

1.34.5. Tackle

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

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

- A tackle won is deemed to be where the tackler or one of his team-mates regains possession as a result of the challenge, or that the ball goes out of play and is "safe";
- A tackle lost is where a tackle is made but the ball goes to an opposition player.

Both are deemed as successful tackles however, the outcome of the tackle (won or lost) is different based on where the ball goes after the tackle.

It is not a tackle when a player cuts out a pass by any means.

1.35. Settlement of Corners and Bookings markets

Corners and Bookings markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.

- **Finality**: Settlement determined in accordance with this rule shall be final. Subsequent corrections, amendments, or discrepancies on third-party or official websites shall not constitute grounds for re-settlement of a Bet.

- **Corners**: Only corners that are actually taken shall count for settlement of the relevant Bets. Any corner awarded but not taken shall be disregarded.
- **Priority**: Visual evidence, match results and event data from the Sportsbook data providers are the primary and definitive sources for determining outcomes.

2. Tennis

2.1. In case of a retirement and walk over of any player, all undecided bets will be voided.

2.2. In case of any delay (due to rain, darkness, or any other issue), all markets remain unsettled and the trading will be continued as soon as the match continues.

2.3. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

2.4. In case a match is finished before certain points/games are finished, all affected point/game-related markets are considered void.

2.5. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

2.6. If the players/teams are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

2.7. (Intentionally left blank).

2.8. If a match is decided by a Match tie-break then the tie-break will be considered to be the 3rd set.

2.9. Every tie-break or Match tie-break counts as 1 game.

3. Basketball

3.1. Markets do not consider overtime unless expressly stated otherwise.

3.2. If the odds were offered with an incorrect match time (more than 2 minutes), the Sportsbook reserves the right to void respective bets.

3.3. If markets remain open with an incorrect score on the scoreboard of the sportbook, which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

3.4. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

3.5. If a match ends before the Xth is reached (e.g. for markets “Who scores Xth point? (incl. ot)”, “Which team will win race to x points? (incl. ot)”), respective bets will be void.

3.6. Market “Will there be overtime” will be settled as “yes” if at the end of regular time the match finishes in a draw, regardless of whether or not overtime is played.

3.7. Basketball Player Props rules:

3.7.1. If one or more of the players in any bet does not participate, the bet will be voided.

3.7.2. All player bets are resulted as soon as the final official box score is received from statistic providers.

3.7.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than 48 hours, and provided the home team is still designated as such. If the game is cancelled or postponed and does not start within 48 hours of the original scheduled start time, all Bets related to the respective game will be voided.

3.7.4. If a game that has started is suspended, and resumes within 48 hours of the originally scheduled start time (local time), then all bets placed on the respective game will stand. If a game starts, is then suspended, and resumes more than 48 hours after the originally scheduled start time (local time), all relevant Bets will be void unless they have been settled prior to the game's suspension.

3.7.5. All overtime is included in settlement.

3.7.6. Sports data sources for NBA and NCAA are nba.com and ncaa.com.

3.7.7. Sports data source for Euroleague basketball is the data – feed providers data.

3.7.8. Player Participation (Runners)

A player is considered to have participated in the match (a "Runner") if they have entered the field of play (e.g. ice/court) during live match time while the game clock was running.

- No Minimum Time: There is no minimum duration of play required for settlement purposes. Any player who appears on the field of play during active play is considered a Runner, and Bets on all Player Prop markets for that player will stand.
- Voided Bets: Players who do not enter the court at any point during the entire match are considered "Non-Runners," and Bets on markets involving such players will be voided.

3.8. Basketball Rebounds Settlement

For the settlement of all rebound-related markets (Total, Team, or Player Rebounds), results are settled exclusively by the sum of individual Offensive and Defensive rebounds credited to players in the official match statistics.

- Exclusion of Team Rebounds: "Team Rebounds" (those that are credited only at the team level and are not assigned to any individual player) are excluded from settlement.
- Calculation: The final total is derived solely from the sum of individual player statistics as recorded in the official box score provided by the league, tournament, or recognized official source.

4. American football

4.1. In case of any delay (rain, darkness, or any other issues), all markets remain unsettled and the trading will be continued as soon as the match continues.

4.2. Markets do not consider overtime unless expressly stated otherwise.

4.3. If markets remain open with an incorrect score, which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

4.4. If odds were offered with an incorrect match time (more than 89 seconds), the Sportsbook reserves the right to void respective bets.

4.5. If a wrong score is displayed, the Sportsbook reserves the right to void the bets for this timeframe.

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

4.7. If the teams are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

4.8. All offered players are considered as runners.

4.9. If no further touchdown is scored, the market "Next touchdown scorer (incl. overtime)" will be voided.

4.10. Players, which are not listed for the match squad, are considered as "Competitor1 other player" or "Competitor2 other player" for settlement purposes. N.B. This does not include players which are listed without an active odd.

4.11. Players of the Defense or Special team are considered as “Competitor1 d/st player” or “Competitor2 d/st player” for settlement purposes, even if the player is listed as dedicated outcome.

4.12. Market will be settled based on TV broadcasts and statistics provided by official associations unless there is clear evidence that statistics are not correct.

4.13. American football Player Props rules:

4.13.1. If one or more of the players in any bet does not participate, the bet will be voided.

4.13.2. All player bets are resulted as soon as the final official box score is received from statistic providers.

4.13.3. If the venue is changed from the one scheduled, all bets on the relevant match will stand, provided the game is not also postponed by more than 48 hours, and provided the home team is still designated as such. If the game is cancelled or postponed and does not start within 48 hours of the original scheduled start time, all bets placed on this game will be voided.

4.13.4 If a game that has started is suspended, and resumes within 48 hours of the originally scheduled start time (local time), then all Bets placed on the respective game will stand. If a game starts, is then suspended, and resumes more than 48 hours after the originally scheduled start time (local time), all Bets placed on the respective game will be void unless they have been settled prior to the game’s suspension.

4.13.5. Sports data source for American football is nfl.com.

4.13.6. A touchdown is credited to any player who carries or receives the ball in the end zone (ie. it excludes Passing TD's)

4.13.7. ”Player tackles” markets are settled based on total tackles which is the sum of solo + assisted tackles.

4.13.8. All overtime is included in settlement.

5. Ice Hockey

5.1. All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless otherwise is expressly mentioned in the respective market.

5.2. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout.

5.3. If the market remains open when the following events have already taken place: goals and penalties, the Sportsbook reserves the right to void respective bets.

5.4. If the odds were offered with an incorrect match time (more than 2 minutes), the Sportsbook reserves the right to void respective bets.

5.5. If a wrong score is entered in the scoreboard of the Sportsbook, all markets will be cancelled for the time when the incorrect score was displayed.

5.6. Ice Hockey Player Props rules:

5.6.1. If one or more of the players in any bet does not participate, the bet will be voided.

5.6.2. All player bets are resulted as soon as the final official box score is received from statistical data providers.

5.6.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than 48 hours, and provided the home team is still designated as such. If the game is cancelled or postponed and does not start within 48 hours of the original scheduled start time, all bets placed on the game will be voided.

5.6.4. If a game that has started is suspended, and resumes within 48 hours of the originally scheduled start time (local time), then all Bets related to that game will stand. If a game starts, is then suspended, and resumes more than 48 hours after the originally scheduled start time (local time), all Bets related to the respective game will be void unless they have been settled prior to the game's suspension.

5.6.5. Sports data source for NHL is nhl.com.

All overtime is included in the settlement but does not include penalty shootouts.

5.6.6. A player is considered to have participated in the match (a "Runner") if the respective player enters the ice at any point while the official game clock is running.

- No Minimum Time: There is no minimum duration of participation required for settlement purposes. If a player appears on the field of play (ice) during the active play for any length of time while the game clock is running (regardless of whether they recorded any other statistics), all bets on that player's individual performance shall stand.
- Non-Runners: Only players who do not enter the field of play (ice) at any point during the entire match will be considered "Non-Runners," and all bets on such players will be voided.

6. Baseball

6.1. If an inning ends before the Xth point is reached (incl. extra innings), the bets placed on this market (Which team wins race to x points?, Who scores the Xth point (incl. ot)) shall be voided.

6.2. Market "When will the match be decided?" will be settled as "any extra inning" if at the end of regular time (After a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

6.3. Market "Will there be overtime?" will be settled as "Yes" if at the end of regular time (After full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

6.4. Possible extra innings are not considered in any market unless expressly stated otherwise.

6.5. All markets will be cleared according to the final result after 9 innings (8 1⁄2 innings if home team is leading at this point). The only exception is the Winner market in the pre-match (rule nr. 6.9.).

6.6. In the case of a postponed match, all markets are considered void unless the match continues within 48 hours of the official start time.

6.7. In the case of an abandoned match, all undecided markets are considered void unless the match continues within 48 hours of the official start time. All fully decided markets will be settled.

6.8. If markets remain open with an incorrect score or incorrect match status, which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

6.9. The Winner market will be settled for the pre-match if the match goes up to at least 5 innings (4.5 if the home team is leading) and is considered official.

6.10. Baseball Player Props rules:

6.10.1. If one or more of the players in any bet does not participate, the bet will be voided.

6.10.2. All player bets are confirmed as results as soon as the final official box score is received from statistic data providers.

6.10.3. If the venue is changed from the one scheduled, all bets on the match will stand, provided the game is not also postponed by more than 48 hours, and provided the home team remains designated as such. If the game is cancelled or postponed and does not start within 48 hours of the original start time, all bets placed on the game will

be voided. For the purposes of this clause in case of doubleheader each game shall be considered as a separate Event. (e.g if the first game is cancelled the second game in the doubleheader shall not be considered as rescheduled first game).

6.10.4. If a game that has started is suspended and resumes within 48 hours of the originally scheduled start time (local time), then all Bets relevant to that game will stand. If a game starts, is then suspended, and resumes more than 48 hours after the originally scheduled start time (local time), all Bets placed on the relevant game will be void unless they have been settled prior to the game's suspension.

6.10.5. All extra innings are included in the settlement.

6.10.6. If a player was not in the starting lineup for Baseball, the bet will be voided.

6.10.7. Player Bets. If a definitive outcome for a player bet can be determined during the game, it will be settled as a win/loss no matter how many innings are played. For all other player markets that have an undetermined outcome, the game must go to at least 8.5 innings for bets to stand; otherwise, these bets will be voided.

6.10.8. If there is a late pitcher change, then all bets will remain regardless of the starting pitcher. However, if an individual pitcher does not start the game, then all of this player's markets will be voided.

7. Handball

7.1. If a match ends before the Xth is reached, the bets placed on the market "Who scores Xth point? (incl. ot)" shall be voided.

7.2. If a match ends before the Xth is reached, the bets placed on the market "Which team will win race to x points? (incl. ot)" shall be voided.

7.3. All markets (except "Who scores the Xth point" and "Which team will win race to X points") are considered for regular time only.

7.4. If the match goes to a 7-metre shootout, the bet placed on the markets "Who scores Xth point?" and "Which team will win race to X points?" shall be voided.

7.5. If odds were offered with an incorrect match time (more than 3 minutes), the Sportsbook reserves the right to void respective bets.

7.6. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

8. Volleyball

8.1. If a set ends before the Xth point is reached, bets placed on the market "Who scores [Xth] point in set [Y]" shall be voided.

8.2. In the case of a match not being finished, all undecided markets shall be voided.

8.3. The Golden set is not considered in any other markets.

8.4. If markets remain open with an incorrect score, which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

8.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take such deductions into account.

9. Beach Volleyball

9.1. If a set ends before the Xth point is reached, all bets placed on the market "Who scores [Xth] point in set [Y]" shall be voided.

9.2. In case of a match which is not being finished all undecided markets are voided.

9.3. The Golden set is not considered in any other markets.

9.4. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

9.5. If a team retires, all undecided markets are voided.

9.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

10. Futsal

10.1. All markets (except halftime, first half markets, overtime and penalty shoot outs) are considered for regular time only.

10.2. If a match is interrupted and continued within 48h after initial kick-off date and time, all open bets will be settled with the final result. Otherwise all undecided bets shall be voided.

10.3. If a market remains open when any of the following events have already taken place, e.g. goals, red or yellow-red cards and penalties, the Sportsbook reserves the right to void respective bets.

10.4. If the market was opened with a missing or incorrect red card, the Sportsbook reserves the right to void bets on respective market as far as such bets are affected by the missing or incorrect red card.

10.5. If odds were offered with an incorrect match time (more than 2 minutes), the Sportsbook reserves the right to void respective bets.

10.6 If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

10.7. If the team names or tournament are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

11. Badminton

11.1. If a set ends before the Xth point is reached, the bets placed on the market “Who scores [Xth] point in [Nth] set” shall be voided.

11.2. In the case of a match not being finished, all undecided markets shall be voided.

11.3. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

11.4. If a team retires, all undecided markets shall be voided.

11.5. If the players/teams are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

11.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

12. Rugby Union and Rugby League

12.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

12.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes of play, unless stated otherwise. This includes any added injury or stoppage of time but does not include extra-time, time allocated for a penalty shootout or sudden death.

12.3. If the market remains open when the following events have already taken place e.g. goals, red or yellow-red cards and penalties, the Sportsbook reserves the right to void respective bets.

12.4. If the market was opened with a missing or incorrect red card, the Sportsbook reserves the right to void bets on the respective market as far as such bets are affected by the missing or incorrect red card.

12.5. If odds were offered with an incorrect match time (more than 2 minutes), the Sportsbook reserves the right to void respective bets.

12.6. If the team names or tournament are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

12.7 Player Props Rules

12.7.1 Anytime Tryscorer

This market is settled at the end of the regular time. Any Bet on a market where the respective player does not take part in the match shall be void. Please note: For the Australian NRL and State of Origin competitions, Bets on markets involving all other player selections will be settled as lost regardless of whether the player was on the field of play at the time the try was scored.

If the match is abandoned before half time, then Bets on this market shall be void regardless of whether the outcome has already been determined. If the match is abandoned during the second half, only Bets on markets involving players who scored a try in the first half will be settled as winners and all remaining Bets will be voided.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, the Bets on 'No Tryscorer' shall be settled as won and Bets involving all player selections shall be settled as lost, provided that the player has taken part in the match.

Penalty tries do not count for settlement purposes.

12.7.2 First Tryscorer

Bets on markets with a selection that does not take part in the match will be void. Bets on markets with Selections where the player enters the match after the first try has been scored shall also be void.

Please note: For the Australian NRL and State of Origin competitions, all Bets on other player selections will be settled as lost regardless of whether the player was on the field of play at the time the try was scored.

If the match is abandoned before half time, then Bets on the market shall be void regardless of whether the outcome has already been determined. If the match is abandoned during the second half, Bets on the market will be settled provided that a try was scored during the first half.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, Bets on the "No Tryscorer" selection shall be settled as won and Bets on all player selections shall be settled as lost, provided the player took part in the match.

Penalty tries do not count for settlement purposes.

12.7.3 Last Tryscorer

Bets on this market are settled at the end of the regular time. Bets on any selection of a player who does not take part in the respective match shall be void. If the match is abandoned before the completion of regular time, Bets on the market shall be void regardless of whether the outcome has already been determined.

Penalty tries do not count for settlement purposes.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, Bets on the 'No Tryscorer' selection shall be settled as won and Bets on all player selections shall be settled as lost, provided the

player took part in the match.

Please note: For the Australian NRL and State of Origin competitions, Bets on all other player selections will be settled as lost regardless of whether the respective player was on the field of play at the time of the last try.

12.7.4 Home / Away Team First Tryscorer

Bets on any selection where the relevant player does not take part in the match, shall be void. Bets on selections where the relevant player enters the match after the first try has been scored shall also be void.

If the match is abandoned before half time, then Bets on the market shall be void regardless of whether the outcome has already been determined. If the match is abandoned during the second half, Bets on the market will be settled provided that a try was scored during the first half.

The 'No Tryscorer' selection is included in this market. If no tries are scored during the match, Bets on the "No Tryscorer" selection shall be settled as won and Bets on all player selections shall be settled as lost, provided the relevant player took part in the match.

Please note: For the Australian NRL competition, Bets on all other player selections will be settled as lost regardless of whether the player was on the field of play at the time of the first try.

Penalty tries do not count for settlement purposes.

13. Rugby Sevens

13.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

13.2. Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes of play unless expressly stated otherwise. This includes any added injury or stoppage of time but does not include extra-time, time allocated for a penalty shootout or sudden death.

13.3. If the market remains open when the following events have already taken place e.g. goals, red or yellow-red cards and penalties, the Sportsbook reserves the right to void respective bets.

13.4. If the market was opened with a missing or incorrect red card, the Sportsbook reserves the right to void bets on respective market as far as such bets are affected by the missing or incorrect red card.

13.5. If odds were offered with an incorrect match time (more than 1 minute), the Sportsbook reserves the right to void respective bets.

13.6. If the team names or categories are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

14. Darts

14.1. In case of a match not being finished, all undecided markets shall be voided.

14.2. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

14.3. If the players/teams are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

14.4. Bullseye counts as a red check out colour.

15. Snooker

15.1. In case of a retirement or disqualification of a player all undecided markets are considered void.

15.2. In case of a re-rack, the settlement stays if the outcome was determined before the re-rack.

15.3. No fouls or free balls are considered for the settlement of any Potted-Colour market.

15.4. In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined.

15.5. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

15.6. If the players/teams are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

15.7. If a match is not completed, all undecided markets shall be voided.

16. Table Tennis

16.1. If a set ends before the Xth point is reached, the bets placed on the market "Who scores [Xth] point in set [Y]" shall be voided.

16.2. In the case of a match not being finished all undecided markets shall be voided.

16.3. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

16.4. If the players/teams are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to void respective bets.

16.5. If a player retires, all undecided markets are considered void.

16.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

17. Bowls

17.1. If a set ends before the Xth point is reached, the bets placed on the market (Xth set - which team wins race to x points, Xth set - which team scores Xth point) shall be void.

17.2. In case of a retirement and walk over of any player, all undecided bets shall be void.

17.3. If markets remains open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

17.4. If the players/teams are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

17.5. If a player retires, all undecided markets shall be void.

18. Cricket

Head to Head

18.1. Match Betting

Description of the market: Who will win the match?

Rules: All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result. If there is no official result, all bets will be void.

In the case of a tie, if the official competition rules do not determine a winner then deadheat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.

In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.

If a match is discontinued due to external factors, then bets will be void unless a winner is declared based on the official competition rules.

If a match is cancelled then all bets will be void if it is not replayed or restarted within 48 hours of its advertised start time.

18.2. Double Chance

Description of the market: Will the match result be either of the three options given?

Rules: A tie will be settled as a dead heat. All match related bets will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

18.3. Match Betting: Draw No Bet

Description of the market: Who will win the match given that all bets will be void if the match is a draw?

Rules: A tie will be settled as a dead heat. All match-related bets will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

18.4. Toss Winner

Description: Who will win the toss?

Rules: If no toss takes place, all bets will be void. Other equivalents are considered a toss e.g. bat flip.

18.5. Toss/Win Double

Description: Who will win the toss, and then who will win the game?

Rules: Toss Winner rules as above. Match Betting rules as above.

18.6. Tied Match

Description: Will the match be tied?

Rules: All bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches a tie is when the side batting second is bowled out for a second time with scores levels.

18.7. Most Fours

Description of the market: Which team will hit the most fours?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings, due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction of overs. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count. Fours scored in a super over do not count. In First Class games, only first innings fours will count.

18.8. Most Sixes

Description of the market: Which team will hit the most sixes?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction of overs. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. Only sixes

scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count. Sixes scored in a super over do not count. In First Class games, only first innings sixes will count.

18.9. Most Extras

Description of the market: Which team will have the most extras added to their batting score?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings, due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. All wide deliveries, no balls, byes, leg byes, and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. Extras in a super over do not count. In First Class games, only first innings extras will count.

18.10. Most Run Outs Conceded

Description of the market: Which team will concede the most run outs in the match?

Rules: A run out "conceded" means that a member of that team will be run out while batting. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings, due to external factors, including bad weather, unless the settlement has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. Run Outs in a super over do not count. In First Class games, only first innings run outs will count.

18.11. Highest First Over

Description of the market: Which team will score the most runs in the first over of their innings?

Rules: The first over must be completed for bets to stand, unless the settlement has already been determined. If during the first over, the innings ended due to external factors, including bad weather, all bets will be void, unless the settlement has already been determined before the reduction of overs. In First Class matches the market refers only to each team's first innings. Extras and penalty runs in the particular over count towards the settlement.

18.12. Most Runs in Groups of Overs

Description of the market: Which team will score the most runs after the first specified number overs of their innings?

Rules: If the specified number of overs are not complete, the bet will be void, unless the team is all out, declares, reaches their target or the settlement of the bet has already been determined. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs and have been bowled at the time the bet was placed due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction of overs. In First Class matches the market refers only to each team's first innings.

18.13. Highest First Partnership

Description of the market: Which team will score the most runs before losing their first wicket?

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be void if the innings have been reduced due to external factors, including bad weather, unless the settlement has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. In First Class matches the market refers only to each team's first innings.

Match Markets

18.14. Match Markets Match Fours

Description of the market: How many fours will be hit in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled, due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction of overs. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours, and extras do not count. Fours scored in a super over do not count.

18.15. Match Sixes

Description of the market: How many sixes will be hit in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction of overs.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes Overthrows and extras do not count. Sixes scored in a super over do not count.

18.16. Match Extras

Description of the market: How many extras will be scored in the match? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction of overs. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. All wide deliveries, no balls, byes, leg byes, and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. Extras in a super over do not count.

18.17. Match Wides

Description: How many wides will be scored in total in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. Any runs resulting from a wide delivery, except penalty runs, will count towards the final total. Wides in a super over do not count.

18.18. Match Run Outs

Description of the market: How many run outs will there be in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction of overs. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. Run outs in a super over do not count.

18.19. Match Wickets

Description: How many wickets will fall in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. Retired hurt does not count as a dismissal. Wickets in a super over do not count.

18.20. Match Ducks

Description: How many ducks will be scored in total in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. A duck is classed as someone being dismissed for zero runs. Retired hurt does not count as a dismissal. Ducks in a super over do not count.

18.21. Match Milestones

Description: How many of the specified milestones (50/100) will be scored in total in the match?

Rules: This is determined by how many individual innings of 50+ or 100+ are scored in the match. A score of over 100 would count as both a 50 and a 100. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled, due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction.

18.22. Maximum Over in Match

Description: How many runs will be scored in the highest scoring over of the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled, due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. All runs, including extras, count towards settlement. Super overs do not count. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

18.23. Match Top Batter

Description of the market: Which batter will score the most runs in the match?

Rules: The result of this market is determined on the batter with the highest individual score in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed, due to external factors, including bad weather. Top batters bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. If a player was named at the toss, but is later removed as a concussion sub, that player will still be counted, as will the replacement player. If a batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

18.24. Match Top Bowler

Description of the market: Which bowler will take the most wickets in the match?

Rules: The result of this market is determined on the bowler with the most wickets in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled

in either innings at the time the bet was placed due to external factors, including bad weather. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a substitute (concussion, or otherwise) not named in the starting XI takes the most wickets, bets on the market will be void. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count. If no bowlers take a wicket in an innings then all bets will be void.

18.25. Team of Top Batter

Description: Which team will contain the top batter in the match?

Rules: Same rules apply as Match Top Batter, with dead heat rules applying if the runs scored by the top batter on both teams is the same. If settlement is already determined at the time a match is curtailed, bets will stand.

18.26. Team of Top Bowler

Description: Which team will contain the top bowler in the match?

Rules: Same rules apply as Match Top Bowler, with dead heat rules applying if the wickets taken by the top bowler on both teams is the same. If settlement is already determined at the time a match is curtailed, bets will stand.

18.27. Player of the Match

Description: Who will be named player of the match?

Rules: Bets will be settled on the officially declared player of the match. Dead-heat rules apply. If no player of the match is officially declared, then all bets will be void. All players who played in the match will be settled, including substitutes. If a player does not play, bets will be void.

18.28. First Innings Lead

Description: What will be the run deficit between first innings in a First Class match?

Rules: Both first innings must be completed. Dead heat rules apply in the case of a tie. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined.

18.29. Fifty/Hundred in Match

Description: Will there be a fifty/hundred scored in the match?

Rules: Any score of 50 and above counts as a fifty. Similar for hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined.

18.30. Fifty/Hundred in First Innings

Description: Will there be a fifty/hundred scored in the first innings of the match?

Rules: Any score of 50 and above counts as a fifty. Similar for hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the first innings due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. In drawn First Class matches, the innings must be completed, or over 200 overs, unless the settlement of the bet has already been determined before the reduction. In First Class matches, this market refers to just the first

innings of the match, not both teams' first innings.

18.31. Highest Individual Score

Description: What will be the highest score by a batter in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined, dead heat rules apply.

Delivery Markets

18.32. Runs Off Delivery

Description: How many runs will be scored off the specified delivery?

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery. For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not, are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as "X runs off 5th delivery, 1st over" and the 6th ball bowled in the innings will be displayed as "X runs off 1st delivery, 2nd over". If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as "X runs off 6th delivery, 1st over". All other rules remain the same as other formats.

Over Markets

18.33. Runs in Over

Description: How many runs will be scored in the specified over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless the settlement has already been determined. If the over does not commence for any reason, all bets will be void. Extras and penalty runs in the particular over count towards settlement unless penalty runs cause the innings or match end before a ball is bowled in the over, in which case that over will be void. If a run out occurs in the bowler's run up to end the game, and no deliveries have been completed in that over, bets will be void. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

18.34. Boundary in Over

Description of the market: Will there be a boundary scored in the specified over? Rules: As for "Runs in Over". Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

18.35. Wicket in Over

Description of the market: Will a wicket fall in the specified over? Rules: As for "Runs in Over". For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

18.36. Over Odd/Even

Description of the market: Will the number of runs scored in the specified over be odd or even? Rules: As for "Runs in Over". Zero will be deemed to be an even number.

Group Markets

18.37. Runs in Groups of Overs

Description: How many runs will be scored in the specified number of overs?

Rules: If the specified number of overs are not complete, the bet will be void, unless the team is all out, declares, reaches their target or the settlement of the bet has already been determined. Extras and penalty runs in the particular group of overs count towards settlement of that group. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless the settlement of the bet was already determined before the reduction. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

18.38. Wickets in Groups of Overs

Description: How many wickets will fall in the specified number of overs?

Rules: If the specified number of overs are not complete, the bet will be void, unless the team is all out, declares, reaches their target or the settlement of the bet has already been determined. In limited overs matches, bets will be void if the total innings is reduced, at any stage, to less than 80% of the stated maximum overs at the time the bet was placed, unless the settlement of the bet was already determined. For settlement purposes, if a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

18.39. Runs in Session

Description of the market: How many runs will be scored in the specified session?

Rules: The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them. If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

Innings Markets

18.40. Innings Runs

Description of the market: How many runs will a team score in a specified innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless the settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings. In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

18.41. Innings Wickets

Description of the market: How many wickets will the batting team lose in the current innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather,

unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. Retired hurt does not count as a dismissal. If a team declares, that innings will be considered complete for the purposes of settlement.

18.42. Innings Fours

Description of the market: How many fours will the batting team hit in their current innings?

Rules: Same as for Most Fours.

18.43. Innings Sixes

Description of the market: How many sixes will the batting team hit in their current innings?

Rules: Same as for Most Sixes.

18.44. Innings Extras

Description of the market: How many extras will be added to the named team's batting innings?

Rules: Same as for Most Extras.

18.45. Innings Wides Conceded

Description: How many wides will be bowled by the named bowling team?

Rules: Same as Match Wides.

18.46. Innings Ducks

Description: How many ducks will be scored in the named team's batting innings?

Rules: Same as Match Ducks.

18.47. Innings Run Outs

Description of the market: How many run outs will be conceded in the innings?

Rules: Same as for Most Extras.

18.48. Maximum Over in Innings

Description of the market: How many runs will be scored off the highest scoring over of the current innings?

Rules: Same as for Maximum Over in Match

18.49. Innings Runs, Odd or Even?

Description of the market: Will the total innings runs be odd or even?

Rules: If the innings is abandoned, forfeited or there is no official result, all bets will be void.

18.50. Innings to finish with a Boundary

Description of the market: Will the last ball of the innings be a boundary?

Rules: Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries. In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed, due to external factors, including bad weather. If the match is abandoned or there is no official result, all bets will be void.

18.51. Top Batter in Innings

Description: Which batter will score the most runs for the named team?

Rules: The result of this market is determined on the batter with the highest individual score in a team's innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. Pre-match top batter bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. When two or more players score the same number of runs, in the innings dead-heat rules will apply. Runs scored in a super over do not count.

18.52. Top Bowler in Innings

Description: Which bowler will take the most wickets for the named team?

Rules: The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. Pre-match bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a bowler is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute takes the most wickets. A new market with updated selections may be offered. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count. If no bowlers take a wicket in an innings then all bets will be void.

18.53. Last Player Standing

Description: Which batter will not be out upon completion of the innings?

Rules: If there are two or more batters who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batter to face a delivery (legal or not). Players will not be deemed to have been "not out" if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather. All players who played in the innings will be settled, including substitutes.

18.54. Most Economical Bowler

Description: Which bowler will concede the fewest runs per over in the innings?

Rules: The result of this market is determined on the bowler with the lowest number of runs conceded per over while bowling in an individual innings. To match the scorecard, so in this case wides and no-balls do count, though byes, leg byes, and penalty runs do not. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. Pre-match bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless the settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If two or more bowlers have exactly the same runs per over, dead heat rules will apply. Runs conceded in a super over don't count.

Player Markets

18.55. Batter Runs

Description: How many runs will the named batter score?

Rules: If the batter finishes the innings "not out" at the end of an innings, their score will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total runs scored by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings, due to external factors, including bad weather, unless the settlement has been determined, or goes on to be determined. Result will be considered "determined" if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless the settlement of the bet has already been determined. For pre-match bets, only the batter's first innings will count. Runs scored in a super over do not count.

18.56. Combined Batter Runs

Description: How many total runs will the named batters score?

Rules: As "Batter Runs", and if any of the named batters do not bat, the bet will be void, unless the settlement of the bet has already been determined or goes on to be determined.

18.57. Batter Fours

Description: How many fours will the named batter hit?

Rules: If the batter finishes the innings "not out" at the end of an innings their number of fours will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total fours hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings, due to external factors, including bad weather, unless the settlement has been determined, or goes on to be determined. Results will be considered "determined" if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless the settlement of the bet has already been determined. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours, and extras do not count. For pre-match bets, only the batter's first innings will count. Fours scored in a super over do not count.

18.58. Batter Sixes

Description: How many sixes will the named batter hit?

Rules: If the batter finishes the innings "not out" at the end of an innings, their number of sixes will be the final result. If a batter does not bat, the bet will be void. If a batter retires hurt, but returns later, the total sixes hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless the settlement has been determined, or goes on to be determined. Results will be considered "determined" if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless the settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count. For pre-match bets, only the batter's first innings will count. Sixes scored in a super over do not count.

18.59. Batter Milestones

Description: Will the named batter reach the specified milestone?

Rules: As “Batter Runs”.

18.60. Batter Deliveries Faced

Description: How many deliveries will the named batter face?

Rules: To match the scorecard. So in this case, wides do not count, but no-balls do. If a batter retires hurt, but returns later, the total deliveries faced by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings, due to external factors, including bad weather, unless the settlement has been determined, or goes on to be determined. Results will be considered “determined” if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. For pre-match bets, only the batter’s first innings will count. Deliveries faced in a super over do not count.

18.61. Batter Method of Dismissal

Description: How will the named batter be out?

Rules: If the specified batter is not out, all bets will be void. If the specified batter retires, and does not return to bat later, all bets will be void. If that batter does return to bat later and is out, bets will stand. Caught and bowled is included in a fielder catch.

18.62. Bowler Wickets

Description: How many wickets will the named bowler take?

Rules: If a bowler does not bowl, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless the settlement has been determined. Results will be considered “determined” if the line at which the bet was placed, is passed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player’s bowling innings is complete. For pre-match bets, only the bowler’s first innings will count. Wickets scored in a super over do not count.

18.63. Bowler Runs Conceded

Description: How many runs will the named bowler concede?

Rules: To match the scorecard. So in this case wides and no-balls do count, though byes, leg byes, and penalty runs do not. If a bowler does not bowl, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless the settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. For pre-match bets, only the bowler’s first innings will count. Runs conceded in a super over do not count.

18.64. Named Player Performance

Description: How many points will the named player score in the player performance scoring system?

Rules: Points are scored as follows: 1 point per run scored, 20 points per wicket taken, 10 points per catch taken, 25 points per stumping taken. If the player does not bat or bowl, but is in the starting eleven, all bets will still be settled. If the player is not in the starting eleven, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings, due to external factors, including bad weather, unless the settlement has been determined. The result will be considered determined if the line at which the bet was placed is passed. In drawn First Class matches, bets will be void if fewer than 200 overs have been

bowled, unless both first innings have been completed. In First Class games, only first innings points will count. Points scored in a super over do not count.

18.65. Batter Matchbet

Description: Which of the named players will score the most runs?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat, all bets are still settled. Runs scored in a super over do not count.

18.66. Bowler Matchbet

Description: Which of the named players will take the most wickets?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bowl, all bets are still settled. Wickets taken in a super over do not count.

18.67. All-Rounder Matchbet

Description: Which of the named players will score the most points in the player performance scoring system?

Rules: Points are scored as follows: 1 point per run scored, 20 points per wicket taken, 10 points per catch taken, 25 points per stumping taken. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl, then all bets are still settled. Points scored in a super over do not count.

18.68. Keeper Matchbet

Description: Which of the named wicket keepers score more points in the player performance scoring system?

Rules: Points are scored as above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason, all bets will still be settled in accordance with the scoring system above. Points scored in a super over do not count.

Partnership Markets

18.69. Fall of Next Wicket

Description: How many runs will the batting team have scored when the next wicket falls?

Rules: If the partnership is ended by the end of an innings, bets will settle at the final score. For settlement purposes, a batter retiring hurt does not count as a wicket. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which

the bet was placed is passed, or the wicket in question falls. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

18.70. Next Player Out

Description: Which batter will be the next to be dismissed?

Rules: If either batter retires hurt or the batters at the crease are different from those quoted, the bets placed on both batters will be declared void. If no more wickets fall, all bets will be void.

18.71. Method of Next Wicket Dismissal

Description: How will the next batter be out?

Rules: The result will be determined by the dismissal method of the next wicket that falls. A batter retiring hurt does not count as a wicket. If a batter is retired out, all bets will be void. If the specified wicket does not fall, all bets will be void. Caught and bowled is included in fielder catch.

18.72. Race to 'X' Runs

Description: Which batter will reach the specified number of runs first?

Rules: All bets stand, regardless of any curtailment. If neither batter reaches the specified number of runs, the markets will be settled as 'Neither'.

18.73. Next Boundary Four or Six

Description: Will the next boundary be a four or a six?

Rules: If there are no more boundaries in the innings, bets will be void. Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours, and extras do not count as boundaries. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Boundaries scored in a super over do not count.

18.74. Winning Over

Description: In which over of the named team's innings will the match be completed?

Rules: All bets will be void if there is no official result. In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

One-sided Markets

18.75. Both Teams to Score 'X' Runs

Description: Will both teams score the specified number of runs?

Rules: In line with Innings Runs rules, each innings will be judged to be complete if at least 80% of the overs scheduled to have been bowled at the time the bet was placed have been bowled, and this market will be settled accordingly. In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either team's first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares, that innings will be considered complete for the purposes of settlement.

18.76. Either Batter Method of Dismissal

Description: Will either of the named batters be dismissed in the specified method?

Rules: All bets will settle, regardless of whether either batter remains not out, or retired hurt, at the end of the innings.

18.77. Both Batters Method of Dismissal

Description: Will both of the named batters be dismissed in the specified method?

Rules: As "Either Batter Method of Dismissal"

18.78. Runs off Consecutive Deliveries

Description: How many runs will be scored off each of the specified deliveries?

Rules: As "Runs off Delivery" except the specified number of runs must be scored off both named deliveries.

18.79. Wicket off Delivery

Description: Will a wicket fall in the specified delivery?

Rules: The specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. A batter retiring hurt does not count as a wicket. If a batter is timed out or retired out, then the wicket is deemed to have taken place on the previous ball.

18.80. Both Batters to Score 'X' Runs in Over

Description: Will both batters score the specified number of runs in the over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Runs must be scored off the bat to count towards settlement. Bets will settle regardless of whether or not either of the specified batters are dismissed or retired hurt before the over commences.

18.81. Both Batters to Score a Boundary in Over

Description: Will both batters score a boundary in the over?

Rules: As "Both Batters to Score 'X' Runs in Over", both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours, and extras do not count.

18.82. Both a Four and a Six to be Scored in an Over

Description: Will both a four and a six be scored in the over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

18.83. Batter and Bowler Combo Milestones

Description: Will the named batter, and the named bowler, reach their specified milestones?

Rules: For batter – same as "Batter Runs". In first class games, only runs scored in the first innings will count. For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. The result

will be considered determined if the lines at which the bet was placed are passed. In First Class games, only first innings wickets and runs will count. Wickets and runs scored in a super over do not count.

18.84. Batters Combo Milestones

Description: Will both the batters reach their specified milestones?

Rules: Same as “Combined Batter Runs”.

Notes for all Markets

18.85. Players Sent Off/Retired Out

A player being sent off is viewed as retired out, so will be settled as a wicket.

18.86. Concussion/Tactical Substitutions

When a player leaves the field as a substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match.

18.87. Penalty Runs After the Conclusion of an Innings

Penalty runs added to a team’s total after the start of the other team’s innings will not count towards settlement of markets in the previous innings.

18.88. The Hundred

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

18.89. Incorrectly Created Matches

If a match is created in the wrong format (i.e. T20 instead of List A), bets will be void and a new match will be created.

19. Squash

19.1. If a set ends before the Xth point is reached, this market “Who scores [Xth] point in set [y]” is considered void (cancelled).

19.2. If markets remain open with an incorrect score which has a significant impact on the odds, the scope of impact being determined by the Sportsbook acting reasonably, the Sportsbook reserves the right to void respective bets.

19.3. If the players/teams are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

19.4. If a player retires, forfeits the match, or is disqualified, all undecided markets shall be voided.

19.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

19.6. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

20. Aussie Rules Football

20.1. All markets exclude overtime unless expressly stated otherwise.

20.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless expressly stated otherwise. This includes any added injury or stoppage time but does not include extra-time.

20.3. If odds were offered with an incorrect match time (more than 2 minutes), the Sportsbook reserves the right to void respective bets.

20.4. If the team names or category are displayed incorrectly, the Sportsbook reserves the right to void respective bets.

21. Boxing

21.1. If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.

21.2. In the event of a fight being declared a "No Contest", all bets will be void.

21.3. Should the scheduled number of rounds be changed before the fight, then all "Total Rounds", "Round Betting", and "Method of Victory" bets will be void.

21.4. Boxing Markets Rules:

21.4.1. Winner (To Win the Fight): Predict which competitor will win the bout. No draw selection is offered. For the Winner market where no draw selection is offered, all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).

21.4.2. 1x2 (Fight Result): Predict the result of the bout. If the fight ends in a Majority Draw or a Technical Draw, then Draw will be the winning selection.

21.4.3. Total Rounds (Over/Under): Betting on the round in which the fight result will be determined. For settlement purposes where a half round is stated, then 1 minute 30 seconds of the respective round will define the half to determine under or over. Thus, 9.5 rounds would be one minute and thirty seconds of the 10th round. If the fight ends at exactly 1 minute 30 seconds of the 10th round, then the result would be over 9.5 rounds.

21.4.4. Winner & Exact Round: Predict the round in which the selection will win the fight. Betting on winner and exact round is for a fighter to win by KO (knock out), TKO (technical knock out), or disqualification during that round. Where a boxer fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a technical decision before the end of the fight, all bets will be settled as a win by decision and round bets will be deemed losers.

21.4.5. Winning Method: Predict the method by which the result of the fight will be decided. All bets will be settled on the official result declared. A win by disqualification is counted as knockout/technical knockout.

21.4.6. Any Fighter To Win Inside the Distance: Predict if the fight will be decided before the scheduled number of rounds. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.

22. MMA

22.1. All markets are settled according to the result available immediately after the end of the fight. Any subsequent appeals or amendments to the result are not taken into consideration for settlement purposes.

22.2. If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.

22.3. Should there be a withdrawal or a substitution of one of the fighters concerned, bets will be void.

22.4. In the event of a fight being declared a "No Contest", all bets will be void.

22.5. Should the scheduled number of rounds be changed before the fight, then all "Total Rounds", "Winner and Exact Rounds", and "Winning Method" bets will be made void.

22.6. MMA Markets Rules:

22.6.1. Winner (To Win the Fight): Predict which competitor will win the bout. No draw selection is offered. For the Winner market where no draw selection is offered, all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).

22.6.2.1x2 (Fight Result): Predict the result of the bout. If the fight ends in a Majority Draw or a Technical Draw, then Draw will be the winning selection.

22.6.3. Total (Over/Under): Betting on the round in which the fight result will be determined. For settlement purposes, where a half round is stated, then 2 minutes 30 seconds of the respective round will define the half to determine under or over. Thus, 2.5 rounds would be two minutes and thirty seconds of the 3rd round. If the fight ends at exactly 2 minutes 30 seconds of the 3rd round, then the result would be over 2.5 rounds.

22.6.4. Winning Method: Predict the method by which the result of the fight will be decided. All bets will be settled on the official result declared. A win by disqualification is counted as Knockout/Technical Knockout.

For the purposes of the Winning Method market, a KO (knock out) includes the following:

– referee stoppage due to strikes while either fighter is, or both fighters are, standing;

– referee stoppage due to strikes while either fighter is, or both fighters are, on the canvas;

– stoppage by doctor;

– stoppage by a fighter's corner/team;

– a fighter retires due to injury;

– a win by disqualification.

For the purposes of the Winning Method market, a submission includes the following:

– referee stoppage due to tap-out;

– referee stoppage due to technical submission;

– a fighter's verbal submission (including a verbal submission which is made due to strikes).

22.6.5. Winner & Exact Round.

This market predicts the specific round in which a fighter wins the bout.

- Winning Conditions: For a bet on a specific round to be settled as a win, the selected fighter must win by Knockout (KO), Technical Knockout (TKO), Disqualification (DQ), or Submission during that round.
- Failure to Answer the Bell: If a fighter fails to answer the bell for the next round, the opponent shall be deemed to have won the contest in the previous round.
- Decisions and Technical Decisions: In the event of a Technical Decision (stoppage before the end of the fight where the winner is determined by judges' scorecards) or a Decision at the end of the full scheduled distance, all bets on specific rounds will be settled as lost.
- Clarification: For settlement purposes, a Technical Decision is treated as a victory on points (scorecards). Since it is not a finish (stoppage) within the round, it does not count as a victory in any specific round, regardless of when the fight was stopped.

22.6.6. "Will the fight go the distance?": Predict if the fight will be decided before the scheduled number of rounds. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.

23. Golf

23.1. A player is deemed to have played in a tournament or a specific round once they have teed off. If a player withdraws, retires, or is disqualified after having teed off, bets will stand.

23.2. In tournaments affected by bad weather or other similar reasons, bets will be based on the official result, regardless of the number of rounds played.

23.3. If the tournament is abandoned, any bets placed after the last completed round will be void.

23.4. If a golf round is abandoned, all undecided markets will be void.

23.5. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

23.6. In case of any delay (rain, darkness, etc.), all undecided markets remain unsettled and the trading will be continued as soon as the round / tournament continues.

23.7. In the event of any non-runners, 2 ball and 3 ball bets will be void.

23.8. Golf Markets Rules:

23.8.1. "2 Balls": Predict which player will shoot the lowest score in the listed round. If both players retire at the same hole, the market will be void. Market will be void if both competitors achieve the same score for the affected round. A player can be considered as runner if he tees off on his first scheduled hole.

23.8.2. "3 Balls": Predict which player will shoot the lowest score in the listed round. Dead heat rules apply.

23.8.3. "Outright Winner": All outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account. Where a tournament is reduced from the scheduled number of holes for any reason (e.g. bad weather conditions), outright bets (except "First round leader" bets) placed prior to the final completed round will be settled on the player awarded the trophy.

23.8.4. "Group Betting (Top XY)": The winner will be the player achieving the highest placing at the end of the tournament. Dead-heat rules apply except where the winner is determined by a playoff. Special case: If a group betting is offered and only one competitor starts, bets related to respective group betting will be void.

23.8.5. "Finishing Position of a Named Player": In the event of a tie for a finishing position, the tied position will count. For example, a tie with 4 other players for 7th place will count as a finishing position of 7th.

23.8.6. "End of Round Leader (e.g. First round – Winner)": Settlement is based on the tournament score at the end of the specified round. Dead heat rules apply.

23.8.7. "Tournament Top 4/Top 5/top 6/Top 10/Top 20 Finish": Dead heat rules apply.

23.8.8. "To Win/Not to Win a Major": The 4 majors are US Open, US Masters, USPGA, and the British Open.

23.8.9. "Competitor Markets": If the affected competitor retires, all undecided competitor markets will be void.

23.8.10. "Total Markets": If a player which is listed in the group retires, all undecided total markets will be void.

23.8.11. "Hole" & "Hole a to b" Markets: If a player who is listed in the group retires, all related and undecided "hole" and "hole a to b" markets will be void.

23.8.12. "Winner": Settled with the official winner of the entire tournament (including extra holes). Bets on all listed players will stand once they have teed off.

23.8.13. "Winner of Group": The winner of this market is the player with the lowest score of a certain group of players after the tournament is over. Only players that are part of the market belong to that group. If there are two or more players inside that group that are tied for the lowest tournament score out of that group, dead heat

settlement applies.

23.8.14. "End of Round X – Leader": If there are two or more players tied for the lead after a round, dead heat settlement applies. If a player does not a hit single shot in a tournament, he will be voided for all End of Round – Leader markets. If a player withdraws from the tournament, they will be voided for all End of Round – Leader markets, as long as they have not played a shot in the respective round.

24. Motorcycle Racing

24.1. If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

25. Athletics

25.1. If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

26. Winter Sports

26.1. If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours

27. Formula 1

27.1. General Formula 1 Betting Rules:

27.1.1. Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.

27.1.2. Events being shortened due to weather conditions or other circumstances, but that are deemed official by the governing association, will be settled accordingly as long as full points are awarded.

27.1.3. If a race is postponed to another day (to be determined within UTC time zone), all markets shall be considered void.

27.1.4. Unless otherwise stated in the market rules, the dead heat rule will be applied if the number of winners exceeds the expected amount of winning selections for a specific market.

27.1.5. If one or more drivers have to start the race from the pit-lane, they will be ranked at the end of the starting grid for settlement purposes.

27.1.6. If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.

27.2. Team Market Rules

27.2.1. "Winner (team)", "Top x (team)", and "Head2head (team)" are settled with the team which has the best ranked car in the final result.

27.2.2. "1st to retire (teams)" is settled with the team which retired one car first. N.B.: Specific retirement market rules are considered as valid for this market.

27.2.3. "1st pit stop (teams)" is settled with the team whose car entered the pit-lane first. N.B.: Specific pit stop market rules are considered as valid for this market.

27.2.4. Team total overtakings is settled based on the accumulated number of overtakings of both cars in the specified team. N.B.: Specific overtakings market rules are considered as valid for this market.

27.3. Markets for Fastest Lap Rules

27.3.1. The driver who achieved the fastest lap in the specified lap, cluster of laps, or race is considered as the winner.

27.3.2. The lap time in milliseconds is valid for settlement purposes.

27.4. Head2head Markets & Winner of Group Market Rules

27.4.1. If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.

27.4.2. Markets will be considered void if one of the drivers retires in or before the formation lap.

27.5. Markets for Overtakings Rules

27.5.1. An overtaking needs to be maintained until the end of the lap in order to be considered for settlement purposes.

27.5.2. Overtakings during the first lap are not considered for settlement purposes.

27.5.3. Overtakings of a specific driver in the same lap when he enters or exits the pit are not considered for settlement purposes.

27.5.4. Overtakings of a car in the lap of its retirement are not considered for settlement purposes.

27.5.5. Lapping and unlapping is not considered as overtaking.

27.6. Markets for Retirements Rules

27.6.1. A car is considered as retired for settlement purposes if it does not pass the finish line when the session is considered as completed, unless the car/driver is disqualified.

27.6.2. If more than 1 competitor retires in the same lap where the first retirement happened, the dead heat rule will be applied.

27.6.3. If a car retires in the pit or pit lane, the last started lap is considered for settlement purposes.

27.7. Markets for Pit Stops

27.7.1. The car which enters the pit lane first will be considered as winner of this market.

27.7.2. If a car enters the pit lane and retires, it will still be considered as a pit stop for settlement purposes.

27.8. Total Finishers Market Rules

27.8.1. A driver is only considered as a finisher for settlement purpose if they pass the finish line when the session is considered as ended.

III. eSports Special Rules

1. General Rules Applicable To eSports

1.1. All eSports markets are based on in-game score events or results at the end of a scheduled match/map. All settlements will occur using the official score and results, which are declared on the official video stream or the in-game stream of the relevant matches.

1.2. All match start dates and times displayed for eSports matches are for indication purposes only and are not guaranteed to be correct. Bets will stand if a match is offered with an incorrect date and/or time.

1.3. If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then all bets on that match will be voided.

1.4. If the name of a player/team/tournament is misspelled, all bets will still stand unless it is obvious that the misspelled name is the same as a different entity/person.

1.5. If a team name is changed due to a team leaving the organisation, joining another organisation, or due to an official change of team name, all bets will stand. 1.6. If the organiser of the event allows for stand-ins and there is an official result, all bets will be resulted as normal.

1.7. In the case where there is an overruling of a match result by the organiser due to unforeseen circumstances, such as cheating, all bets on that match will be voided. This rule is applicable within 72 hours from the end of the match. After this term, the Sportsbook will not change the result of the tickets.

1.8. If a match has been declared as a walkover win by the tournament organiser, all bets will be void.

1.9. If one team retires during a match, only wagers on the completed individual maps will be resulted. Match market, match side markets, and all other undecided map markets will be voided. Bets placed on any following maps that will be completed will be based on the official results. However, any and all live offers will be suspended on this match and moved to a new match with a different match ID that will genuinely reflect the state of the match. The only exemption to this rule would be in this situation: Team A wins map 1 and proceeds to forfeit map 2. In this case, the Sportsbook would void all wagers on all undecided match and map 2 markets and continue its offer within map 3 of the match.

1.10. All markets consider overtime, unless expressly stated otherwise in the market name.

1.11. If the match format is changed or differs from the one which is being offered, the Sportsbook reserves the right to void all bets.

1.12. If the fixture is listed incorrectly, the Sportsbook reserves the right to void all bets.

1.13. If a match is played before the scheduled start date/time, all bets placed after the actual start of the match will be refunded. All bets placed before the actual start of the match will stand.

1.14. If a match or map is replayed due to an organiser or technical issues, all affected markets will be voided, while the replayed matches or maps will be handled separately as a new match.

1.15. If a game on the map starts with less than ten players, all bets on that map will be voided.

2. eSports Game-Specific Rules

2.1. Counter-Strike 2 Rules

2.1.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, both teams decide to continue 4v5, and they play at least 5 rounds. All affected bets on that map, match, and match side markets will be voided.

2.1.2. If a team retires, receives a win by admin decision, or is disqualified before all scheduled rounds of a map are played, all undecided bets on that map and match will be voided.

2.1.3. Matches in Counter-Strike 2 may be played in various formats (e.g., MR12, MR8, and others). All odds offered in the betting line take into account the format used in a specific match and are based on the official tournament data. For information about the format applied to a match, please refer to the official tournament rules and data.

2.1.4. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.

2.2. Valorant Rules

2.2.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, both teams decide to continue 4v5, and they play at least 5 rounds. All affected bets on that map, match and match side markets will be voided.

2.2.2. If a team retires, receives a win by admin decision, or is disqualified before all scheduled rounds of a map are played, all undecided bets on that map and match will be voided.

2.2.3. Matches in Valorant may be played in various formats (e.g., MR12, MR8, and others). All odds offered in the betting line take into account the format used in a specific match and are based on the official tournament data. For information about the format applied to a match, please refer to the official tournament rules and data.

2.2.4. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.

2.3. Dota 2 Rules

2.3.1. If a map starts with fewer than 10 competitors, all bets on the map will be void.

2.3.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the map, all affected bets on that map and match will be voided. If a competitor disconnects or quits after the 10th minute of play of a map has started, bets have action according to the official result.

2.3.3. If a walkover or win by admin decision is given in the first 10 minutes of a map, all bets on the map will be void. If a win by admin decision is awarded after the 10th minute of play of a map has started, bets have action according to the official result.

2.4. League of Legends Rules

2.4.1. If a map starts with fewer than 10 competitors, all bets on the map will be void.

2.4.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the map, all affected bets on that map and match will be voided. If a competitor disconnects or quits after the 10th minute of play of a map that has started, bets have action according to the official result.

2.4.3. If a walkover or win by admin decision is given in the first 10 minutes of a map, all undecided bets on that map and match will be voided. If a win by admin decision is awarded after the 10th minute of play of a map has started, bets have action according to the official result.

2.5. King of Glory Rules

2.5.1. If a map starts with fewer than 10 competitors, all bets on the map will be void.

2.5.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the map, all undecided bets on that map and match will be voided. If a competitor disconnects or quits after the 10th minute of play of a map has started, bets have action according to the official result.

2.5.3. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play after the Map has started, bets have action according to the official result.

2.5.4. Market-specific Rules: If the final gameplay length/duration is the same as a particular threshold, it is resolved as OVER.

2.6. eSports FIFA

2.6.1. eSports Battle Match Duration: 2x4 minutes.

2.6.2. Liga Pro eFootball Match Duration: 2x6 minutes.

2.6.3. All Markets will be settled as set out in the General and Soccer Market Rules.

2.7. eSports NBA2K

2.7.1. Match Duration: 4x5 minutes. This includes overtime.

2.7.2. All Markets will be settled as set out in the General and Basketball Market Rules.

IV. eSports Solution Betting Rules

1.1. General Rules

1.1.1. The Sportsbook platform reserves the right to cancel any bet made on obviously “bad” odds (e.g. odds that include typo, back-office error, fixed matches), switched odds, or a bet made after an event has started or match was affected by obvious technical problems.

1.1.2. All bets will be settled when the outcome of the market has taken place.

1.1.3. Market "Match" (1X2) is where it is possible to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team, or team listed to the left side of the offer; "X" = Draw, or the selection in the middle; "2" = Away team, or team listed to the right side of the offer.

1.1.4. Market "Correct Score” is where it is possible to bet on the (partial or definite) exact score of a match or event.

1.1.5. Market "Over/Under" (Totals) is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void. Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.

1.1.6. Market "Odd/Even" is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). "Odd" is 1, 3, 5 etc.; "Even" is 0, 2, 4, etc.

1.1.7. Market "Half time/Full time" is where it is possible to bet on the result in half time and the final outcome of the match. E.g.: if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than two halves).

1.1.8. Market "Period betting" is where it is possible to bet on the outcome of each separate period within a match/event.

1.1.9. Market "Draw No Bet" is where it is possible to bet on either "1" or "2" as defined in 1.1.3. It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the specific match contain no winner (e.g.: match ends as a draw), or the particular occurrence does not happen (e.g. Draw No Bet and match ends 0-0), the stakes will be refunded.

1.1.10. Market "Handicap" is where it is possible to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the adjustment of the handicap line is exactly equal to the betting line, then all bets on this offer will be declared void.

1.1.11. Market Asian Handicap: Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (i.e. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a “tie”. Should the match produce any other outcome, including a Team A victory with only 1 goal margin, the whole stake would be lost. Away teams are given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.

1.1.12. Market "Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a match or event. The options are: 1X, 12 and X2 with "1", "X", and "2" as defined in 1.1.3.

1.1.13. Market "Team to Score First and Win" refers to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match, all bets will be settled as void.

1.1.14. Bets on "Quarter/Half/Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.

1.1.15. Bets on "Result at End of Quarter/Half/Period X..." refer to the result of the match/event after termination of the stipulated time frame and will take into account all other points/goals/events tallied from previous parts of the event/match.

1.1.16. Bets on "Race to X Points/Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction), it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned time frame. Should the listed score not be reached within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.

1.1.17. Bets on "Winner of Point X / Scorer of Goal X'' and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.

1.1.18. Any reference for a team to win all halves/periods (e.g.: Team To Win Both Halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.

1.2. Basketball Market Rules

1.2.1. Markets do not consider overtime unless otherwise stated.

1.2.2. If a match ends before the Xth is reached, these markets are considered void (cancelled): Who scores Xth point? (incl. OT), Which team will win race to x points? (incl. OT).

1.3. Cricket Market Rules

1.3.1. Delivery Markets Runs Off: The result will be determined by the number of runs added to the team total, off the specified delivery. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to a free hit, or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not, are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

1.3.2. Over Markets Runs in Over: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Extras and penalty runs in the particular over count towards settlement.

1.3.3. Wicket in Over: For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out, then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

1.3.4. Over Odd/Even Description: Will the number of runs scored in the specified over be odd or even? Rules: As "Runs in Over". Zero will be deemed to be an even number.

1.3.5. Innings Markets: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings. In First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn First Class matches if less than 60 overs have been bowled in an incomplete innings,

unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

1.4. Baseball Market Rules

1.4.1. Possible extra innings are not considered in any market unless otherwise stated.

1.5. FIFA

1.5.1. Match Duration: 2x6 minutes. This includes injury time but does not include extra time or penalty shootouts.

1.5.2. All Markets will be settled as set out in the General Rules.

1.6. FIFA: Volta

1.6.1. Match Duration: 2x3 minutes. This includes injury time and extra time but does not include penalty shootouts.

1.6.2. All Markets will be settled as set out in the General Rules.

1.7. Penalty Shootout

1.7.1. Includes only penalty shootouts without regular time, injury time, or extra time.

1.7.2. All Markets will be settled as set out in the General Rules.

1.8. NBA 2K

1.8.1. Match Duration: 4x6 minutes. This includes overtime.

1.8.2. All Markets will be settled as set out in the General and Basketball Market Rules.

1.9. Rocket League

1.9.1. Match Duration: 5 minutes. This doesn't include overtime.

1.9.2. All Markets will be settled as set out in the General Rules.

1.10. eFighting

1.10.1. The winner of the match is the character who wins the fight.

1.10.2. Explanation of eFighting Market Terms

Health Bar: Each character has 2 Health Bars. The second bar is active only after the first is completely spent.

First Damage: First successful attack.

Clash: A situation in the fight when both characters challenge each other on special occasions to increase hit points. Both fighters can win the clash, but there can also be a draw.

Supermove: Special move for each character, which occurs very rarely.

1.10.3. All Markets will be settled according to the definitions above.

1.11. eCricket

1.11.1. A match consists of two innings, one for each team.

1.11.2. Each inning consists of five overs with 6 deliveries of each.

1.11.3. All Markets will be settled as set out in the Cricket Market Rules.

1.12 eBaseball

1.12.1. Match consists of 3 innings and extra innings if needed.

1.12.2. All Markets will be settled as set out in the Baseball Market Rules.

1.13 eShooter

1.13.1. Match consists of 15 rounds. To win against one of the teams, it is enough to score 8 points.

1.13.2. All Markets will be settled as set out in the General Rules.

1.14. eTennis

1.14.1. The winner of a Match is the first player to win 2 sets.

1.14.2. The player must win 3 games to win a set. If the score is tied at 2-2, then a player can win 4-2, or if players are still tied at 3-3, then the set is decided by a tie-break.

1.14.3. The winner of a tie-break is the first player to win 5 points with minimum 2 points difference. If the score is tied at 5-5, the player can win 7-5, 8-6, 9-7, etc.

V. Virtual Sports Rules

1. Virtual Football

1.1. The Virtual Football Modes provide 24/7/365 real money betting experience on virtual football. Competitions are generated continuously and bets can be placed at any time, even within a season.

1.2. Game Structure

Each mode has a different tournament structure:

1.2.1. Virtual Football League Mode (VFLM):

- 16 Teams
- Home & away matches
- 30 match days
- 8 concurrent matches per match day
- 240 matches per season Group Stage

1.2.2. Virtual Football World Cup (VFWC):

- 32 Teams (8 groups of 4 teams per group)
- 12 match day chunks (3 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 48 matches per group stage
- Knock-Out Stage
- 16 Teams
- 5 round (R16 [1..4]; R16 [5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8)
- 2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out stage.

2. Virtual Basketball

2.1. The VBL provides 24/7/365 real money betting experience on virtual basketball. The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time, even within a season.

2.2. Season Details: For the online version, one season lasts 106:30 minutes in total, separated into a 'Pre-League' period, a 'Match day Loop', and a 'Post league' period. The 'Pre-League' period runs prior to the start of a season and lasts 60 seconds. All match days are summarised as the 'Match Day Loop' period with a total duration of 105:00 minutes. At the end of every season, there is a 30-second 'Post Season' period.

2.3. Betting on a VBL match is allowed up to 10 seconds before tip-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section.

3. Virtual Horses

3.1. The Virtual Horses (VHK) provides 24/7/365 real money betting experience on virtual horse races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race, as well as on all future races of the current race days at any time.

3.2. Races are generated continuously. A new one will be started as soon as the current one has finished. Betting is possible in the next 10 upcoming races:

- 2 minute total event cycle;
- 40 seconds betting phase;
- 65 seconds event phase;
- 15 seconds results phase;
- 2 grass and 1 dirt track with a 1000m race randomly scheduled;
- 8, 10, 12, or 14 runners randomly assigned.

3.3. Virtual Horses Markets Rules

3.3.1. Win: Select the runner which will finish first.

3.3.2. Place: Select the runner which will finish either 1st or 2nd (6-7 Runners); select the runner which will finish either 1st, 2nd, and 3rd (7+ runners).

3.3.3. Forecast (Correct Order): Select the runners that will finish 1st and 2nd in the correct order (exacta).

3.3.4. Forecast (Any Order): Select the runners that will finish 1st and 2nd in any order (quinella).

3.3.5. Tricast (Correct Order): Select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta).

3.3.6.Tricast (Any Order): Select the runners that will finish 1st, 2nd and 3rd in any order (trio).

4. Virtual Dogs

4.1. The Virtual Dogs (VDK) provides 24/7/365 real money betting experience on virtual dog races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race, as well as on the ten future races at any time.

4.2. Game Information: Races are generated continuously. A new one will be started as soon as the current one has finished.

- 2 minute total event cycle;
- 37 seconds or 67 seconds betting phase;
- 38 seconds or 68 seconds event phase;

- 15 seconds results phase;
- night and day track with distance 360m and 720m randomly scheduled;
- 6 or 8 runners randomly assigned.

4.3. Virtual Dogs Markets Rules

4.3.1 Win: Select the runner which will finish first.

4.3.2. Place: Select the runner which will finish either 1st or 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners).

4.3.3. Forecast (Correct Order): Select the runners that will finish 1st and 2nd in the correct order (exacta).

4.3.4. Forecast (Any Order): Select the runners that will finish 1st and 2nd in any order (quinella).

4.3.5. Tricast (Correct Order): Select the runners that will finish 1st, 2nd, and 3rd in the correct order (trifecta).

4.3.6.Tricast (Any Order): Select the runners that will finish 1st, 2nd, and 3rd in any order (trio).

VI. Greyhound, Horse, and Harness Racing Rules

1. General

1.1 All bets shall be settled based on the official declaration of the result of the race, as made by the relevant racing authority on the day of the race.

1.2 In the event of a dead heat, the bet will be paid out at face value, divided by the number of dead heating winners of the event.

1.3 Whilst the Sportsbook strives to provide the most up to date and accurate data, the Sportsbook shall not be liable for any errors regarding the Horses, Greyhound, or Harness racing data.

2. Market Specific Rules

2.1. To the market “Win Betting”, dead heat rules apply.

2.2. To the market “Place Betting”, the following rules apply:

2.2.1. Where there are 8 or more runners in a race, a place shall be paid on first, second, and third places. If a bet is placed when the field has 8 or more runners and the field later reduced to 7 or less runners, first, second, and third places will be paid. However deductions shall apply. See the Deductions Table in clause 3.3.5.

2.2.2. Dead heat rules apply.

2.3. To the market “Top 2 Bettin”, the following rules apply:

2.3.1. Pays on runners to come 1st or 2nd in the race.

2.3.2. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided.

2.3.3. Dead heat rules apply.

3. Settlement & Cancellation Rules

3.1. Scratchings:

3.1.1. If a runner is scratched, the stake will be refunded.

3.2. Abandoned, Postponed, and Transferred Races

3.2.1. If a race is abandoned or transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets shall be void. Affected Combo Bets will be recalculated excluding that Event.

3.2.2. Where a race is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the race, all bets shall stand as if the race was not postponed.

3.2.3. If scratchings are reinstated due to a postponed race at the same venue, then all bets shall be void.

3.3. Deductions

3.3.1. Any bet may be subject to deduction after the placement of the bet. These deductions are applied to the face value (expected winnings) of the bet.

3.3.2. In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of the winning bets, as per the deductions table - See Deductions Table in clause 3.3.5.

3.3.3. Deduction calculations are specified as a percentage deducted from the amount of the stake's winnings.

3.3.4. In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rate as per the deductions table. See Deductions Table in clause 3.3.5

3.3.5. Deductions Table:

Odds from (>, more than)	Odds to (<=, less or equal)	Market "Win" (%)*	Market "Top 2/" (%)*	Market "Place" (%)*
1.00	1.01	76	40	26
1.01	1.02	75	40	26
1.02	1.03	75	40	26
1.03	1.04	73	40	26
1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26
1.08	1.09	72	40	26
1.09	1.10	72	40	26
1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26
1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26

Odds from (>, more than)	Odds to (<=, less or equal)	Market "Win" (%)*	Market "Top 2/" (%)*	Market "Place" (%)*
1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25
1.45	1.50	55	37	25
1.50	1.55	53	36	24
1.55	1.60	51	36	24
1.60	1.65	49	35	24
1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22
1.95	2.00	40	32	22
2.00	2.05	40	32	22
2.05	2.10	39	31	22
2.10	2.15	37	31	21
2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21
2.35	2.40	33	29	20
2.40	2.45	31	28	20
2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18
2.80	2.90	27	25	18
2.90	3.00	26	25	18

Odds from (>, more than)	Odds to (<=, less or equal)	Market "Win" (%)*	Market "Top 2/" (%)*	Market "Place" (%)*
3.00	3.10	25	24	17
3.10	3.20	24	23	17
3.20	3.30	23	22	16
3.30	3.40	22	22	16
3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15
3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14
4.60	4.80	15	17	13
4.80	5.00	15	17	13
5.00	5.50	13	15	12
5.50	6.00	12	15	12
6.00	6.50	11	14	11
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7
9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5
12.00	13.00	4	6	4
13.00	14.00	4	6	4
14.00	15.00	3	4	3
15.00	16.00	3	4	3

Odds from (>, more than)	Odds to (<=, less or equal)	Market “Win” (%)*	Market “Top 2/” (%)*	Market “Place” (%)*
16.00	17.00	3	4	3
17.00	18.00	2	3	2
18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	~	0	0	0

*The column provides amount of deductions of the face value of the winnings of the respective bet.

3.4. Errors

3.4.1. If the Sportsbook publishes, posts, or quotes any incorrect betting information for any horse racing, greyhound, or harness racing event, including, but not limited to, posting wrong odds, then regardless of the cause of the source of such error, Sportsbook reserves the right to void any respective bet.

3.5. Acceptance of Bets after Race Start Time

3.5.1. If a single bet is inadvertently accepted after the official start time of the Event, the bet shall be voided and will be refunded to the End Player.

3.5.2. If a bet was accepted after the official start time of the event as part of a combo bet then that event shall be deemed void, and the remaining leg(s) of the combo bet will stand.

3.6. Other

3.6.1. In the event of a horse or a greyhound being withdrawn late by order of the stewards, all bets will be paid taking into account the steward’s decision regarding the status of the horse or greyhound (as applicable), including deductions on remaining runners. See Deductions Table in clause 3.5.5.

3.6.2. Bets will be settled as per the official decision of the stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by stewards on the day of the race will stand for the purposes of bet settlement.

Sportsbook

How do I place sports bets?

Choose a sport, pick a match, select the odds, and add it to your bet slip. Enter your stake and click "Place Bet".

How do I use a freebet?

If you’ve received a freebet sports bonus, here’s how to use it: The freebet is valid for 5 days from when it’s credited, so use it before it expires. You can place bets on any sports event using the freebet. Include at least 2 events in your bet. Ensure the total odds are 3.00 or higher. When placing your bet, don’t forget to click the giftbox icon next to the Place Bet button to apply your freebet.

If your combo bet wins, the winnings (excluding the freebet stake) will be added to your account as real money.

Where can I find football games to bet on?

Go to the Sportsbook and select the "Football" category. You can filter by league or match.

Why can’t I bet on football?

The match might be suspended, restricted in your region, or your bonus may not apply to that market. Please check the bonus terms or contact Support.

Why was my bet cancelled?

Bets may be cancelled due to game cancellations, odds errors, or technical issues. You'll be notified about the reason.

How do I find and place bets on various sports, including eSports, and participate in competitions?

Go to the "Sports" section and choose the sport and event type you are interested in. Next, you will see the range of markets and betting options. To participate in competitions, you need to visit the "Promotions" page and choose a challenge you like. Read its rules and enjoy participating.

Sports betting — bookmaker section

Status: Saved observation — English-language interface and structured bookmaker data in captures 19.11.2026. Amounts, score, schedule, odds and number of events are dynamic; this is not a current forecast or guarantees. Real bets, payouts, deposits and withdrawals verified. Trials confirmed, verification completed.

Configuration and capabilities

- Configuration visibility: country RO, blocked=False; currency EUR, format DECIMAL; minimum bet 0.1 EUR; step 1; quick bet selection: 50, 100, 250, 500 EUR; decimal places after the amount (€).
- max selections: 20; allowed odds range by configuration: 1.001–10000; cashout enabled=True; quick bet=True; repeat selections=True; share betslip=True; Max Bet=True; predictions=True; Bets Feed=True; Play Tracker=True; odds settings=True; early payout=False. These are interface flags, not a condition of a specific bet.
- Additionally noted offered: Horse racing, Greyhound, Harness, Predictions.
- Statistics: Statscore (enabled=True), Betradar (enabled=False); live tracker: Betgenius (enabled=True), Statscore (enabled=True), Betradar (enabled=False); prematch tracker: Statscore (enabled=True), Betradar (enabled=False).

Navigation: Sports / Esports / Racing; Popular, Live, Upcoming, Predictions, Bets Feed; Play Tracker, My Bets, Favorites, Search; betslip with Quick Bet and Odds Settings. The screen shows a warning: Although every effort is made to ensure data displayed on our site is accurate, this data is for information purposes and should be used as a guide only. In the event of any particular information being incorrect, we assume no liability for it.

Combo Boost

Public structured global setting: min odd 1.3; period 2025-02-12 00:00 UTC — 2028-10-19 09:12 UTC; days_to_use=1; restrictions type=all. The configuration record and accrual are confirmed for the relevant accounts.

Number of outcomes	Multiplier
4-4	1.04
5-5	1.05
6-6	1.07
7-7	1.1
8-8	1.15
9-9	1.17
10-10	1.2

Number of outcomes	Multiplier
11-11	1.25
12-12	1.3
13-13	1.35
14-14	1.4
15-15	1.45
16-20	1.5

Sports and counters

Below are all categories obtained from the public event structure; a category in the feed was not necessarily visible/available for a specific bet. Sidebar counters are observations in individual captures, not a fixed number of events.

Sport	ID categories	Observed counters in the menu
Alpine Skiing	43	4
American Football	16	109, 110, 111
Australian Football	13	13
Badminton	31	40, 41, 42
Baseball	3	10, 11
Basketball	2	179, 180, 181, 182, 183
Basketball 3x3	155	1, 5
Boxing	10	66, 67
Brawl Stars	168	—
Call of Duty	118	—
Chess	33	51, 52, 53, 54, 55, 56, 57
Counter-Strike	109	—
Cricket	21	43, 44, 45, 46, 47
Cricket 24	238	—
Crossfire	123	—
Cycling	17	1
Darts	22	35
Dota 2	111	—
FC 27	137	—
Floorball	7	35, 36
Football	1	947, 948, 949, 950

Sport	ID categories	Observed counters in the menu
Formula 1	40	3
Futsal	29	2
Golf	9	9
Handball	6	66
Ice Hockey	4	161, 162, 163
Kabaddi	138	4, 5
Lacrosse	39	1
Mixed Martial Arts	117	101, 102, 103
Motorcycle Racing	190	1
Overwatch 2	121	—
PUBG Mobile	228	—
Padel Tennis	71	1
Pool	25	1
Rugby League	59	5, 6, 7
Rugby Union	12	24
Sailing	81	1
Ski Jumping	48	1
Slotbet	412	—
Snooker	19	3, 4, 5, 7, 8, 9, 11
Speedway	131	1
Squash	37	2
Sumo	99	3, 4
THE FINALS	253	1
Table Tennis	20	42, 43, 44, 45, 46, 47, 48, 49, 50
Tennis	5	353, 354, 355, 356, 357
Touring Car Racing	188	2
Valorant	194	—
Volleyball	23	86, 87, 88, 89
WarCraft III	122	—
Water Polo	26	10
World of Tanks	115	—
eBasketball	302	54, 55, 56, 57

Sport	ID categories	Observed counters in the menu
eCricket	305	11, 12, 13
eCricket: X-Battle Bats	322	2, 3
eFighting	304	12, 13, 14, 15
eSoccer	300	79, 80, 81, 82, 83
eSoccer: Penalty	307	12, 13, 14
eSoccer: Volta	309	8, 9, 10
eTennis	303	9, 10
eVaquejada	323	2, 3

Leagues / competitions of the structured sports catalog

The list is not a permanent schedule. Unique combinations of sport / country or category / league are grouped; international, national and electronic disciplines are preserved.

Sports	Category / country	Competitions
Alpine Skiing	Alpine	Alpine Skiing 2026/27
Alpine Skiing	Alpine Women	Alpine Skiing Women 2026/27
Alpine Skiing	Slalom	Gurgl
Alpine Skiing	Slalom Women	Gurgl Women
American Football	USA	NCAA; NFL; NFL Draft
American Football	eAmerican Football	AFC East Division (4x2 min); AFC West Division (4x2 min); NFC North Division (4x2 min); NFC South Division (4x2 min)
Australian Football	Australia	AFL; AFL, Women
Badminton	International	Hong Kong Open, MD; Hong Kong Open, MS; Hong Kong Open, WD; Hong Kong Open, WS; Hong Kong Open, XD; Scottish Open, MD; Scottish Open, MS; Scottish Open, WD; Scottish Open, WS; Scottish Open, XD
Baseball	Australia	ABL
Baseball	International	Asia Winter Baseball League
Baseball	USA	MLB
Baseball	eBaseball	Copa America (2 innings); MLB' 95 (1 inning); World Series (2 innings)
Basketball	Argentina	LNB; Liga de Desarrollo
Basketball	Australia	NBL; WNBL
Basketball	Brazil	NBB
Basketball	Chile	Liga Femenina
Basketball	China	CBA; CBA Club Cup

Sports	Category / country	Competitions
Basketball	Chinese Taipei	University Basketball Association, Women
Basketball	Denmark	Basketligaen
Basketball	England	British Basketball Super League
Basketball	Finland	Division 1 Women; Korisliiga; Korisliiga, Women
Basketball	France	Pro A
Basketball	Germany	BBL
Basketball	Greece	A1, Women; Greece Cup; Greek Basketball League
Basketball	Hong Kong, China	Basketball League Women; Division 1
Basketball	Iceland	Urvalsdeild
Basketball	International	ABA Liga 2; BNXT League; BSKT Cup; Club Friendly Games; Euroleague; FIBA Europe Cup; Int. Friendly Games; Liga ABA
Basketball	Israel	Super League
Basketball	Italy	Serie A
Basketball	Ivory Coast	Championnat National; Championnat National, Women
Basketball	Lithuania	LKL; NKL
Basketball	Mexico	LNBP; Liga ABE
Basketball	New Zealand	National Basketball League, Women
Basketball	Norway	BLNO
Basketball	Poland	1. Liga; PLK
Basketball	Puerto Rico	Baloncesto Superior Nacional Women
Basketball	Republic of Korea	KBL; WKBL
Basketball	Romania	Liga Nationala
Basketball	Russia	Cup; United Youth League; VTB United League; Vysshaya Liga; Vysshaya Liga, Women
Basketball	Serbia	KLS
Basketball	Spain	Copa de Espana; Copa del Rey; Liga ACB
Basketball	Sweden	SBL
Basketball	Turkiye	Super Lig
Basketball	USA	NBA; NBA Cup; NCAA; WNBA
Basketball	Uruguay	LUB; Tercera de Ascenso
Basketball	eBasketball	EuroLeague (24 min play); FIBA Americas (24 min play); FIBA Europe (24 min play); NBA '98 - Shootout (45 sec); NBA (24 min play)

Sports	Category / country	Competitions
Basketball 3x3	International	World Tour Manama
Boxing	International	Elite Boxing; Elite Exhibition Boxing; Exhibition Boxing; Pro Boxing
Boxing	eBoxing	HeavyWeight (1 round, 2 min); Light HeavyWeight (1 round, 2 min)
Brawl Stars	Brawl Stars	Brawl Stars World Finals 2026
Call of Duty	Call of Duty	Call of Duty League Championship 2027
Chess	AI Chess	gpt-4.1 vs gpt-4.1-mini
Chess	Engine Chess	Rapid | lc0 vs stockfish
Chess	International	Blitz | Total Chess Pilot Match of 4 games Day 1; Rapid | Total Chess Pilot Day 1; Standard | Total Chess Pilot; World Championship Match of 14 games; World Championship Match of 14 games. Additional bets without tie-break
Chess	Lichess	Lichess: Rated Bullet
Chess	Online Championships	Speed Chess Championship
Chess	Titled Tuesday	Blitz | Nov 24, 2026
Counter-Strike	Counter-Strike 2	CCT EU 2026 Series 15 Play-In; CCT Europe 2026 Series #14; ESEA Advanced Season 59 EU; Elisa Open Suomi Season 14; European Pro League Series 10; H2H 2X2 (MR8); Journey Winter 2026; NODWIN Clutch Series #14; P Galaxy; PGL Major Singapore 2026; RUSH:Brno 2026; Ranked Episode 6
Counter-Strike	Counter-Strike 2 AI	Decoy Major (MR24)
Cricket	Australia	Big Bash League; Big Bash League, Women
Cricket	England	T20 Blast; The Hundred
Cricket	Eswatani	T10 Spring Cup
Cricket	India	Indian Premier League; Pune Olympia T20 Trophy; Syed Mushtaq Ali Trophy; T20 Chandigarh League
Cricket	International	Asia Cup Rising Stars 50-Over; ICC Test Championship; ICC World Cup; ODI Friendlies; T20 Emerging Nations Trophy, Women; T20 Internationals; T20 Internationals Associates, Women
Cricket	Nepal	T20 Premier League
Cricket	Oman	D20 Oman League, Women
Cricket	South Africa	CSA 4-Day Series
Cricket	United Arab Emirates	International League T20
Cricket	Virtual Cricket	T1 Turbo Classic; T20 Indian Premier League; T20 Women's Premier League; T5 Fast 5 International; T5 Fast 5 World Legends

Sports	Category / country	Competitions
Cricket	eCricket	T1 South Africa; T5 Big Bash League; T5 ICC Men's World Cup; T5 Indian Premier League; T5 Pakistan Super League
Cricket 24	eCricket	Yodha Premier League Super Over 2026 Week #47
Crossfire	Crossfire	CrossFire Mobile League Season 20
Cycling	International	Tour de France
Darts	International	Grand Slam of Darts; Modus Super Series, Women; PDC Players Championship; PDC World Championship
Dota 2	Dota 2	Asgard Championship Season 2; BLAST SLAM IX; DreamLeague Division 2 S5; European Pro League Season 41
FC 27	SIS Competitive Gaming	H2H GG League (2x4 min)
FC 27	eFootball	Valhalla Cup 2026 Week #47; Valhalla Cup 4 2026 Week #47; Valkyrie Cup 2026 Week #47
Floorball	Czechia	Extraliga; Extraliga, Women
Floorball	Finland	Divari
Floorball	International	World Championship Women, Qualification
Floorball	Norway	Eliteserien; Eliteserien, Women
Floorball	Slovakia	Extraliga
Floorball	Sweden	Svenska Superligan; Svenska Superligan, Women
Floorball	Switzerland	Unihockey Prime League; Unihockey Prime League, Women
Football	Algeria	Ligue 1
Football	Angola	Liga Bantu
Football	Argentina	Liga Profesional; Liga Profesional de Futbol Reserves; Primera Division, Women; Primera Nacional
Football	Australia	A-League; A-League, Women; Championship
Football	Austria	2. Liga; Bundesliga
Football	Azerbaijan	First Division; Premier League
Football	Belgium	Challenger Pro League; Pro League
Football	Brazil	Brasileiro Serie A; Brasileiro Serie B; Copa do Brasil; U20 Carioca, Serie B2
Football	Bulgaria	Parva Liga
Football	Cameroon	Elite One
Football	Chile	Copa Chile; Primera B; Primera Division
Football	China	FA Cup
Football	Colombia	Primera A; Primera B

Sports	Category / country	Competitions
Football	Costa Rica	Primera Division
Football	Croatia	HNL
Football	Cyprus	1st Division
Football	Czechia	1. Liga; FNL
Football	Denmark	1. Division; DBU Pokalen; Superliga
Football	Ecuador	LigaPro Primera A
Football	Egypt	2. Division; Cup; Premier League
Football	England	Championship; EFL Cup; EFL Trophy; FA Cup; League One; League Two; National League; National League South ; Premier League; Super League, Women
Football	Ethiopia	Premier League
Football	France	Coupe de France; Ligue 1; Ligue 2; Ligue 3
Football	Germany	2. Bundesliga; 3. Liga; Bundesliga; DFB Cup
Football	Greece	Greece Cup; Super League
Football	Hungary	NB I; NB I, Women
Football	India	Bangalore Super Division; I-League; SSA Champions Cup; Super League; Women's League
Football	Indonesia	Liga 1
Football	International	ASEAN Club Championship; Club Friendly Games; Copa Libertadores; Copa Sudamericana; U17 European Championship, Qualification, Women; U17 Friendly Games; U17 World Cup; UEFA Champions League; UEFA Conference League; UEFA EURO; UEFA Europa League; UEFA Nations League A; Women UEFA Champions League; World Cup
Football	Iran	Pro League
Football	Iraq	Stars League
Football	Ireland	Leinster Senior League; Munster Senior League, Premier Division
Football	Italy	Coppa Italia; Serie A; Serie B
Football	Japan	J.League; J.League 2; J3 League; WE League, Women
Football	Jordan	Jordan Cup
Football	Kuwait	Division 1
Football	Lebanon	Premier League
Football	Liberia	National League, First Division
Football	Malaysia	Super League
Football	Mauritania	Super D1

Sports	Category / country	Competitions
Football	Mexico	Liga De Expansion MX; Liga MX
Football	Myanmar	National League 2
Football	Netherlands	Eerste Divisie; Eredivisie
Football	North Macedonia	1. MFL
Football	Northern Ireland	Premiership
Football	Norway	1st Division; Eliteserien
Football	Paraguay	Division de Honor
Football	Peru	Liga 1
Football	Philippines	UAAP Championship
Football	Poland	Ekstraklasa; I Liga; II Liga; III Liga; Puchar Polski
Football	Portugal	Liga Portugal 2; Primeira Liga; U23 Liga Revelacao
Football	Puerto Rico	National Football League
Football	Qatar	Stars League
Football	Republic of Korea	K-League 1; K-League 2
Football	Romania	Superliga
Football	Russia	1. Liga; Cup; Premier League
Football	Saudi Arabia	Saudi Pro League; U21 Elite League
Football	Scotland	Championship; League 1; League 2; Premiership; Scottish Cup
Football	Serbia	Superliga
Football	Seychelles	Premier League
Football	Slovakia	Slovensky Pohar; Superliga
Football	Slovenia	Cup; PrvaLiga
Football	South Africa	Premiership
Football	Spain	Copa del Rey; Cup, Women; LaLiga; LaLiga 2; Primera Federacion
Football	Suriname	Premier League
Football	Sweden	Allsvenskan; Damallsvenskan
Football	Switzerland	Challenge League; Super League
Football	Syria	Premier League
Football	Thailand	Thai League 2; Thai League 3; U21 League
Football	Tunisia	Ligue 1
Football	Turkiye	1. Lig; Super Lig

Sports	Category / country	Competitions
Football	USA	MLS
Football	Uganda	Premier League
Football	Ukraine	Premier League
Football	United Arab Emirates	Arabian Gulf League; U21 League
Football	Uruguay	Primera Division
Football	Uzbekistan	Superliga
Football	Venezuela	Copa Venezuela
Football	Vietnam	V-League 1; V-League 2; Vietnam National Games Women; Vietnam National League, Women
Football	Wales	Cymru Premier
Football	Zambia	Super League
Football	eSoccer	Bundesliga (12 min play); Champions League (12 min play); Coppa Italia (12 min play); Coupe de France (12 min play); England FA Cup (12 min play); FIFA Club World Cup (12 min play); Spain Copa del Rey (12 min play)
Football	eSoccer: Volta	Super League (6 min play)
Formula 1	Formula 1	Formula 1 2026
Formula 1	USA	Las Vegas Grand Prix Qualifying; Las Vegas Grand Prix Race
Futsal	Russia	Superliga
Golf	LPGA Tour	CME Group Tour Championship
Golf	Majors	PGA Championship; The Masters; The Open Championship; US Open
Golf	PGA Tour	The RSM Classic
Golf	Team Events / Specials	Ryder Cup
Handball	Austria	HLA Meisterliga
Handball	Denmark	1. Division; Handboldligaen; Kvindeligaen, Women
Handball	France	LNH Division 1; LNH Proligue
Handball	Germany	Bundesliga
Handball	Iceland	Urvalsdeild
Handball	International	Champions League; World Championship
Handball	Norway	Cup, Women; Eliteserien
Handball	Romania	Liga Nationala; Liga Nationala, Women
Handball	Russia	Superliga
Handball	Spain	Liga Asobal

Sports	Category / country	Competitions
Handball	Sweden	Handbollsligan
Ice Hockey	Austria	ICE Hockey League
Ice Hockey	Belarus	Extraliga; Vysshaya Liga
Ice Hockey	Canada	OHL; QMJHL
Ice Hockey	Czechia	Extraliga; ULLH
Ice Hockey	Denmark	Superisligaen
Ice Hockey	Finland	Liiga; Mestis
Ice Hockey	France	Ligue Magnus
Ice Hockey	Germany	DEL; DEL 2
Ice Hockey	International	Alps Hockey League; Asia League; Champions Hockey League; World Championship
Ice Hockey	Kazakhstan	Pro Hockey League
Ice Hockey	Norway	Eliteserien; Eliteserien, Women
Ice Hockey	Poland	Hokej Liga
Ice Hockey	Russia	KHL; MHL; RHL (MHL - B); VHL; WHL, Women
Ice Hockey	Slovakia	Extraliga
Ice Hockey	Sweden	Allsvenskan; HockeyEttan; SDHL; SHL
Ice Hockey	Switzerland	National League; Swiss League
Ice Hockey	USA	AHL; NHL; PWHL, Women
Ice Hockey	eIce Hockey	NHL Atlantic Division (3x3 min); NHL Central Division (3x3 min); NHL Metropolitan Division (3x3 min); NHL Pacific Division (3x3 min)
Kabaddi	eKabaddi	Kabaddi World Cup (2x5 min); Pro Kabaddi League (2x5 min)
Lacrosse	International	National Lacrosse League
Mixed Martial Arts	ACA	ACA Young Eagles 70
Mixed Martial Arts	Ares FC	Ares FC 45
Mixed Martial Arts	Bare Knuckle	BKFC Fight Night: Myrtle Beach
Mixed Martial Arts	KSW	KSW 123
Mixed Martial Arts	LFA	LFA 247
Mixed Martial Arts	ONE Championship	ONE Friday Fights 179
Mixed Martial Arts	Oktagon	Oktagon 98
Mixed Martial Arts	Power Slap	Power Slap 27

Sports	Category / country	Competitions
Mixed Martial Arts	UFC	UFC 335: Oliveira vs Lopes; UFC 336: Van vs Kape; UFC Fight Night: Adesanya vs Magomedov; UFC Fight Night: Prochazka vs Stirling; UFC Fight Night: Salkilld vs Saint-Denis
Mixed Martial Arts	eMMA	SLAP Heavy Hits (3 rounds); SLAP Viral Hit (3 rounds); UFC Legends (1 round); UFC Women Legends (1 round)
Motorcycle Racing	Moto2	Moto2 2026
Overwatch 2	Overwatch 2	Overwatch Champions Series 2026 - Asia Stage 3
PUBG Mobile	International	PUBG Mobile Global Championship 2026
Padel Tennis	Russia	Liga Pro
Pool	International	Mosconi Cup
Rugby League	Australia	NRL; State of Origin
Rugby League	England	Super League
Rugby League	eRugby League	NRL'94 (1 half - 2 min play); World Cup'94 (1 half - 2 min play)
Rugby Union	England	Premiership
Rugby Union	France	Pro D2; Top 14
Rugby Union	International	European Rugby Champions Cup; Lions Tour; Nations Championship; Six Nations; Super Rugby; United Rugby Championship; World Cup
Sailing	Sail Grand Prix	Sail Grand Prix Championship
Ski Jumping	Ski Jumping	Ski Jumping 2026/27
Slotbet	Australia	NBL
Slotbet	China	CBA Club Cup, Group A
Slotbet	International	United Youth League
Slotbet	Japan	WE League, Women
Slotbet	Korea Republic	KBL
Slotbet	Russia	VHL
Snooker	Ranking Events	German Masters, Qualification
Snooker	Triple Crown	The Masters; UK Championship; World Championship
Speedway	International	Speedway World Championship 2027
Squash	International	PSA Squash World Tour
Sumo	eSumo	Sekai Sumo Basho (Best of 9)
THE FINALS	The Finals	Grand Major 2026
Table Tennis	Czech Republic	Czech Liga Pro

Sports	Category / country	Competitions
Table Tennis	International	Challenger Series; Setka Cup; TT Cup; WTT Star Contender Muscat, MS; WTT Star Contender Muscat, WS; WTT Star Contender Muscat, XD
Table Tennis	Poland	TT Elite Series
Table Tennis	TTX Cup	Czechia, Doubles (7 games, up 7 points); France, Women; Hungary, Double Mixed (2 games, up 12 points); Latvia, Men; Spain, Men
Tennis	ATP	ATP Finals; ATP Finals Doubles
Tennis	ATP Challenger	ATP Challenger Champaign, USA; ATP Challenger Champaign, USA Doubles; ATP Challenger Drummondville, Canada; ATP Challenger Drummondville, Canada Doubles; ATP Challenger Helsinki, Finland; ATP Challenger Helsinki, Finland Doubles; ATP Challenger Kobe, Japan; ATP Challenger Kobe, Japan Doubles; ATP Challenger Metz, France; ATP Challenger Metz, France Doubles; ATP Challenger Montevideo, Uruguay; ATP Challenger Montevideo, Uruguay Doubles; ATP Challenger Sydney, Australia; ATP Challenger Sydney, Australia Doubles
Tennis	Davis Cup	Davis Cup
Tennis	Grand Slam	Australian Open; Australian Open, Women; French Open; French Open, Women; US Open; US Open, Women; Wimbledon; Wimbledon, Women
Tennis	UTR	UTR Pro Series Men; UTR Pro Series Women
Tennis	WTA 125K	WTA 125K Colina, Chile; WTA 125K Colina, Chile Doubles
Tennis	World Tennis Men	M15 Alcala de Henares, Spain; M15 Alcala de Henares, Spain, Doubles; M15 Antalya, Turkey; M15 Antalya, Turkey, Doubles; M15 Hua Hin, Thailand, Doubles; M15 Kuala Lumpur, Malaysia, Doubles; M15 Monastir, Tunisia; M15 Monastir, Tunisia, Doubles; M15 Olavarria, Argentina; M15 Olavarria, Argentina, Doubles; M15 Orlando, USA; M15 Santa Cruz, Bolivia; M15 Santa Cruz, Bolivia, Doubles; M15 Sharm El Sheikh, Egypt; M15 Sharm El Sheikh, Egypt, Doubles; M25 Bhubaneswar, India; M25 Bradenton, USA; M25 Bradenton, USA, Doubles; M25 Chihuahua, Mexico; M25 Chihuahua, Mexico, Doubles; M25 Heraklion, Greece; M25 Heraklion, Greece, Doubles; M25 Lajeado, Brazil; M25 Lajeado, Brazil, Doubles; M25 Monastir, Tunisia; M25 Monastir, Tunisia, Doubles; M25 Vale Do Lobo, Portugal; M25 Vale Do Lobo, Portugal, Doubles
Tennis	World Tennis Women	W15 Alcala de Henares, Spain; W15 Alcala de Henares, Spain, Doubles; W15 Antalya, Turkey; W15 Antalya, Turkey, Doubles; W15 Monastir, Tunisia; W15 Monastir, Tunisia, Doubles; W15 Paris, France; W15 Paris, France, Doubles; W15 Sharm El Sheikh, Egypt; W15 Sharm El Sheikh, Egypt, Doubles; W35 Orlando, USA; W35 Sao Paulo, Brazil; W35 Sao Paulo, Brazil, Doubles; W50 Funchal, Portugal; W50 Funchal, Portugal, Doubles; W50 Heraklion, Greece; W50 Heraklion, Greece, Doubles; W75 Sydney, Australia; W75 Trnava, Slovakia; W75 Trnava, Slovakia, Doubles
Tennis	ePadel	PDX Cup (1 set)

Sports	Category / country	Competitions
Tennis	eTennis	AO (2 games; at 1–1, up to 3); Roland Garros (2 games; at 1–1, up to 3); US Open (2 games; at 1–1, up to 3); Wimbledon (2 games; at 1–1, up to 3)
Touring Car Racing	Supercars	Adelaide Grand Final Race 35; Supercars Championship
Valorant	Valorant	VCT 2027: Americas Kickoff: NA - Qualifier Playoffs
Volleyball	Argentina	Metropolitana Torneo Superiores
Volleyball	Belarus	Liga Pro 4x4, 3 sets (3rd to 15)
Volleyball	Brazil	Superliga; Superliga, Women
Volleyball	Bulgaria	Super League, Women
Volleyball	China	Volleyball League
Volleyball	Czechia	Cup, Women
Volleyball	Denmark	VolleyLigaen; VolleyLigaen Women
Volleyball	Finland	Mestaruusliiga, Women
Volleyball	France	Ligue A; Ligue A Women
Volleyball	Germany	1st Bundesliga; 1st Bundesliga Women
Volleyball	Greece	A1
Volleyball	International	CEV Challenge Cup; Champions League; Champions League, Women; MEVZA Women
Volleyball	Italy	Serie A1, Women; SuperLega
Volleyball	Japan	SV League
Volleyball	Jordan	Cup
Volleyball	Kenya	National League; National League, Women
Volleyball	Latvia	Cup, Women; Nacionala Liga 1
Volleyball	Netherlands	Eredivisie, Women
Volleyball	Poland	TAURON Liga; TAURON Liga, Women
Volleyball	Republic of Korea	V League; V League, Women
Volleyball	Romania	Divizia A1, Women
Volleyball	Russia	Liga Pro, Women; Superliga; Superliga, Women
Volleyball	Slovakia	Cup, Women
Volleyball	Turkiye	Cup, Women; Efeler Ligi; Sultanlar Ligi, Women
Volleyball	USA	NCAA, Women
Volleyball	eVolleyball	CEV EuroVolley (1 set — 25 pts); CEV EuroVolley, Women (1 set — 25 pts); Liga Nacional de Futevôlei; SA Championship (1 set — 25 pts); SA Championship, Women (1 set — 25 pts)

Sports	Category / country	Competitions
WarCraft III	Warcraft 3	Ancient of Wonders Cup 2026 #2
Water Polo	International	LEN Euro Cup; LEN Euro Cup, Women
Water Polo	Italy	Serie A1
World of Tanks	Mir Tankov	BB Champions Cup 2026
eBasketball	Blitz	Euroleague (1 min play); NBA (1 min play)
eBasketball	Brazil	NBB
eBasketball	China	CBA
eBasketball	France	LNB Elite
eBasketball	International	Euroleague; FIBA Americas; FIBA Europe
eBasketball	Philippines	PBA, Governors Cup
eBasketball	Spain	Liga ACB
eBasketball	Turkey	Super Lig
eBasketball	USA	NBA
eCricket	Australia	T5 BBL
eCricket	England	T1 England Blast
eCricket	International	T5 ICC Men's World Cup; T5 Indian Premier League
eCricket	Pakistan	T5 Pakistan Super League
eCricket	South Africa	T1 South Africa
eCricket: X-Battle Bats	International	X-Battle IPL T10
eFighting	Injustice	Gotham City
eFighting	Mortal Kombat	Season of Blood
eFighting	TMNT	Tournament Fighters' 93
eFighting	The King Of The Fighters	KofF XIV
eSoccer	Belgium	Jupiler Pro League (2x4 min)
eSoccer	Brazil	Copa do Brasil (2x6 min)
eSoccer	England	FA Cup (2x6 min); Premier League (2x6 min)
eSoccer	France	Coupe de France (2x6 min); Ligue 1 (2x6 min)
eSoccer	Germany	Bundesliga (2x6 min)
eSoccer	International	Africa Cup of Nations (2x4 min); Champions League (2x6 min); Copa Libertadores (2x6 min); FIFA Club World Cup (2x6 min)
eSoccer	Italy	Coppa Italia (2x6 min); Serie A (2x6 min)
eSoccer	Japan	J1 League (2x6 min)

Sports	Category / country	Competitions
eSoccer	Mexico	Liga MX (2x6 min)
eSoccer	Portugal	Liga Portugal (2x6 min)
eSoccer	Russia	Premier League (2x6 min)
eSoccer	Spain	Copa del Rey (2x6 min); La Liga (2x6 min)
eSoccer	Turkey	Super Lig (2x6 min); Turkish Cup (2x6 min)
eSoccer	Venezuela	Liga FUTVE (2x6 min)
eSoccer: Penalty	Brazil	Brasileiro Série A
eSoccer: Penalty	International	World Cup
eSoccer: Penalty	Spain	La Liga
eSoccer: Volta	Brazil	Street LNF
eSoccer: Volta	China	Chinese Super League
eSoccer: Volta	International	Europe Super League
eSoccer: Volta	Netherlands	Eredivisie
eTennis	ATP '89	ATP Tour (1 Game)
eTennis	Australia	Australian Open (Up to 2 games; at 1–1, up to 3)
eTennis	England	Wimbledon (Up to 2 games; at 1–1, up to 3)
eTennis	France	Roland Garros (Up to 2 games; at 1–1, up to 3)
eTennis	USA	US Open (Up to 2 games; at 1–1, up to 3)
eVaquejada	Brazil	AO VIVO — 4 atts: 8 pts (1–2), 10 pts (3–4)
—	—	MOVE Cup, Barcelona 2027

Descriptions of the observed market types

The public reference of bookmaker descriptions contains the following standalone market types and names (this does not mean all variants are available in all events).

Combo

1st half - 1x2 & both teams to score; 1st half - 1x2 & total; 1st half - double chance & both teams to score; 1st half - double chance and total; 1st half - winner & total; 1st half handicap & 1st half total; 1st quarter - winner & total; 1st quarter handicap & 1st quarter total; 1x2 & both teams to score; 1x2 & first goal; 1x2 & total; 1x2 & total (incl. extra innings); 2nd half - 1x2 & both teams to score; Combo rounds winner & total; Combo winner & {!roundnr} round winner; Combo {!roundnr} round - total kills and first kill; Combo {!roundnr} round - winner and first kill; Combo {!roundnr} round - winning method and first kill; Combo {!roundnr} round - winning method and total; Combo {!roundnr} round winner & HP left; Combo {!roundnr} round winner & time left; Double chance & both teams to score; Double chance & total; Double result (1st quarter/match incl. overtime); Double result (1st set/match); Double result (5 innings/match); First {innings} innings 1x2 & 1x2 (incl. extra innings); Handicap (including OT) & Total (including OT); Highest checkout & most 180s; Lost 1st set & win match; Match winner & highest checkout; Match winner & most 180s; Match winner & total maps; Odd/Even & Total; Penalty shootout - winner & total; To win 1st set & match; Total & both teams to score; Winner & exact rounds; Winner & round range; Winner & total; Winner & total (incl. extra innings); Winner & total (incl. overtime); Winner (including OT) & Total (including OT); {!mapnr} map - match winner & map winner; {!mapnr} map - winner & 1st half - 1x2; {!mapnr} map - winner & 1st pistol round winner; {!mapnr} map - winner & map duration; {!mapnr} map - winner & total kills; {!mapnr} map - winner & total rounds; {!setnr} set - winner & total.

CorrectScore

1st half - correct score; Correct score; Correct score (in maps); Correct score (incl. 1st half overtime); Correct score (incl. overtime and penalties); Correct score (incl. overtime); Overtime - correct score; Overtime 1st half - correct score; Overtime 1st half - correct score [{score}]; Penalty shootout - correct score; Rounds correct score; {!gamenr} game - correct score; {!mapnr} map - 1st half correct score; {!mapnr} map - correct score; {!periodnr} period - correct score; {!roundnr} round - correct score; {!roundnr} round - kills score; {!setnr} set - correct score; {!setnr} set tiebreak - correct score.

CorrectScoreEP

Correct score (Bore Draw).

Extra

1st half - any team winning margin; Any team winning margin; Any team winning margin (incl. overtime); Finish him method; First Point method (incl. overtime); First captured piece; First move; First piece to move; First team to score; First to check; Last Point method (incl. overtime); Last team to score a try; Penalty shootout - winning margin; Team to score first and win match; Team to score first, lead at halftime & win; Who will have more pieces at the end?; Winning margin range; {!inningnr} innings - {$competitor1} {!dismissalnr} dismissal method (2 way); {!inningnr} innings - {$competitor2} {!dismissalnr} dismissal method (2 way); {!legnr} leg - winning double; {!legnr} leg - winning double colour; {!mapnr} map - baron range; {!mapnr} map - barrack range; {!mapnr} map - dragon range; {!mapnr} map - exact rounds in the map; {!mapnr} map - first baron's form; {!mapnr} map - first consumable item from third roshan; {!mapnr} map - first tier 3 tower destroy location; {!mapnr} map - highest assist score role; {!mapnr} map - highest kills score role; {!mapnr} map - inhibitor range; {!mapnr} map - kill range; {!mapnr} map - last killed champion role; {!mapnr} map - last killed hero position; {!mapnr} map - occurrence time of 10 kills; {!mapnr} map - pistol rounds correct score; {!mapnr} map - primary attribute of last picked hero; {!mapnr} map - role of first picked hero; {!mapnr} map - role will be killed first; {!mapnr} map - roshan range; {!mapnr} map - round {roundnr} winning method; {!mapnr} map - tower range; {!mapnr} map - turret range; {!mapnr} map - which role to draw first blood; {!mapnr} map - winning margin; {!mapnr} map - {$competitor1} baron range; {!mapnr} map - {$competitor1} barrack range; {!mapnr} map - {$competitor1} dragon range; {!mapnr} map - {$competitor1} inhibitor range; {!mapnr} map - {$competitor1} kill range; {!mapnr} map - {$competitor1} roshan range; {!mapnr} map - {$competitor1} tower range; {!mapnr} map - {$competitor1} turret range; {!mapnr} map - {$competitor2} baron range; {!mapnr} map - {$competitor2} barrack range; {!mapnr} map - {$competitor2} dragon range; {!mapnr} map - {$competitor2} inhibitor range; {!mapnr} map - {$competitor2} kill range; {!mapnr} map - {$competitor2} roshan range; {!mapnr} map - {$competitor2} tower range; {!mapnr} map - {$competitor2} turret range; {!mapnr} map - {ordernr} dragon type; {!quarternr} quarter - winning margin; {!roundnr} round - winning method; {$competitor1} first drive outcome; {$competitor2} first drive outcome.

H2H

Head 2 Head (teams).

Handicap

180s handicap; 1st half - corner handicap; 1st half - handicap; 1st half - offsides handicap; 1st half - remaining time handicap; 1st half - shots handicap; 1st half - shots on goal handicap; 1st half - throw-ins handicap; 1st half - try handicap; 1st half - woodwork handicap; 1st half - xG handicap; 2 ball (handicap); 2-points handicap (incl. overtime); 2nd half - handicap; 2nd half - handicap (incl. overtime); 3-points handicap (incl. overtime); Aces handicap; Assists handicap (incl. overtime); Barracks handicap; Booking handicap; Breaks Handicap; Corner handicap; Dragons handicap; Faceoffs handicap; Fouls handicap; Fouls handicap (incl. overtime); Frame handicap; Game handicap; Goal kicks handicap; Handicap; Handicap (incl. 1st half overtime); Handicap (incl. extra innings); Handicap (incl. overtime and penalties); Handicap (incl. overtime); Handicap in 0-{!roundnr} rounds; Handicap throw-ins; Inhibitors handicap; Innings 1 to 5 - handicap; Innings 1 to {inningnr} - handicap; Kills handicap; Leg handicap; Map handicap; Minor penalties handicap; Offsides handicap; Overtime - booking handicap; Overtime - corner handicap; Overtime - handicap; Overtime - offsides handicap; Overtime - shots on goal handicap; Overtime 1st half - booking handicap; Overtime 1st half - corner handicap; Overtime 1st half - handicap; Overtime 1st half - offsides handicap; Overtime 1st half - shots on goal handicap; Penalty shootout handicap; Point handicap; Power play goals handicap; Rebounds handicap (incl. overtime); Remaining time - handicap; Rounds handicap; Saves handicap; Set handicap; Shots handicap; Shots on goal handicap; Steals handicap (incl. overtime); Towers handicap; Try handicap; Turrets handicap; Woodwork handicap; xG handicap; {!framenr} frame - point handicap; {!gamenr} game - point handicap; {!inningnr} inning - handicap; {!mapnr} map - 1st half round handicap; {!mapnr} map - 2nd half round handicap; {!mapnr} map - barracks handicap; {!mapnr} map - dragons handicap; {!mapnr} map - inhibitors handicap; {!mapnr} map - kill handicap; {!mapnr} map - kill handicap within {!minnr} minutes; {!mapnr} map - roshans handicap; {!mapnr} map - round handicap; {!mapnr} map - towers handicap; {!mapnr} map - turrets handicap; {!periodnr} period - handicap; {!quarternr} quarter - handicap; {!quarternr} quarter - handicap (incl. overtime); {!roundnr} round - handicap; {!roundnr} round - kills handicap; {!setnr} set - aces handicap; {!setnr} set - double faults handicap; {!setnr} set - game handicap; {!setnr} set - handicap; {!setnr} set - leg handicap; {!setnr} set - point handicap; {!setnr} set tiebreak - points handicap.

HandicapCorrectScore

1st half - 3-way handicap {hcp}; 3-way handicap {hcp}; 3-way handicap {hcp} (incl. extra innings); Booking point 3-way handicap {hcp}; Corner 3-way handicap {hcp}; Map 3-way handicap {hcp}; {!gamenr} game - 3-way handicap {hcp}; {!periodnr} period - 3-way handicap {hcp}; {!setnr} set - 3-way handicap {hcp}.

HandicapFast

Handicap in time period {from}-{to}.

Micro

1 min - first to happen in {from}-{to}; 1 min - to happen in {from}-{to}; 3 min - first to happen in {from}-{to}; 3 min - to happen in {from}-{to}; 30 sec - to happen in {from}-{to}; {!drivenr} drive outcome; {!drivenr} drive to score; {!drivenr} drive to touchdown; {!mapnr} map - networth leader at {time} {time_unit}; {!mapnr} map - rune spawn side at {time} {time_unit}; {!mapnr} map 10 min - kills 1x2 in {from}-{to}; {!mapnr} map 10 min - kills handicap in {from}-{to}; {!mapnr} map 10 min - kills odd/even in {from}-{to}; {!mapnr} map 10 min - total kills in {from}-{to}; {!mapnr} map 10 min - {$competitor1} total kills in {from}-{to}; {!mapnr} map 10 min - {$competitor2} total kills in {from}-{to}.

OddEven

1st half - odd/even; 1st half - odd/even corners; 1st half - odd/even tries; 1st half - {$competitor1} odd/even; 1st half - {$competitor2} odd/even; 1st over - odd/even; 2nd half - odd/even; 2nd half - odd/even (incl. overtime); 4s odd/even; 6s odd/even; Bookings odd/even; Final number of pieces odd/even; Kills odd/even; Odd/even; Odd/even (incl. extra innings); Odd/even (incl. overtime and penalties); Odd/even (incl. overtime); Odd/even corners; Odd/even frames; Odd/even games; Odd/even in 0-{!roundnr} rounds; Odd/even maps; Odd/even offsides; Odd/even sets; Odd/even shots on goal; Penalty shootout - odd/even; Penalty shootout - {$competitor1} odd/even; Penalty shootout - {$competitor2} odd/even; Rounds odd/even; Run outs odd/even; Runs odd/even; Total moves odd/even; Total rounds {$competitor1} odd/even; Total rounds {$competitor2} odd/even; {!framenr} frame - odd/even; {!gamenr} game - odd/even; {!inningnr} innings - odd/even; {!inningnr} innings - {$competitor1} 4s odd/even; {!inningnr} innings - {$competitor1} odd/even; {!inningnr} innings - {$competitor1} odd/even at {!dismissalnr} dismissal; {!inningnr} innings - {$competitor2} 4s odd/even; {!inningnr} innings - {$competitor2} odd/even; {!inningnr} innings - {$competitor2} odd/even at {!dismissalnr} dismissal; {!inningnr} innings over {overnr} - {$competitor1} odd/even; {!inningnr} innings over {overnr} - {$competitor2} odd/even; {!inningnr} innings overs 0 to {overnr} - {$competitor1} total odd/even; {!inningnr} innings overs 0 to {overnr} - {$competitor2} total odd/even; {!mapnr} map - kills odd/even; {!mapnr} map - number of rounds parity; {!mapnr} map - odd/even rounds; {!mapnr} map - total kills parity; {!overnr} over - {$competitor1} runs odd/even; {!overnr} over - {$competitor2} runs odd/even; {!periodnr} period - odd/even; {!quarternr} quarter - odd/even; {!roundnr} round - odd/even; {!roundnr} round - {$competitor1} odd/even; {!roundnr} round - {$competitor2} odd/even; {!setnr} set - odd/even; {!setnr} set - odd/even games; {!setnr} set - odd/even legs; {!setnr} set game {gamenr} - odd/even points; {!setnr} set tiebreak - odd/even points; {$competitor1} bookings odd/even; {$competitor1} odd/even; {$competitor1} odd/even (incl. overtime); {$competitor1} odd/even corners; {$competitor1} odd/even in 0-{!roundnr} rounds; {$competitor1} runs odd/even; {$competitor2} bookings odd/even; {$competitor2} odd/even; {$competitor2} odd/even (incl. overtime); {$competitor2} odd/even corners; {$competitor2} odd/even in 0-{!roundnr} rounds; {$competitor2} runs odd/even.

Other

Any team scoring type {!pointnr} point (incl. overtime); Black Bishop Rank (after move {move}); Black Knight Rank (after move {move}); Black Rook Rank (after move {move}); Digit in the final score; Exact method of victory; Fastest lap; First scoring play; First to happen (6-way); First to happen (booking or goal); First to happen (booking or offside); First to happen (corner or offside); First to happen (goal kick or corner); First to happen (goal or substitution); First to happen (save or booking); First to happen (save or offside); First to happen (shot or foul); First to happen (throw-in or foul); Halftime/fulltime; Halftime/fulltime correct score; Highest Opening Partnership; Highest scoring half; Highest scoring inning; Highest scoring period; Highest scoring quarter; How fight will end; How many games will be decided by extra points; How many sets will be decided by extra points; Last scoring play; Last to happen (6-way); Method of Victory; Method of victory; Method of victory double chance; Method to qualify & Round; Next scoring type (incl. overtime); Number of birds on screen at exactly {time}; Number of chipmunks on screen at exactly {time}; Number of raccoons on screen at exactly {time}; Number of squirrels on screen at exactly {time}; Penalty shootout - last penalty outcome; Race winner; Same Game Parlay {from} to {to}; Scoring type {!pointnr} point (incl. overtime); Spin result in {from}-{to}; Top batter; Top bowler; Top {$competitor1} batter; Top {$competitor1} bowler; Top {$competitor2} batter; Top {$competitor2} bowler; Trading live market 1; Trading live market 10; Trading live market 11; Trading live market 12; Trading live market 13; Trading live market 14; Trading live market 15; Trading live market 16; Trading live market 17; Trading live market 18; Trading live market 19; Trading live market 2; Trading live market 20; Trading live market 3; Trading live market 4; Trading live market 5; Trading live market 6; Trading live market 7; Trading live market 8; Trading live market 9; Trading outrights 1; Trading outrights 10; Trading outrights 11; Trading outrights 12; Trading outrights 13; Trading outrights 14; Trading outrights 15; Trading outrights 16; Trading outrights 17; Trading outrights 18; Trading outrights 19; Trading outrights 2; Trading outrights 20; Trading outrights 21; Trading outrights 22; Trading outrights 23; Trading outrights 24; Trading outrights 25; Trading outrights 26; Trading outrights 27; Trading outrights 28; Trading outrights 29; Trading outrights 3; Trading outrights 30; Trading outrights 4; Trading outrights 5; Trading outrights 6; Trading outrights 7; Trading outrights 8; Trading outrights 9; When will the game end; When will the {!goalnr} goal be scored (10 min interval); When will the {!goalnr} goal be scored (30 min interval); Which team to score; White Bishop Rank (after move {move}); White Knight Rank (after move {move}); White Rook Rank (after move {move}); Will be overtime and goal scored in overtime; Winner & Group of rounds; {!drivenr} drive play {playnr} - {%competitor} play type; {!gamenr} game - {!pointnr} point outcome; {!goalnr} goal - strike zone; {!goalnr} goal scoring type; {!inningnr} innings - {$competitor1} {!dismissalnr} dismissal method (6 way); {!inningnr} innings - {$competitor1} {!dismissalnr} dismissal method (extended); {!inningnr} innings - {$competitor2} {!dismissalnr} dismissal method (6 way); {!inningnr} innings - {$competitor2} {!dismissalnr} dismissal method (extended); {!legnr} leg - first dart; {!mapnr} map - activated rune type spawned at {time} {time_unit}; {!mapnr} map - dragon soul type; {!mapnr} map - duration; {!mapnr} map - will {kind} dragon be slain?; {!mapnr} map - {%player}; {!quarternr} quarter - first scoring play; {!scorenr} scoring play; {!setnr} set - to break serve in set; {!setnr} set game {gamenr} - correct score; {!setnr} set game {gamenr} - correct score or break; {$competitor1} - {!goalnr} goal - interval; {$competitor1} highest scoring half; {$competitor1} highest scoring period; {$competitor1} {!wicketnr} dismissal method (2 way); {$competitor2} - {!goalnr} goal - interval; {$competitor2} highest scoring half; {$competitor2} highest scoring period; {$competitor2} {!wicketnr} dismissal method (2 way).

Outright

AFC Championship Winner; AFC East Winner; AFC North Winner; AFC South Winner; AFC West Winner; AL Central Winner; AL East Winner; AL West Winner; American League Comeback Player of the Year; American League Cy Young Winner; American League MVP; American League Manager of the Year; American League Reliever of the Year; American League Rookie of the Year; American League Winner; Apertura Winner; Art Ross Trophy Winner; Atlantic Division Winner; Best CONCACAF Team; Best Goalkeeper of the Tournament; Best Regular Season Record (%); Best Young Player of the Tournament; Bottom 2 Finish; Bottom 3 Finish; Bottom 4 Finish; Bottom 5 Finish; Bottom 8 Finish; Calder Trophy Winner; Central Division Winner; Champion; Championship free text market; Classified as Last Finisher; Clausura Winner; Coach Of The Year; Comeback Player of the Year; Conn Smythe Trophy; Defensive Player Of The Year; Defensive Rookie of the Year; Double Chance; Eastern Conference Finalist; Eastern Conference League Regular Season Winner; Eastern Conference League Winner; Eastern Conference Regular Season Winner; Eastern Conference Winner; Exact Finishing Position; FIFA Club World Cup Group A Winner 2025; FIFA Club World Cup Group B Winner 2025; FIFA Club World Cup Group C Winner 2025; FIFA Club World Cup Group D Winner 2025; FIFA Club World Cup Group E Winner 2025; FIFA Club World Cup Group F Winner 2025; FIFA Club World Cup Group G Winner 2025; FIFA Club World Cup Group H Winner 2025; FIFA Club World Cup Qualified From Group A 2025; FIFA Club World Cup Qualified From Group B 2025; FIFA Club World Cup Qualified From Group C 2025; FIFA Club World Cup Qualified From Group D 2025; FIFA Club World Cup Qualified From Group E 2025; FIFA Club World Cup Qualified From Group F 2025; FIFA Club World Cup Qualified From Group G 2025; FIFA Club World Cup Qualified From Group H 2025; FIFA Club World Cup To Reach Final 2025; FIFA Club World Cup To Reach Quarter-Final 2025; FIFA Club World Cup To Reach Semi-Final 2025; FIFA Club World Cup Top Goalscorer 2025; FIFA Club World Cup Winner 2025; FIFA Club World Cup Winner's Group 2025; FIFA Club World Cup Winning Continent 2025; Fastest Lap; Fastest Lap and Win Race; Fastest Qualifier, Fastest Lap and Win Race; Final Matchup; Finish Bottom; First-Time Winner; Free text market; Free text multiwinner market; Game winning buzzer beater; General Statistics; Grand Final Winner; Group A Bottom; Group A Place; Group A Qualify; Group A Results; Group A Specials; Group A Statistics; Group A Top 2 Finish; Group A Winner; Group B Bottom; Group B Place; Group B Qualify; Group B Results; Group B Specials; Group B Statistics; Group B Top 2 Finish; Group B Winner; Group C Bottom; Group C Place; Group C Qualify; Group C Results; Group C Specials; Group C Statistics; Group C Top 2 Finish; Group C Winner; Group D Bottom; Group D Place; Group D Qualify; Group D Results; Group D Specials; Group D Statistics; Group D Top 2 Finish; Group D Winner; Group E Bottom; Group E Place; Group E Qualify; Group E Results; Group E Specials; Group E Statistics; Group E Top 2 Finish; Group E Winner; Group F Bottom; Group F Place; Group F Qualify; Group F Results; Group F Specials; Group F Statistics; Group F Top 2 Finish; Group F Winner; Group G Bottom; Group G Place; Group G Qualify; Group G Results; Group G Specials; Group G Statistics; Group G Top 2 Finish; Group G Winner; Group H Bottom; Group H Place; Group H Qualify; Group H Results; Group H Specials; Group H Statistics; Group H Top 2 Finish; Group H Winner; Group I Bottom; Group I Place; Group I Qualify; Group I Results; Group I Specials; Group I Statistics; Group I Top 2 Finish; Group I Winner; Group J Bottom; Group J Place; Group J Qualify; Group J Results; Group J Specials; Group J Statistics; Group J Top 2 Finish; Group J Winner; Group K Bottom; Group K Place; Group K Qualify; Group K Results; Group K Specials; Group K Statistics; Group K Top 2 Finish; Group K Winner; Group L Bottom; Group L Place; Group L Qualify; Group L Results; Group L Specials; Group L Statistics; Group L Top 2 Finish; Group L Winner; Group M Bottom; Group M Qualify; Group M Top 2 Finish; Group M Winner; Group N Bottom; Group N Qualify; Group N Top 2 Finish; Group N Winner; Group O Bottom; Group O Qualify; Group O Top 2 Finish; Group O Winner; Group P Bottom; Group P Qualify; Group P Top 2 Finish; Group P Winner; Group Qualification; Group Winner; Group With the Most Goals Scored; HLTV MVP; Hart Trophy Winner; Jack Adams Award Winner; Jim Gregory Award Winner; Knockout Stage General Statistics (incl. ET, excl. Pen. Shootouts); Lady Byng Memorial Trophy Winner; Leader After 1 Lap; Leader After 10 Laps; Leader After 5 Laps; MVP Eastern Conference Finals; MVP Finals; MVP Regular Season; MVP Tournament; MVP Western Conference Finals; Metropolitan Division Winner; Most Banned Hero; Most Picked Hero; Most Played Map; Most Popular Hero (Picks + Bans); Most Regular Season Defensive Sacks; Most Regular Season Interceptions Thrown; Most Regular Season Passing Touchdowns; Most Regular Season Passing Yards; Most Regular Season Receiving Touchdowns; Most Regular Season Receiving Yards; Most Regular Season Rushing Touchdowns; Most Regular Season Rushing Yards; Most Team Points; Most assists; NFC Championship Winner; NFC East Winner; NFC North Winner; NFC South Winner; NFC West Winner; NL Central Winner; NL East Winner; NL West

Winner; Name The Finalists; Name The Finalists & Winner; National League Comeback Player of the Year; National League Cy Young Winner; National League MVP; National League Manager of the Year; National League Reliever of the Year; National League Rookie of the Year; National League Winner; Nationality of Winner; Norris Trophy Winner; Not To Reach The Final; Not To Win The Tournament; Offensive Player Of The Year; Offensive Rookie of the Year; Pacific Division Winner; Player Goals; Player With The Highest HLTV Rating; Players Total Assists; Regular Season Home Runs Leader; Regular Season Home Runs Player Total; Regular Season Player Points; Regular Season Strikeouts Player Total; Regular Season Wins; Rocket Richard Trophy Winner; Selke Trophy Winner; Short term free text market; Specials; Stanley Cup Finalist; Stanley Cup Winner; Stanley Cup Winning Conference; Stanley Cup Winning Country; Stanley Cup Winning Division; Straight Forecast; Straight Tricast; Super Bowl; Super Bowl Winning Conference; Super Bowl Winning Division; Team Draws in Group Stage; Team Goals Conceded in Group Stage; Team Goals Scored in Group Stage; Team Losses in Group Stage; Team Points in Group Stage; Team To Concede Most Goals (incl. ET, excl. Pen. Shootouts); Team To Concede Most Goals in Group Stage; Team To Score Most Goals (incl. ET, excl. Pen. Shootouts); Team To Score Most Goals in Group Stage; Team To Score The Fastest Goal; Team Winner; Team Wins in Group Stage; Team With The Highest HLTV Rating; Team to Be Eliminated by Penalty Shootout; To Be Classified; To Go Unbeaten; To Go Unbeaten in Group Stage; To Go Undefeated; To Make Playoffs; To Miss Playoffs; To Reach 1/16 Finals; To Reach 1/2 Finals; To Reach 1/4 Finals; To Reach 1/8 Finals; To Reach Final; To Win All Games; To Win a Medal; To be Relegated; Top 10 Finish; Top 2 Finish; Top 3 Finish; Top 3-point Scorer; Top 4 Finish; Top 5 Finish; Top 6 Finish; Top 7 Finish; Top 8 Finish; Top 9 Finish; Top Goalscorer; Top Goalscorer's League; Top Player Of The Tournament; Top Rebounder; Top Scorer; Top Team Assistant; Top Team Goalscorer; Total Aces; Total Classified Drivers; Total Heroes Not Picked or Banned; Total Number of 2-Map Series in Playoffs; Total Overtimes; Total Points By Winner; Total Team Goals; Total Team Points; Total Wins by Both Players; Tournament Finishing Position; Tournament Total Draws; Tournament Total Wins By Black Pieces; Tournament Total Wins By White Pieces; Vezina Trophy Winner; Western Conference Finalist; Western Conference League Regular Season Winner; Western Conference League Winner; Western Conference Regular Season Winner; Western Conference Winner; Will finish higher in the final standings; Will win more games with Black; Will win more games with White; William M. Jennings Trophy Winner; Winner; Winner Double Chance; Winner and Top Goalscorer; Winner's Group; Winning Conference; Winning Continent; Winning Division; Winning Margin; World Series Winner; World Series Winning Division; World Series Winning League; World Series Winning State; Worst Regular Season Record (%); {$competitor1} to start 3-0; {$competitor1} total wins; {$competitor1} total wins with Black; {$competitor1} total wins with White; {$competitor2} to start 3-0; {$competitor2} total wins; {$competitor2} total wins with Black; {$competitor2} total wins with White.

OutrightEP

Winner.

PlayerProps

1st goalscorer double chance; 1st half - anytime goalscorer; 1st half - anytime goalscorer double chance; 1st half - player shots; 1st half - player shots on goal; 2nd half - anytime goalscorer; 2nd half - anytime goalscorer double chance; 2nd half - first tryscorer; Anytime goalscorer; Anytime goalscorer (incl. overtime); Anytime goalscorer (team representatives); Anytime goalscorer double chance; Anytime goalscorer double chance (incl. overtime); Anytime touchdown scorer (incl. overtime); Distance covered (km); Either player to assist; First touchdown scorer (incl. overtime); Goalkeeper touches; Last goalscorer; Last goalscorer (incl. overtime); Last touchdown scorer (incl. overtime); Player 2-point field goals (incl. overtime); Player 3-point field goals (incl. overtime); Player assists; Player assists (incl. overtime); Player blocks (incl. overtime); Player fouls committed; Player free throws made (incl. overtime); Player goals (incl. overtime); Player of the match; Player offsides; Player or their replacement to score; Player passes; Player points (incl. overtime); Player rebounds (incl. overtime); Player saves (incl. overtime); Player shots; Player shots on goal; Player shots on goal (incl. overtime); Player steals (incl. overtime); Player tackles; Player time on ice (incl. overtime); Player to hit the woodwork; Player to receive a card; Player to receive a red card; Player to receive {!cardnr} card; Player to score & team to win; Player to score & team to win (incl. overtime); Player to score 2+; Player to score 3+; Player to score a header; Player to score from outside the box; Player to score in both halves; Player to score or assist; Player to score with a header; Player two-minute penalties (incl. overtime); To record a double-double (incl. overtime); To record a triple-double (incl. overtime); Top match goalscorer; Trading player outright 1; Trading player outright 10; Trading player outright 11; Trading player outright 12; Trading player outright 13; Trading player outright 14; Trading player outright 15; Trading player outright 16; Trading player outright 17; Trading player outright 18; Trading player outright 19; Trading player outright 2; Trading player outright 20; Trading player outright 3; Trading player outright 4; Trading player outright 5; Trading player outright 6; Trading player outright 7; Trading player outright 8; Trading player outright 9; {!goalnr} goalscorer; {!goalnr} goalscorer (excluding normal time goals); {!goalnr} goalscorer (incl. overtime); {!goalnr} goalscorer (including normal time goals); {!inningnr} innings - {%player} runs; {!mapnr} map - player with most deaths; {!mapnr} map - player with most kills; {!touchdownnr} touchdown scorer (incl. overtime); {$competitor1} first tryscorer; {$competitor1} {!c1goalnr} goalscorer; {$competitor1} {!goalnr} goalscorer; {$competitor2} first tryscorer; {$competitor2} {!c2goalnr} goalscorer; {$competitor2} {!goalnr} goalscorer; {type} tryscorer.

PlayerPropsCombo

Player performance double (Goals) (incl. overtime); Player performance double (Shots on goal) (incl. overtime); Player performance double (Shots) (incl. overtime); Player performance double (incl. overtime); Player statistic double (Shots on goal, goals) (incl. overtime); Player statistic double (Shots, shots on goal) (incl. overtime); Player statistic double (incl. overtime); Player statistic triple (Shots, shots on goal, goals) (incl. overtime); Player statistic triple (incl. overtime).

PlayerPropsEP

Anytime goalscorer.

PlayerPropsExtra

Any player to have assists; Any player to score.

PlayerPropsH2H

Head 2 Head (3-point field goals); Head 2 Head (3-point field goals) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Pass completions); Head 2 Head (Pass completions) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Passes); Head 2 Head (Passes) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Passing TDs); Head 2 Head (Passing TDs) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Passing yards); Head 2 Head (Passing yards) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Points); Head 2 Head (Points) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Rebounds); Head 2 Head (Rebounds) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Receiving yards); Head 2 Head (Receiving yards) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Receptions); Head 2 Head (Receptions) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Rushing yards); Head 2 Head (Rushing yards) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Shots on goal); Head 2 Head (Shots on goal) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Shots); Head 2 Head (Shots) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Strikeouts); Head 2 Head (Strikeouts) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Total bases); Head 2 Head (Total bases) (incl. overtime) {%player1} - {%player2}; Head 2 Head (Touchdowns); Head 2 Head (Touchdowns) (incl. overtime) {%player1} - {%player2}.

PlayerPropsOddEven

{!inningnr} innings - {%player} runs odd/even.

PlayerPropsPlus

Batter hits (incl. extra innings); Batter home runs (incl. extra innings); Batter runs + runs batted in (incl. extra innings); Batter total bases (incl. extra innings); Pitcher strikeouts (incl. extra innings); Player 3-point field goals (incl. overtime); Player assists (incl. overtime); Player blocks (incl. overtime); Player cards (incl. overtime); Player carries (incl. overtime); Player disposals (incl. overtime); Player goals (incl. overtime); Player handballs (incl. overtime); Player hits allowed (incl. overtime); Player interceptions (incl. overtime); Player kicks (incl. overtime); Player marks (incl. overtime); Player pass attempts (incl. overtime); Player pass completions (incl. overtime); Player pass interceptions (incl. overtime); Player passes (incl. overtime); Player passing touchdowns (incl. overtime); Player passing yards (incl. overtime); Player points (incl. overtime); Player points + rebounds + assists (incl. overtime); Player rebounds (incl. overtime); Player rebounds + assists (incl. overtime); Player receiving yards (incl. overtime); Player receptions; Player rushing touchdowns (incl. overtime); Player rushing yards (incl. overtime); Player sacks (incl. overtime); Player saves (incl. overtime); Player score or assist (incl. overtime); Player shots (incl. overtime); Player shots on goal (incl. overtime); Player steals (incl. overtime); Player tackles (incl. overtime); Player tackles and assists (incl. overtime); Player touchdowns (incl. overtime).

PlayerPropsPlus2

Player to commit {number}+ fouls; Player to get {kills}+ kills; Player to have {assists}+ assists; Player to have {number}+ offsides; Player to have {number}+ score or assists; Player to have {shots}+ headed shots on goal; Player to have {shots}+ left-footed shots on goal; Player to have {shots}+ right-footed shots on goal; Player to have {shots}+ shots; Player to have {shots}+ shots on goal; Player to have {shots}+ shots on goal from outside the box; Player to make {number}+ saves; Player to make {number}+ tackles; Player to score {tries}+ tries; Player to win {number}+ fouls; To have {disposals}+ disposals.

PlayerPropsPrebuilt

Same game accumulators (incl. overtime); Same game accumulators cross team (incl. overtime).

PlayerPropsTotal

{!inningnr} innings - {%player} balls faced; {!inningnr} innings - {%player} total; {!inningnr} innings - {%player} total 4s; {!inningnr} innings - {%player} total 6s; {!inningnr} innings - {%player} total boundaries; {!inningnr} innings - {%player} total runs; {!mapnr} map - {%player} total assists; {!mapnr} map - {%player} total deaths; {%player} total 3-point field goals (incl. overtime); {%player} total assists (incl. overtime); {%player} total bases (incl. extra innings); {%player} total batter runs + runs batted in (incl. extra innings); {%player} total carries (incl. overtime); {%player} total hits allowed (incl. overtime); {%player} total interception (incl. overtime); {%player} total pass attempts (incl. overtime); {%player} total pass completions (incl. overtime); {%player} total pass interceptions (incl. overtime); {%player} total passes (incl. overtime); {%player} total passing touchdowns (incl. overtime); {%player} total passing yards (incl. overtime); {%player} total pitcher strikeouts (incl. extra innings); {%player} total points (incl. overtime); {%player} total points + rebounds + assists (incl. overtime); {%player} total rebounds (incl. overtime); {%player} total receiving yards (incl. overtime); {%player} total receptions (incl. overtime); {%player} total rushing yards (incl. overtime); {%player} total sacks (incl. overtime); {%player} total saves (incl. overtime); {%player} total shots (incl. overtime); {%player} total shots on goal (incl. overtime); {%player} total tackles (incl. overtime); {%player} total tackles and assists (incl. overtime).

PlayerPropsYesNo

{!inningnr} innings - {$competitor1} {%player} {!wicketnr} man out; {!inningnr} innings - {$competitor2} {%player} {!wicketnr} man out; {!inningnr} innings - {%player1} & {%player2} both to hit a 2; {!inningnr} innings - {%player1} & {%player2} both to hit a 3; {!inningnr} innings - {%player1} & {%player2} both to hit a 6; {!inningnr} innings - {%player1} & {%player2} both to reach {milestone}; {!inningnr} innings - {%player} to be caught out; {!inningnr} innings - {%player} to reach {!runnr}; {!inningnr} innings - {%player} to score {milestone}.

PlayersH2H

{!mapnr} map - kills 1x2 {%player1} - {%player2}; {!mapnr} map - most kills {%player1} - {%player2}.

Race

1st half - race to {goalnr} goals; 1st half - race to {pointnr} points; 1st half - race to {pointnr} points (2 way); 1st half - {!goalnr} goal; 2nd half - race to {goalnr} goals; 2nd half - race to {pointnr} points (2 way); 2nd half - race to {pointnr} points (2 way) (incl. overtime); 2nd half - {!goalnr} goal; Overtime - {!goalnr} goal; Race to {cornernr} corners; Race to {framenr} frames; Race to {goalnr} goals; Race to {goalnr} goals (incl. overtime); Race to {goals} goals; Race to {pointnr} points; Race to {pointnr} points (incl. overtime); Race to {runnr} runs; Race to {runnr} runs (incl. extra innings); Team to score {!touchdownnr} touchdown; Team to score {!trynr} try; {!bookingnr} booking; {!cornernr} corner; {!fieldgoalnr} field goal made (incl. overtime); {!framenr} frame - player to pot {!xth} ball; {!framenr} frame - race to {pointnr} points; {!framenr} frame - {!xth} colour potted; {!freethrownr} free throw scored; {!gamenr} game - lead after {pointnr} points; {!gamenr} game - race to {pointnr} points; {!gamenr} game - {!pointnr} point; {!goalnr} goal; {!goalnr} goal (incl. overtime); {!mapnr} map - race to {roundnr} rounds; {!mapnr} map - race to {xth} kills; {!mapnr} map - who will make kill №{kills}; {!mapnr} map - {!ordernr} pistol round winner; {!mapnr} map - {!xth} aegis; {!mapnr} map - {!xth} baron; {!mapnr} map - {!xth} barracks; {!mapnr} map - {!xth} dragon; {!mapnr} map - {!xth} inhibitor; {!mapnr} map - {!xth} tower; {!mapnr} map - {!xth} turret; {!numbernr} goal kick; {!numbernr} offside; {!numbernr} penalty; {!numbernr} shot; {!numbernr} shot on goal; {!pointnr} point (incl. overtime); {!quarternr} quarter - race to {pointnr} points; {!quarternr} quarter - race to {pointnr} points (3 way); {!quarternr} quarter - {!pointnr} point; {!roundnr} round - {!xth} kill; {!roundnr} round race; {!runnr} run (incl. extra innings); {!setnr} set - lead after {pointnr} points; {!setnr} set - race to {games} games; {!setnr} set - race to {pointnr} points; {!setnr} set - {!pointnr} point; {!setnr} set game {gamenr} - first {pointnr} points winner; {!setnr} set game {gamenr} - race to {pointnr} points; {!setnr} set game {gamenr} - {!pointnr} point; {!setnr} set tiebreak - {!pointnr} point winner; {!xth} kill; {!xth} player to score a 180.

RacingResult

Top 2; Top 3; Winner.

Range

1st half - corner range; 1st half - exact bookings; 1st half - exact goals; 1st half - goal range; 1st half - point range; 1st half - {$competitor1} exact bookings; 1st half - {$competitor1} exact corners; 1st half - {$competitor1} exact goals; 1st half - {$competitor1} goal range; 1st half - {$competitor2} exact bookings; 1st half - {$competitor2} exact corners; 1st half - {$competitor2} exact goals; 1st half - {$competitor2} goal range; 2nd half - exact goals; Booking point range; Corner range; Exact bookings; Exact games; Exact goals; Exact goals (incl. overtime); Exact sets; Goal range; Goal range (incl. overtime); Penalty shootout - exact goals; Penalty shootout - goal range; Penalty shootout {$competitor1} exact goals; Penalty shootout {$competitor2} exact goals; Point range; Run range (incl. extra innings); {!inningnr} innings - {!ballnr} ball {$competitor1} run range; {!inningnr} innings - {!ballnr} ball {$competitor2} run range; {!inningnr} innings - {!deliverynr} delivery {$competitor1} runs; {!inningnr} innings - {!deliverynr} delivery {$competitor2} runs; {!inningnr} innings overs {overnr} - {$competitor1} run range; {!inningnr} innings overs {overnr} - {$competitor2} run range; {!periodnr} period - exact goals; {!periodnr} period - {$competitor1} exact goals; {!periodnr} period - {$competitor2} exact goals; {!setnr} set game {gamenr} - exact points; {$competitor1} - exact goals (incl. overtime); {$competitor1} - goal range (incl. overtime); {$competitor1} corner range; {$competitor1} exact bookings; {$competitor1} exact goals; {$competitor1} goal range; {$competitor2} - exact goals (incl. overtime); {$competitor2} - goal range (incl. overtime); {$competitor2} corner range; {$competitor2} exact bookings; {$competitor2} exact goals; {$competitor2} goal range.

Result

1st half - 1x2; 1st half - booking 1x2; 1st half - clean sheet; 1st half - corner 1x2; 1st half - double chance; 1st half - draw no bet; 1st half - last goal; 1st half - next score; 1st half - offsides 1x2; 1st half - offsides double chance; 1st half - saves 1x2; 1st half - shots on goal 1x2; 1st half - shots on goal double chance; 1st half - throw-ins 1x2; 1st half - throw-ins double chance; 1st half - try 1x2; 1st half - try double chance; 1st half - try draw no bet; 1st half - which team will win the rest; 1st half - winner; 1st half - woodwork 1x2; 1st half - xG 1x2; 1x2; 1x2 (incl. 1st half overtime); 1x2 (incl. overtime); 1x2 in 0-{!roundnr} rounds; 2 ball (1x2); 2-points 1x2 (incl. overtime); 2nd half - 1x2; 2nd half - 1x2 (incl. overtime); 2nd half - double chance; 2nd half - draw no bet; 2nd half - draw no bet (incl. overtime); 2nd half - winner; 3 ball; 3-points 1x2 (incl. overtime); 4 Day Match; 4 Day Match Draw No Bet; 5 Day Match Draw No Bet; 7 meter throws 1x2; Aces 1x2; After {!roundnr} round - draw no bet; Assists 1x2 (incl. overtime); Barracks 1x2; Barracks draw no bet; Booking 1x2; Bookings double chance; Breaks 1x2; Clean sheet; Corner 1x2; Corner after next - {!cornernr} corner; Double chance; Double faults 1x2; Dragons 1x2; Dragons draw no bet; Draw no bet; Faceoffs 1x2; First Innings Lead; First booking (draw no bet); First damage; First foul; First foul (incl. overtime); First health bar winner; First rebound (incl. overtime); First score; First service break; First substitution; First team to score a try; First three pointer (incl. overtime); First throw-in in the match; First two pointer (incl. overtime); Fouls 1x2; Fouls 1x2 (incl. overtime); Frames 1 to {framenr} - 1x2; Goal kicks 1x2; Head 2 Head; Head 2 Head (1x2); Highest 1st 15 Overs; Highest 1st 6 Overs; Hole {holenr} - 2 ball (1x2); Hole {holenr} - 3 ball; Holes {from} to {to} - 2 ball (1x2); Holes {from} to {to} - 3 ball; Inhibitors 1x2; Inhibitors draw no bet; Innings 1 to 5 - 1x2; Innings 1 to {inningnr} - 1x2; Innings 1 to {inningnr} - draw no bet; Kills - 1x2; Kills 1x2; Kills draw no bet; Last goal; Last team to score; Last to score (incl. overtime); Leading after 2 maps; Minor penalties 1x2; Most 180s; Most fours; Most games; Most sixes; Next 180; Next score; Next score (incl. overtime); Offsides 1x2; Offsides double chance; Overtime - 1x2; Overtime - booking 1x2; Overtime - corner 1x2; Overtime - double chance; Overtime - draw no bet; Overtime - offsides 1x2; Overtime - shots on goal 1x2; Overtime 1st half - 1x2; Overtime 1st half - booking 1x2; Overtime 1st half - corner 1x2; Overtime 1st half - double chance; Overtime 1st half - offsides 1x2; Overtime 1st half - shots on goal 1x2; Overtime {!number} - 1x2; Overtime {!number} - double chance; Overtime {!number} - draw no bet; Penalties 1x2; Penalty shootout - last penalty team; Penalty shootout - winner; Power play goals 1x2; Rebounds 1x2 (incl. overtime); Rounds winner; Saves 1x2; Score in both halves; Shots 1x2; Shots double chance; Shots on goal 1x2; Shots on goal double chance; Steals 1x2 (incl. overtime); Team to score; Team to win from behind; Team to win more innings; Team with Most Run Outs; Team with highest scoring half; Team with highest scoring inning; Team with highest scoring over; Team with highest scoring quarter; Team with top batter; Team with top bowler; Throw-ins 1x2; Throw-ins double chance; To Win Every Quarter; To qualify; To win both halves; To win the match; Towers 1x2; Towers draw no bet; Try 1x2; Try double chance; Try draw no bet; Turrets 1x2; Turrets draw no bet; Twenty20 Match; Which team not to score; Which team will win the 3rd place match; Which team will win the rest of the match; Which team will win the rest of the match (incl. extra innings); Which team wins the coin toss; Which team wins the coin toss and the match; Which team wins the jump ball; Win either half; Win to nil; Winner; Winner (incl. extra innings); Winner (incl. overtime and penalties); Winner (incl. overtime); Winner (incl. super over); Winner (teams); Winner of group; Woodwork 1x2; xG 1x2; {!drivenr} drive - {%competitor} result; {!framenr} frame - player with highest break; {!framenr} frame - winner; {!gamenr} game - 1x2; {!gamenr} game - double chance; {!gamenr} game - draw no bet; {!gamenr} game - next score; {!gamenr} game - winner; {!inningnr} inning - 1x2; {!inningnr} innings over {overnr} - 1x2; {!inningnr} innings overs 0 to {overnr} - 1x2; {!legnr} leg - winner; {!mapnr} map - 1x2 (excl. overtime); {!mapnr} map - acquired most bounty rune; {!mapnr} map - barracks 1x2; {!mapnr} map - barracks draw no bet; {!mapnr} map - dragons 1x2; {!mapnr} map - dragons draw no bet; {!mapnr} map - first Roshan; {!mapnr} map - first black king bar; {!mapnr} map - first blood; {!mapnr} map - first team to press glyph; {!mapnr} map - first team with buyback; {!mapnr} map - first turret; {!mapnr} map - inhibitors 1x2; {!mapnr} map - inhibitors draw no bet; {!mapnr} map - kill draw no bet; {!mapnr} map - kills 1x2; {!mapnr} map - kills draw no bet; {!mapnr} map - roshans 1x2; {!mapnr} map - roshans draw no bet; {!mapnr} map - team with the most first kills; {!mapnr} map - towers 1x2; {!mapnr} map - towers draw no bet; {!mapnr} map - turrets 1x2; {!mapnr} map - turrets draw no bet; {!mapnr} map - winner; {!mapnr} map - {!xth} herald; {!mapnr} map - {!xth} tormentor; {!mapnr} map 1st half - 1x2; {!mapnr} map 1st half - winner; {!mapnr} map 2nd half - 1x2; {!mapnr} map round {roundnr} - winner; {!mapnr} map {!numbernr} overtime - winner; {!periodnr} period - 1x2; {!periodnr} period - double chance; {!periodnr} period - draw no bet; {!quarternr} quarter - 1x2; {!quarternr} quarter -

double chance; {!quarternr} quarter - draw no bet; {!quarternr} quarter - draw no bet (incl. overtime); {!quarternr} quarter - last point; {!quarternr} quarter - winner; {!roundnr} round - 1x2; {!roundnr} round - draw no bet; {!roundnr} round - first kill; {!roundnr} round winner; {!setnr} set - 1x2; {!setnr} set - aces 1x2; {!setnr} set - double faults 1x2; {!setnr} set - draw no bet; {!setnr} set - most 180s; {!setnr} set - tiebreak winner; {!setnr} set - winner; {!setnr} set - {!gamenrX} and {!gamenrY} game winner; {!setnr} set end {endnr} - winner; {!setnr} set game {gamenr} - winner; {!setnr} set leg {legnr} - winner; {!touchdownnr} touchdown; {$competitor1} first service game winner; {$competitor1} no bet; {$competitor2} first service game winner; {$competitor2} no bet.

ResultEP

1st Half - 1x2 (Early Payout); 1x2 (Early Payout); Winner (Early Payout); Winner (incl. extra innings) (Early Payout); Winner (incl. overtime) (Early Payout); {!periodnr} period - 1x2 (Early Payout).

ResultFast

10 min - booking 1x2 {from}-{to}; 15 min - booking 1x2 {from}-{to}; 1x2 in time period {from}-{to}; 5 min - 1x2 {from}-{to}; 5 min - booking 1x2 {from}-{to}; 5 min - corner 1x2 {from}-{to}; Ball position in range {from} to {to}; {minutes} min - most bookings (no draw) {from}-{to}; {minutes} min - most corners (no draw) {from}-{to}; {minutes} min - next booking (no draw) {from}-{to}; {minutes} min - next booking {from}-{to}; {minutes} min - next corner (no draw) {from}-{to}; {minutes} min - next team to score (no draw) {from}-{to}; {minutes} min - next team to score {from}-{to}; {minutes} min - result (no draw) {from}-{to}.

Total

1st half - Total VAR (box sign or screen check); 1st half - added time; 1st half - remaining time total; 1st half - total; 1st half - total bookings; 1st half - total corners; 1st half - total goal kicks; 1st half - total offsides; 1st half - total saves; 1st half - total shots; 1st half - total shots on goal; 1st half - total substitutions; 1st half - total throw-ins; 1st half - total tries; 1st half - total xG; 1st half - woodwork total; 1st half - {$competitor1} offsides; 1st half - {$competitor1} shots on goal; 1st half - {$competitor1} total; 1st half - {$competitor1} total bookings; 1st half - {$competitor1} total corners; 1st half - {$competitor1} total tries; 1st half - {$competitor1} total xG; 1st half - {$competitor2} offsides; 1st half - {$competitor2} shots on goal; 1st half - {$competitor2} total; 1st half - {$competitor2} total bookings; 1st half - {$competitor2} total corners; 1st half - {$competitor2} total tries; 1st half - {$competitor2} total xG; 1st over - total; 2nd half - added time; 2nd half - total; 2nd half - total (incl. overtime); 2nd half - {$competitor1} total; 2nd half - {$competitor1} total (incl. overtime); 2nd half - {$competitor2} total; 2nd half - {$competitor2} total (incl. overtime); After {!roundnr} round - total; All periods over {total}; All periods under {total}; Away Team 1st 15 Overs; Difference between highest and lowest numbers drawn; Final number of pieces; First half - total field goals; First half - total touchdowns; First half - {$competitor1} total field goals; First half - {$competitor1} total touchdowns; First half - {$competitor2} total field goals; First half - {$competitor2} total touchdowns; Fours {$competitor1} Over/Under; Fours {$competitor2} Over/Under; Highest checkout; Highest checkout in match; Highest individual total score; Highest number drawn; Home Team 1st 15 Overs; Innings 1 to 5 - total; Innings 1 to 5 - {$competitor1} total; Innings 1 to 5 - {$competitor2} total; Innings 1 to {inningnr} - total; Largest lead in game (incl. overtime); Lowest number drawn; Match duration (min); Match duration in seconds; Number of checks; Overtime - total; Overtime - total bookings; Overtime - total corners; Overtime - total offsides; Overtime - total shots on goal; Overtime - {$competitor1} total; Overtime - {$competitor1} total bookings; Overtime - {$competitor1} total corners; Overtime - {$competitor1} total offsides; Overtime - {$competitor1} total shots on goal; Overtime - {$competitor2} total; Overtime - {$competitor2} total bookings; Overtime - {$competitor2} total corners; Overtime - {$competitor2} total offsides; Overtime - {$competitor2} total shots on goal; Overtime 1st half - total; Overtime 1st half - total bookings; Overtime 1st half - total corners; Overtime 1st half - total offsides; Overtime 1st half - total shots on goal; Overtime 1st half - {$competitor1} total; Overtime 1st half - {$competitor1} total bookings; Overtime 1st half - {$competitor1} total corners; Overtime 1st half - {$competitor1} total offsides; Overtime 1st half - {$competitor1} total shots on goal; Overtime 1st half - {$competitor2} total; Overtime 1st half - {$competitor2} total bookings; Overtime 1st half - {$competitor2} total corners; Overtime 1st half - {$competitor2} total offsides; Overtime 1st half - {$competitor2} total shots on goal; Overtime {!number} - total; Penalty shootout - total; Penalty shootout - {$competitor1} total; Penalty shootout - {$competitor2} total; Remaining time - total; Second half - total field goals; Second half - total touchdowns; Second half - {$competitor1} total field goals; Second half - {$competitor1} total touchdowns; Second half - {$competitor2} total field goals; Second half - {$competitor2} total touchdowns; Sixes {$competitor1} Over/Under; Sixes {$competitor2} Over/Under; Total; Total (incl. 1st half overtime); Total (incl. extra innings); Total (incl. overtime and penalties); Total (incl. overtime); Total 180s; Total 2-points (incl. overtime); Total 3-points (incl. overtime); Total Breaks; Total VAR (box sign or screen check); Total aces; Total aerials won; Total assists (incl. overtime); Total birds on screen at exactly {time}; Total booking points; Total bookings; Total chipmunks on screen at exactly {time}; Total clashes; Total corners; Total dismissals; Total double faults; Total dribbles; Total extras; Total faceoffs; Total field goals made; Total field goals made (incl. overtime); Total finishers; Total fouls; Total fouls (incl. overtime); Total fouls before first booking; Total fours; Total frames; Total games; Total goal kicks; Total goal minutes; Total hits (incl. extra innings); Total in the highest scoring over; Total interceptions; Total kills; Total legs; Total maps; Total minor penalties; Total moves; Total of castlings; Total offsides; Total passes; Total penalties; Total points; Total power play goals; Total raccoons on screen at exactly {time}; Total rebounds (incl. overtime); Total rounds; Total run outs; Total runs; Total saves; Total sendings off; Total sets; Total shots; Total shots on goal; Total shots on goal before first goal; Total sixes; Total squirrels on screen at exactly {time}; Total steals (incl. overtime); Total substitutions; Total successful dribbles; Total successful tackles; Total throw-ins; Total throw-ins before first corner; Total tiebreaks in the match; Total touchdowns; Total touchdowns (incl. overtime); Total tries; Total value of all numbers drawn; Total value of lowest and highest numbers drawn; Total value of numbers drawn in range {from}-{to}; Total video reviews; Total xG; Total {points}+ checkouts; Total tackles; Towers total; Turrets total; Woodwork total; {!drivenr} drive play {playnr} - {%competitor} total yards gained; {!framenr} frame - total points;

{!gamenr} game - total goals; {!gamenr} game - total points; {!gamenr} game {$competitor1} - total goals; {!gamenr} game {$competitor1} - total points; {!gamenr} game {$competitor2} - total goals; {!gamenr} game {$competitor2} - total points; {!inningnr} inning - total; {!inningnr} inning - {$competitor1} fall of {!wicketnr} wicket total runs; {!inningnr} inning - {$competitor1} total; {!inningnr} inning - {$competitor2} fall of {!wicketnr} wicket total runs; {!inningnr} inning - {$competitor2} total; {!inningnr} innings - total; {!inningnr} innings - {!ballnr} ball {$competitor1} total; {!inningnr} innings - {!ballnr} ball {$competitor2} total; {!inningnr} innings - {!deliverynr} delivery {$competitor1} total; {!inningnr} innings - {!deliverynr} delivery {$competitor2} total; {!inningnr} innings - {$competitor1} total; {!inningnr} innings - {$competitor1} total at {!dismissalnr} dismissal; {!inningnr} innings - {$competitor1} total dismissals; {!inningnr} innings - {$competitor1} total extras; {!inningnr} innings - {$competitor1} total fours; {!inningnr} innings - {$competitor1} total run outs; {!inningnr} innings - {$competitor1} total sixes; {!inningnr} innings - {$competitor2} total; {!inningnr} innings - {$competitor2} total at {!dismissalnr} dismissal; {!inningnr} innings - {$competitor2} total dismissals; {!inningnr} innings - {$competitor2} total extras; {!inningnr} innings - {$competitor2} total fours; {!inningnr} innings - {$competitor2} total run outs; {!inningnr} innings - {$competitor2} total sixes; {!inningnr} innings over {overnr} - {!deliverynr} delivery {$competitor1} total; {!inningnr} innings over {overnr} - {!deliverynr} delivery {$competitor2} total; {!inningnr} innings over {overnr} - {$competitor1} total; {!inningnr} innings over {overnr} - {$competitor2} total; {!inningnr} innings overs 0 to {overnr} - {$competitor1} total; {!inningnr} innings overs 0 to {overnr} - {$competitor2} total; {!legnr} leg - highest checkout; {!mapnr} map - 1st half {$competitor1} total rounds; {!mapnr} map - 1st half {$competitor2} total rounds; {!mapnr} map - 2nd half {$competitor1} total rounds; {!mapnr} map - 2nd half {$competitor2} total rounds; {!mapnr} map - dire total range heroes picked; {!mapnr} map - end game total heroes survived; {!mapnr} map - first blood total assists; {!mapnr} map - radiant total melee heroes picked; {!mapnr} map - total ACE! occurrences; {!mapnr} map - total AWP kills; {!mapnr} map - total barons; {!mapnr} map - total barracks; {!mapnr} map - total champions survived when nexus destroyed; {!mapnr} map - total dragons; {!mapnr} map - total headshots; {!mapnr} map - total inhibitors; {!mapnr} map - total intelligence heroes picked; {!mapnr} map - total kills; {!mapnr} map - total roshans; {!mapnr} map - total rounds; {!mapnr} map - total rounds ending with bomb defusing; {!mapnr} map - total rounds ending with bomb detonation; {!mapnr} map - total tormentors; {!mapnr} map - total towers; {!mapnr} map - total turrets; {!mapnr} map - {$competitor1} total barons; {!mapnr} map - {$competitor1} total barracks; {!mapnr} map - {$competitor1} total dragons; {!mapnr} map - {$competitor1} total inhibitors; {!mapnr} map - {$competitor1} total kills; {!mapnr} map - {$competitor1} total roshans; {!mapnr} map - {$competitor1} total rounds; {!mapnr} map - {$competitor1} total towers; {!mapnr} map - {$competitor1} total turrets; {!mapnr} map - {$competitor2} total barons; {!mapnr} map - {$competitor2} total barracks; {!mapnr} map - {$competitor2} total dragons; {!mapnr} map - {$competitor2} total inhibitors; {!mapnr} map - {$competitor2} total kills; {!mapnr} map - {$competitor2} total roshans; {!mapnr} map - {$competitor2} total rounds; {!mapnr} map - {$competitor2} total towers; {!mapnr} map - {$competitor2} total turrets; {!mapnr} map - {%player} total headshots; {!mapnr} map - {%player} total kills; {!overnr} over - {!deliverynr} delivery {$competitor1} total runs; {!overnr} over - {!deliverynr} delivery {$competitor2} total runs; {!overnr} over - {$competitor1} total runs; {!overnr} over - {$competitor2} total runs; {!periodnr} period - total; {!periodnr} period - {$competitor1} total; {!periodnr} period - {$competitor2} total; {!quarternr} quarter - total; {!quarternr} quarter - total (incl. overtime); {!quarternr} quarter - total field goals; {!quarternr} quarter - total touchdowns; {!quarternr} quarter - {$competitor1} total; {!quarternr} quarter - {$competitor1} total field goals; {!quarternr} quarter - {$competitor1} total touchdowns; {!quarternr} quarter - {$competitor2} total; {!quarternr} quarter - {$competitor2} total field goals; {!quarternr} quarter - {$competitor2} total touchdowns; {!roundnr} round - Winner HP left; {!roundnr} round - time left; {!roundnr} round - total; {!roundnr} round - total kills; {!roundnr} round - {$competitor1} kills total; {!roundnr} round - {$competitor1} total; {!roundnr} round - {$competitor2} kills total; {!roundnr} round - {$competitor2} total; {!setnr} set - duration (min); {!setnr} set - total; {!setnr} set - total 180s; {!setnr} set - total aces; {!setnr} set - total double faults; {!setnr} set - total games; {!setnr} set - total legs; {!setnr} set - total points; {!setnr} set - {$competitor1} total; {!setnr} set - {$competitor1} total 180s; {!setnr} set - {$competitor1} total breaks; {!setnr} set - {$competitor1} total games; {!setnr} set - {$competitor2} total; {!setnr} set - {$competitor2} total 180s; {!setnr} set - {$competitor2} total breaks; {!setnr} set - {$competitor2} total games; {!setnr} set end {endnr} - total; {!setnr} set game {gamenr} - total points; {!setnr} set tiebreak - total points; {$competitor1} - total kills; {$competitor1} 1st 6 overs; {$competitor1} Total double faults; {$competitor1} minor penalties; {$competitor1} power play goals; {$competitor1} shots on goal; {$competitor1} total; {$competitor1} total (incl. extra innings); {$competitor1} total (incl. overtime and penalties);

{$competitor1} total (incl. overtime); {$competitor1} total 180s; {$competitor1} total 2-points (incl. overtime); {$competitor1} total 3-points (incl. overtime); {$competitor1} total aces; {$competitor1} total assists (incl. overtime); {$competitor1} total barons; {$competitor1} total barracks; {$competitor1} total bookings; {$competitor1} total breaks; {$competitor1} total corners; {$competitor1} total dismissals; {$competitor1} total dragons; {$competitor1} total faceoffs; {$competitor1} total field goals; {$competitor1} total field goals (incl. overtime); {$competitor1} total fouls; {$competitor1} total fouls (incl. overtime); {$competitor1} total fours; {$competitor1} total games; {$competitor1} total goal kicks; {$competitor1} total in 0-{!roundnr} rounds; {$competitor1} total inhibitors; {$competitor1} total maps; {$competitor1} total offsides; {$competitor1} total passes; {$competitor1} total penalties; {$competitor1} total points; {$competitor1} total rebounds (incl. overtime); {$competitor1} total roshans; {$competitor1} total rounds; {$competitor1} total runs; {$competitor1} total saves; {$competitor1} total sendings off; {$competitor1} total shots; {$competitor1} total sixes; {$competitor1} total steals (incl. overtime); {$competitor1} total throw-ins; {$competitor1} total touchdowns; {$competitor1} total touchdowns (incl. overtime); {$competitor1} total towers; {$competitor1} total tries; {$competitor1} total turrets; {$competitor1} total xG; {$competitor2} - total kills; {$competitor2} 1st 6 overs; {$competitor2} Total double faults; {$competitor2} minor penalties; {$competitor2} power play goals; {$competitor2} shots on goal; {$competitor2} total; {$competitor2} total (incl. extra innings); {$competitor2} total (incl. overtime and penalties); {$competitor2} total (incl. overtime); {$competitor2} total 180s; {$competitor2} total 2-points (incl. overtime); {$competitor2} total 3-points (incl. overtime); {$competitor2} total aces; {$competitor2} total assists (incl. overtime); {$competitor2} total barons; {$competitor2} total barracks; {$competitor2} total bookings; {$competitor2} total breaks; {$competitor2} total corners; {$competitor2} total dismissals; {$competitor2} total dragons; {$competitor2} total faceoffs; {$competitor2} total field goals; {$competitor2} total field goals (incl. overtime); {$competitor2} total fouls; {$competitor2} total fouls (incl. overtime); {$competitor2} total fours; {$competitor2} total games; {$competitor2} total goal kicks; {$competitor2} total in 0-{!roundnr} rounds; {$competitor2} total inhibitors; {$competitor2} total maps; {$competitor2} total offsides; {$competitor2} total passes; {$competitor2} total penalties; {$competitor2} total points; {$competitor2} total rebounds (incl. overtime); {$competitor2} total roshans; {$competitor2} total rounds; {$competitor2} total runs; {$competitor2} total saves; {$competitor2} total sendings off; {$competitor2} total shots; {$competitor2} total sixes; {$competitor2} total steals (incl. overtime); {$competitor2} total throw-ins; {$competitor2} total touchdowns; {$competitor2} total touchdowns (incl. overtime); {$competitor2} total towers; {$competitor2} total tries; {$competitor2} total turrets; {$competitor2} total xG; {%competitor} total overtakings; {%team} total overtakings.

TotalEP

Total (Early Payout).

TotalFast

10 min - total bookings {from}-{to}; 15 min - total bookings {from}-{to}; Total in time period {from}-{to}.

YesNo

1 min - foul in 00:00-00:59; 1 min - goal in 00:00-00:59; 1 min - goalkeeper to touch the ball in 00:00-00:59; 1 min - throw-in in 00:00-00:59; 1st half - both teams to score; 1st half - first try converted; 1st half - goal scored in added time; 1st half - hit the woodwork; 1st half - medical team to enter the pitch; 1st half - sending off; 1st half - will be a penalty; 1st half - {$competitor1} clean sheet; 1st half - {$competitor1} sending off; 1st half - {$competitor1} to score; 1st half - {$competitor1} win to nil; 1st half - {$competitor2} clean sheet; 1st half - {$competitor2} sending off; 1st half - {$competitor2} to score; 1st half - {$competitor2} win to nil; 2nd half - both teams to score; 2nd half - {$competitor1} clean sheet; 2nd half - {$competitor2} clean sheet; 3 min - both goalkeepers to touch the ball in 00:00-02:59; 3 min - foul in 00:00-02:59; 5 min - goal in 00:00-04:59; All cards will be shown in one half; Any set to nil; Any team to lead by {points}; Any team to win; Any team wins both halves; Any team wins to nil; Ball {number}; Both halves over {total}; Both halves under {total}; Both teams to receive a card; Both teams to receive a red card; Both teams to receive {number} or more cards; Both teams to score; Both teams to score 2 or more goals; Both teams to score in both halves; Both teams to score twice; Both teams to score {milestone}; Both teams to score {points} (incl. overtime); Both to win a map; Both to win a map and {$competitor1} to win match; Both to win a map and {$competitor2} to win match; Checkmate before move {move}; Draw or any clean sheet; Draw or both teams to score; Draw or over {total}; Draw or under {total}; Drop goal in match; First goal to be a penalty; First number drawn to be greater than the last number drawn; First shot of the game made; First team to score wins; First team to score wins match; First try converted; Free text yes/no market; Game to be decided in overtime; Goal in each period; Goal scored in the added time; Goal scored inside the penalty area; Goal scored outside the penalty area; Goal to be scored with a bicycle kick; Goal to be scored with a foot; Goalkeeper in opponent's penalty area; Goalkeeper to be sent off; Goalkeeper to make an assist; Goalkeeper will score a goal (excl. penalty shootout); Halftime fulltime no draw; Head coach or bench player to receive a card; Hit the woodwork; Match Winner will save first health bar; Medical Team to enter the pitch; Medical team to enter the pitch 2+ times; More even numbers to be drawn than odd numbers; No draw both teams to score; Overtime - both teams to score; Overtime 1st half - both teams to score; Penalty and sending off; Penalty or sending off; Penalty shootout - sudden death; Penalty shootout - {$competitor1} {!penaltynr} penalty scored; Penalty shootout - {$competitor2} {!penaltynr} penalty scored; Penalty will be awarded to both teams; Player to get card for delaying the game; Player to get card for gamesmanship; Player to get card for taking off shirt; Post or crossbar to be hit; Powerplay goal; Score to be {!score}; Sending off; Shorthanded goal; Substitute player to get card; Substitute player to get red card; Substitute player to have shot on goal; Substitute player to score; Substitute player to score the winning goal; Substitution at half-time; The game will end before move {move}; Total value of even numbers drawn is greater than total value of odd numbers; Which team to score a penta kill; Which team to score a quadra kill; Will a headed goal be scored; Will be an own goal; Will the fight go the distance; Will the match winner have a lower xG; Will there be a 4th set; Will there be a 5th set; Will there be a checkmate?; Will there be a pawn promotion?; Will there be a penalty; Will there be a penalty shootout; Will there be a rampage; Will there be a stalemate?; Will there be a super move; Will there be a tie; Will there be a tiebreak; Will there be an en passant?; Will there be an extra inning; Will there be an ultra kill; Will there be mercy?; Will there be overtime; Will there be overtime on any map; {!drivenr} drive play {playnr} - {%competitor} new first down; {!drivenr} drive play {playnr} - {%competitor} pass completion; {!drivenr} drive play {playnr} - {%competitor} sack; {!framenr} frame - break 100+; {!framenr} frame - break 50+; {!framenr} frame - {$competitor1} break 100+; {!framenr} frame - {$competitor1} break 50+; {!framenr} frame - {$competitor2} break 100+; {!framenr} frame - {$competitor2} break 50+; {!gamenr} game - both teams to score; {!gamenr} game - will there be extra points; {!inningnr} inning - both teams to score; {!inningnr} inning - {$competitor1} to score; {!inningnr} inning - {$competitor2} to score; {!inningnr} innings over {overnr} - {$competitor1} dismissal; {!inningnr} innings over {overnr} - {$competitor1} to score a boundary four; {!inningnr} innings over {overnr} - {$competitor1} to score a boundary six; {!inningnr} innings over {overnr} - {$competitor1} to score an extra; {!inningnr} innings over {overnr} - {$competitor2} dismissal; {!inningnr} innings over {overnr} - {$competitor2} to score a boundary four; {!inningnr} innings over {overnr} - {$competitor2} to score a boundary six; {!inningnr} innings over {overnr} - {$competitor2} to score an extra; {!mapnr} map - "Aegis of the immortal" will be snatched; {!mapnr} map - "Divine Rapier"; {!mapnr} map - beyond godlike; {!mapnr} map - bomb defused in {!roundnr} round; {!mapnr} map - both supports same summoner spell; {!mapnr} map - both teams to destroy an inhibitor; {!mapnr} map - both teams to slay a baron; {!mapnr} map - both

teams to slay a dragon; {!mapnr} map - dragon to be slain; {!mapnr} map - draw first blood within {!minnr} minutes; {!mapnr} map - godlike; {!mapnr} map - map winner to draw first blood; {!mapnr} map - mega creeps; {!mapnr} map - melee hero will be picked first; {!mapnr} map - penta kill; {!mapnr} map - quadra kill; {!mapnr} map - rampage; {!mapnr} map - score to be 1:1; {!mapnr} map - support role to draw first blood; {!mapnr} map - support role will be killed first; {!mapnr} map - to win more rounds for counter terrorists; {!mapnr} map - triple kill; {!mapnr} map - ultra kill; {!mapnr} map - will be killed by HE grenade; {!mapnr} map - will be killed by knife; {!mapnr} map - will be killed by molotov; {!mapnr} map - will there be an ace; {!mapnr} map - will there be overtime; {!mapnr} map - zeus x27 kill; {!mapnr} map - {$competitor1} ADC role champion used; {!mapnr} map - {$competitor1} ADC's Summoner Spell; {!mapnr} map - {$competitor1} Support role champion used; {!mapnr} map - {$competitor1} jungle role champion used; {!mapnr} map - {$competitor1} mid role champion used; {!mapnr} map - {$competitor1} to win both pistol rounds & win the map; {!mapnr} map - {$competitor1} top role champion used; {!mapnr} map - {$competitor1} will win both pistol rounds on map; {!mapnr} map - {$competitor2} ADC role champion used; {!mapnr} map - {$competitor2} ADC's Summoner Spell; {!mapnr} map - {$competitor2} Support role champion used; {!mapnr} map - {$competitor2} jungle role champion used; {!mapnr} map - {$competitor2} mid role champion used; {!mapnr} map - {$competitor2} to win both pistol rounds & win the map; {!mapnr} map - {$competitor2} top role champion used; {!mapnr} map - {$competitor2} will win both pistol rounds on map; {!mapnr} map round {roundnr} - bomb planted; {!overnr} over - {!deliverynr} delivery {$competitor1} to be a wicket; {!overnr} over - {!deliverynr} delivery {$competitor2} to be a wicket; {!penaltynr} penalty scored; {!periodnr} period - both teams to score; {!periodnr} period - either teams to score; {!periodnr} period - which team to score; {!periodnr} period - {$competitor1} clean sheet; {!periodnr} period - {$competitor1} win to nil; {!periodnr} period - {$competitor2} clean sheet; {!periodnr} period - {$competitor2} win to nil; {!quarternr} quarter - {$competitor1} to score {!pointnr}; {!quarternr} quarter - {$competitor2} to score {!pointnr}; {!roundnr} round - bomb will be defused; {!roundnr} round - bomb will be planted; {!setnr} set - game {gamenr} will be a break point; {!setnr} set - will there be a tiebreak; {!setnr} set - will there be extra points; {!setnr} set game {gamenr} - to deuce; {!setnr} set leg {legnr} - any player to score a 180; {!setnr} set leg {legnr} - {$competitor1} to score a 180; {!setnr} set leg {legnr} - {$competitor2} to score a 180; {$competitor1} clean sheet; {$competitor1} dismissal in {!overnr} over; {$competitor1} or any clean sheet; {$competitor1} or both teams to score; {$competitor1} or over {total}; {$competitor1} or under {total}; {$competitor1} sending off; {$competitor1} to bat in 9th inning; {$competitor1} to lead by {points}; {$competitor1} to make their first shot attempt; {$competitor1} to score; {$competitor1} to score first drive; {$competitor1} to score in all periods; {$competitor1} to score in both halves; {$competitor1} to win a set; {$competitor1} to win all periods; {$competitor1} to win any period; {$competitor1} to win both halves; {$competitor1} to win either half; {$competitor1} to win exactly 1 set; {$competitor1} to win exactly 2 sets; {$competitor1} to win from behind; {$competitor1} will make a super move; {$competitor1} will save first health bar; {$competitor1} win to nil; {$competitor1} win to nil (incl. overtime); {$competitor1} wins at least one map; {$competitor1} {!penaltynr} penalty scored; {$competitor2} clean sheet; {$competitor2} dismissal in {!overnr} over; {$competitor2} or any clean sheet; {$competitor2} or both teams to score; {$competitor2} or over {total}; {$competitor2} or under {total}; {$competitor2} sending off; {$competitor2} to lead by {points}; {$competitor2} to make their first shot attempt; {$competitor2} to score; {$competitor2} to score first drive; {$competitor2} to score in all periods; {$competitor2} to score in both halves; {$competitor2} to win a set; {$competitor2} to win all periods; {$competitor2} to win any period; {$competitor2} to win both halves; {$competitor2} to win either half; {$competitor2} to win exactly 1 set; {$competitor2} to win exactly 2 sets; {$competitor2} to win from behind; {$competitor2} will make a super move; {$competitor2} will save first health bar; {$competitor2} win to nil; {$competitor2} win to nil (incl. overtime); {$competitor2} wins at least one map; {$competitor2} {!penaltynr} penalty scored; {minutes} min - will a booking be awarded {from}-{to}; {number} to be drawn.

YesNoFast

gP to change at {from} to {to}; {minutes} min - will a corner be awarded {from}-{to}; {minutes} min - will a goal be scored {from}-{to}.

Dynamic examples of visible events and coefficients

This reflects exactly the data visible in the saved views (not background repeated refreshes of the entire sports feed): events, markets, numbers, teams, live time, predictions/feed and interface information. The original numeric sequences are preserved; the comma, score, outcome and odds size are correlated with the corresponding labels.

Overview — snapshot of the visible section

Counters in the menu: Football 949, Basketball 179, Tennis 357, eSoccer 81, eBasketball 54, American Football 109, Ice Hockey 162, Cricket 47, Chess 53, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 103, eSoccer: Volta 8, Table Tennis 48, eSoccer: Penalty 12, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 13, Darts 35, Futsal 2, Badminton 42, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: SlotBetsUSANBA · Tomorrow, 05:00.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
San Antonio Spurs / LA Clippers	Basketball / NBA	2026-11-20 01:00 UTC	Winner (incl. overtime) [1 = 1.07; 2 = 7.80] USANBA · Tomorrow, 05:00
Minnesota Timberwolves / New York Knicks	Basketball / NBA	2026-11-20 01:00 UTC	Winner (incl. overtime) [1 = 2.00; 2 = 1.77] InternationalEuroleague · Tomorrow, 21:30
Anadolu Efes SK / ASVEL Lyon-Villeurbanne	Basketball / Euroleague	2026-11-20 17:30 UTC	Winner (incl. overtime) [1 = 1.30; 2 = 3.40] · 1x2 - · draw CR Vasco da Gama RJ - SC Internacional RS · 1x2 - · draw EC Vitoria BA - Red Bull Bragantino SP · 1x2 - · draw Sao Paulo FC SP - Fluminense FC RJ · Total Odds 45.70USAMLS · Tomorrow, 04:30
Orlando City SC / FC Cincinnati	Football / MLS	2026-11-20 00:30 UTC	1x2 [1 = 2.40; draw = 3.85; 2 = 2.60] USAMLS · Tomorrow, 07:00
Seattle Sounders / Real Salt Lake	Football / MLS	2026-11-20 03:00 UTC	1x2 [1 = 1.90; draw = 3.90; 2 = 3.60] GermanyBundesliga · Tomorrow, 23:30
Bayern Munich / 1. FC Cologne	Football / Bundesliga	2026-11-20 19:30 UTC	1x2 [1 = 1.07; draw = 13.00; 2 = 20.00] FranceLigue 1 · Tomorrow, 23:45
ESTAC Troyes / Le Havre AC	Football / Ligue 1	2026-11-20 19:45 UTC	1x2 [1 = 2.16; draw = 3.35; 2 = 3.35] SpainLaLiga · In 2 days, 00:00
Athletic Bilbao / Espanyol Barcelona	Football / LaLiga	2026-11-20 20:00 UTC	1x2 [1 = 1.46; draw = 4.40; 2 = 6.80] EnglandPremier League · In 2 days, 16:30
Manchester City / Fulham FC	Football / Premier League	2026-11-21 12:30 UTC	1x2 [1 = 1.39; draw = 5.00; 2 = 7.00] SpainLaLiga · In 2 days, 17:00
Deportivo Alaves / RC Deportivo A Coruna	Football / LaLiga	2026-11-21 13:00 UTC	1x2 [1 = 2.18; draw = 3.25; 2 = 3.35] ItalySerie A · In 2 days, 18:00
Como 1907 / Cagliari Calcio	Football / Serie A	2026-11-21 14:00 UTC	1x2 [1 = 1.29; draw = 5.60; 2 = 9.40] ItalySerie A · In 2 days, 18:00

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Lazio Rome / US Lecce	Football / Serie A	2026-11-21 14:00 UTC	1x2 [1 = 1.35; draw = 4.90; 2 = 8.20] FootballBasketballTennisCounter-StrikeAmerican FootballIce HockeyCricketVolleyballHandballDartsUSAMLS · Tomorrow, 04:30Orlando City SCFC Cincinnati · 1x2 [1 = 2.40; draw = 3.85; 2 = 2.60] · To qualify [1 = 1.82; 2 = 1.95] · Double chance [1 or draw = 1.45; 1 or 2 = 1.23; draw or 2 = 1.52] · Total · over 3.51.84 · under 3.51.89 · Handicap (-1.5)1 3.95(1.5)2 1.21AustraliaA-League · Tomorrow, 12:40
Western Sydney Wanderers / Adelaide United FC	Football / A-League	2026-11-20 08:40 UTC	1x2 [1 = 1.65; draw = 4.30; 2 = 4.50] · Double chance [1 or draw = 1.18; 1 or 2 = 1.19; draw or 2 = 2.12] · Total · over 3.52.08 · under 3.51.68 · Handicap (-1)1 2.02(1)2 1.72eSoccerSpain Copa del Rey (12 min play)83′ 2nd half
FC Barcelona (E) / Real Sociedad (E)	Football / Spain Copa del Rey (12 min play)	2026-11-19 09:32 UTC	22 · 1x2 [1 = 6.40; draw = 1.35; 2 = 6.80] · Double chance [1 or draw = 1.10; 1 or 2 = 3.30; draw or 2 = 1.12] · Total · over 4.53.20 · under 4.51.35eSoccerEngland FA Cup (12 min play)74′ 2nd half
Chelsea FC (E) / Manchester City (E)	Football / England FA Cup (12 min play)	2026-11-19 09:34 UTC	11 · 1x2 [1 = 7.50; draw = 1.55; 2 = 3.70] · Double chance [1 or draw = 1.27; 1 or 2 = 2.45; draw or 2 = 1.09] · Total · over 2.52.25 · under 2.51.65 · Handicap (0.5)1 1.30(-0.5)2 3.60eSoccerBundesliga (12 min play)77′ 2nd half
Eintracht Frankfurt (E) / Wolfsburg (E)	Football / Bundesliga (12 min play)	2026-11-19 09:33 UTC	12 · Total · over 3.51.82 · under 3.52.00 · Handicap (0.5)1 3.50(-0.5)2 1.30eSoccerFIFA Club World Cup (12 min play)11′ 1st half
Palmeiras (E) / Porto (E)	Football / FIFA Club World Cup (12 min play)	2026-11-19 09:42 UTC	00 · 1x2 [1 = 4.50; draw = 2.70; 2 = 2.18] · Double chance [1 or draw = 1.70; 1 or 2 = 1.47; draw or 2 = 1.20] · Total · over 1.52.10 · under 1.51.72 · Handicap (0.5)1 1.70(-0.5)2 2.18eSoccerChampions League (12 min play)38′ 1st half
AS Monaco (E) / FC Porto (E)	Football / Champions League (12 min play)	2026-11-19 09:39 UTC	02 · 1x2 [1 = 25.00; draw = 6.60; 2 = 1.16] · Double chance · 1 or draw 5.20 · 1 or 2 1.10 · draw or 2 - · Total · over 4.52.45 · under 4.51.55 · Handicap (1.5)1 2.25(-1.5)2 1.65eSoccerCoupe de France (12 min play)55′ 2nd half
Bordeaux (E) / FC Metz (E)	Football / Coupe de France (12 min play)	2026-11-19 09:37 UTC	01 · 1x2 [1 = 14.00; draw = 3.50; 2 = 1.45] · Double chance [1 or draw = 2.80; 1 or 2 = 1.30; draw or 2 = 1.02] · Total · over 2.52.80 · under 2.51.45 · Handicap (0.5)1 2.80(-0.5)2 1.45eSoccer: VoltaSuper League (6 min play)2′ 1st half

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Bordeaux (E) / Real Madrid (E)	Football / Super League (6 min play)	2026-11-19 09:42 UTC	11 · 1x2 [1 = 5.00; draw = 7.00; 2 = 1.40] · Double chance [1 or draw = 2.60; 1 or 2 = 1.05; draw or 2 = 1.10] · Total · over 9.52.20 · under 9.51.67 · Handicap (1.5)1 2.00(-1.5)2 1.80eSoccerCoppa Italia (12 min play)15′ 1st half
Napoli (E) / Roma (E)	Football / Coppa Italia (12 min play)	2026-11-19 09:42 UTC	10 · 1x2 [1 = 1.57; draw = 4.00; 2 = 6.00] · Double chance [1 or draw = 1.12; 1 or 2 = 1.25; draw or 2 = 2.40] · Total · over 3.51.77 · under 3.52.04 · Handicap (-0.5)1 1.55(0.5)2 2.45Indial-League · Tomorrow, 13:30
Rajasthan United / Chanmari FC	Football / I-League	2026-11-20 09:30 UTC	1x2 [1 = 1.90; draw = 3.45; 2 = 3.55] · Double chance [1 or draw = 1.23; 1 or 2 = 1.23; draw or 2 = 1.75] · Total · over 2.51.71 · under 2.51.97 · Handicap (-1)1 2.56(1)2 1.41 · Hot Combos · over 185.5 · Tomorrow, 00:00Valencia Basket vs Virtus Bologna · Total (incl. overtime) 1.85Paris Basketball · Today, 23:45Paris Basketball vs Hapoel Tel-Aviv · Winner (incl. overtime) 1.99Olympique Lyon · Tomorrow, 00:00Arsenal vs Olympique Lyon · 1x2 1.62SL Benfica · Tomorrow, 00:00SL Benfica vs AS Roma · 1x2 1.99 · comboboost x1.15 · Comboboost €50100250500 · Total Odds 11.86813.649 · Potential Win 11.87 €13.65 € · Place Bet · Top Events ATPATP Finals · Today, 17:00 · Starts in 00days:03hours:13mins:14secShelton, Ben1.35Jodar, Rafael3.20 · Winner · Go to Event €50100250500 · Potential Win 0.00 € · Place Bet · Top Outrights FootballBasketballTennisIce HockeyVolleyballBaseballGermany Bundesliga · Winner · Closes: May 22, 2027, 04:00FC Bayern Munich1.08Borussia Dortmund11.00Bayer 04 Leverkusen26.00RB Leipzig26.00Sport-Club Freiburg41.00Vfb Stuttgart200.0Eintracht Frankfurt350.0SV Werder Bremen350.0FC Augsburg750.0 · Go to Outright

upcoming — snapshot of the visible section

Counters in the menu: Football 949, Basketball 179, Tennis 356, eSoccer 80, eBasketball 56, American Football 109, Ice Hockey 161, Cricket 45, Chess 53, Formula 1 3, Volleyball 88, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 49, eSoccer: Penalty 12, eFighting 14, eTennis 9, Boxing 67, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 42, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 5, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: SlotBetsFootballAll857AzerbaijanFirst Division · Today, 14:00.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Moik Baku / Sabail FK	Football / First Division	2026-11-19 10:00 UTC	1x2 [1 = 2.52; draw = 3.05; 2 = 2.66] · Double chance [1 or draw = 1.38; 1 or 2 = 1.29; draw or 2 = 1.43] · Total · over 2.51.69 · under 2.52.00InternationalU17 Friendly Games · Today, 14:00
Switzerland / Czechia	Football / U17 Friendly Games	2026-11-19 10:00 UTC	1x2 [1 = 2.50; draw = 3.35; 2 = 2.50] · Double chance [1 or draw = 1.43; 1 or 2 = 1.25; draw or 2 = 1.43] · Total · over 3.52.00 · under 3.51.68 · Handicap (0.5)1 1.46(-0.5)2 2.42IndiaBangalore Super Division · Today, 14:30
HAL SC Bangalore / Real Bengaluru	Football / Bangalore Super Division	2026-11-19 10:30 UTC	1x2 [1 = 3.50; draw = 3.35; 2 = 1.94] · Double chance [1 or draw = 1.71; 1 or 2 = 1.25; draw or 2 = 1.23] · Total · over 3.51.91 · under 3.51.76 · Handicap (1.5)1 1.30(-1.5)2 3.05Indial-League · Today, 14:30
Dempo SC / Shillong Lajong FC	Football / I-League	2026-11-19 10:30 UTC	1x2 [1 = 3.15; draw = 3.55; 2 = 2.00] · Double chance [1 or draw = 1.67; 1 or 2 = 1.22; draw or 2 = 1.28] · Total · over 2.51.69 · under 2.52.00 · Handicap (1.5)1 1.24(-1.5)2 3.40ThailandU21 League · Today, 15:00
Kanchanaburi Power FC / Chainat Hornbill FC	Football / U21 League	2026-11-19 11:00 UTC	1x2 [1 = 1.71; draw = 3.35; 2 = 4.70] · Double chance [1 or draw = 1.13; 1 or 2 = 1.25; draw or 2 = 1.95] · Total · over 2.51.56 · under 2.52.22 · Handicap (-1)1 2.16(1)2 1.58PhilippinesUAAP Championship · Today, 15:00
Adamson Falcons Students / Green Archers United	Football / UAAP Championship	2026-11-19 11:00 UTC	1x2 [1 = 3.35; draw = 3.10; 2 = 2.12] · Double chance [1 or draw = 1.60; 1 or 2 = 1.29; draw or 2 = 1.25] · Total · over 2.51.56 · under 2.52.22SlovakiaSlovensky Pohar · Today, 16:00
MFK Zvolen / FK Kosice	Football / Slovensky Pohar	2026-11-19 12:00 UTC	1x2 [1 = 8.00; draw = 5.20; 2 = 1.28] · To qualify [1 = 4.60; 2 = 1.15] · Double chance [1 or draw = 3.15; 1 or 2 = 1.10; draw or 2 = 1.03] · Total · over 3.51.88 · under 3.51.78 · Handicap (1.5)1 1.94(-1.5)2 1.71InternationalASEAN Club Championship · Today, 16:00
Persib Bandung / Shan United	Football / ASEAN Club Championship	2026-11-19 12:00 UTC	1x2 [1 = 1.09; draw = 7.60; 2 = 19.00] · Double chance · 1 or draw - · 1 or 2 1.03 · draw or 2 5.40 · Total · over 3.51.74 · under 3.51.93 · Handicap (-2.5)1 1.77(2.5)2 1.87InternationalASEAN Club Championship · Today, 16:00

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Svay Rieng FC / Port FC	Football / ASEAN Club Championship	2026-11-19 12:00 UTC	1x2 [1 = 2.08; draw = 3.95; 2 = 2.74] · Double chance [1 or draw = 1.36; 1 or 2 = 1.18; draw or 2 = 1.62] · Total · over 3.52.02 · under 3.51.67 · Handicap (-1.5)1 3.10(1.5)2 1.29AzerbaijanFirst Division · Today, 16:00
Khankhedi / FK Karvan Yevlakh	Football / First Division	2026-11-19 12:00 UTC	1x2 [1 = 3.45; draw = 3.20; 2 = 2.02] · Double chance [1 or draw = 1.65; 1 or 2 = 1.27; draw or 2 = 1.24] · Total · over 2.51.83 · under 2.51.83SyriaPremier League · Today, 16:00
AL Shorta SC / Teshreen SC	Football / Premier League	2026-11-19 12:00 UTC	1x2 [1 = 2.38; draw = 3.25; 2 = 2.68] · Double chance [1 or draw = 1.38; 1 or 2 = 1.27; draw or 2 = 1.47] · Total · over 2.52.02 · under 2.51.68 · Handicap (0)1 1.73(0)2 1.92Egypt2. Division · Today, 16:30
La Viena FC / El Sekka El Hadid	Football / 2. Division	2026-11-19 12:30 UTC	1x2 [1 = 3.30; draw = 2.46; 2 = 2.56] · Double chance [1 or draw = 1.41; 1 or 2 = 1.44; draw or 2 = 1.25] · Total · over 1.51.61 · under 1.52.12 · Handicap (1.5)1 1.07(-1.5)2 6.201 - 12 of 857

predictions — snapshot of the visible section

Counters in the menu: Football 949, Basketball 179, Tennis 356, eSoccer 80, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 45, Chess 52, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 50, eSoccer: Penalty 12, eFighting 13, eTennis 10, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 42, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 4, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Predictions / SlotBets section: categories All, Elections, Politics, Films, Business & Tech, Culture, Economy, Games, Geopolitics, Sport, World. Odds Format toggle: Probability / Odds. The snapshot shows 1–12 of 191. These are interface market probabilities, not the author's forecast and not actual event outcomes.

Category / time on screen	Market	Options — Yes / No
Taiwan, Nov 29 08:59	Hsinchu City Mayor Election, Winner	Ann Kao 89% / 11%; Chuang Ching-cheng 11.55% / 88.45%; Ho Chih-yung 0.1% / 99.95%
Taiwan, Nov 29 08:59	Chiayi City Mayor Election, Winner	Wang Mei-hui 88.5% / 11.5%; Chang Chi-kai 11.5% / 88.5%; Chen Chia-ping 0.5% / 99.5%
Taiwan, Nov 29 08:59	Kaohsiung Mayor Election, Winner	Lai Jui-lung 84.5% / 15.5%; Ko Chih-en 15.4% / 84.6%; Chang Ching 0.1% / 99.95%
Taiwan, Nov 29 08:59	Taipei Mayor Election, Winner	Chiang Wan-an 59.5% / 40.5%; Puma Shen 40.05% / 59.95%; Kuo Hsi 0.1% / 99.95%
Taiwan, Nov 29 08:59	2026 Taiwanese Local Elections: Party, Winner	KMT 68.5% / 31.5%; DPP 29.7% / 70.3%; TPP 0.1% / 99.95%

Category / time on screen	Market	Options — Yes / No
Taiwan, Nov 29 08:59	Taichung Mayor Election, Winner	Johnny Chiang 80% / 20%; Ho Hsin-chun 20.8% / 79.2%; Yang Chiung-ying 0.1% / 99.95%
Taiwan, Nov 29 08:59	New Taipei Mayor Election, Winner	Su Chiao-hui 58.5% / 41.5%; Lee Shu-chuan 41.5% / 58.5%; Huang Kuo-chang 0.1% / 99.95%
Spain, Nov 30 08:59	Next Prime Minister of Spain?	Alberto Núñez Feijóo 86.5% / 13.5%; Pedro Sánchez 11.75% / 88.25%; Santiago Abascal 1.65% / 98.35%
USA, Nov 30 21:00	2028 presidential odds leader on November 30?	Other 87.35% / 12.65%; JD Vance 9.5% / 90.5%; Marco Rubio 0.2% / 99.8%
International Relations, Dec 1 00:59	Military action against Saudi Oil Pipeline (East-West) by...?	November 30 92.5% / 7.5%
Israel, Dec 1 08:59	Israel military action against Beirut by...?	December 31 26.5% / 73.5%; November 30 8.5% / 91.5%; October 31 0.4% / 99.6%
Canada, Dec 9 04:00	Bank of Canada Decision in December?	25 bps increase 56% / 44%; No Change 43.5% / 56.5%

Source percentages Yup/No are confirmed; their sum in individual rows differs from 100% according to the source market format.

bets-feed — snapshot of the visible section

Counters in the menu: Football 950, Basketball 180, Tennis 356, eSoccer 83, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 45, Chess 52, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 48, eSoccer: Penalty 13, eFighting 12, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 42, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 5, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Bets Feed is a public feed of observed cards, with categories All, Football, Basketball, Tennis, Counter-Strike, Cricket, Volleyball, Table Tennis; columns Event, Outcome, Odds, Stake, Potential Win, User, and the Add to betslip action. The amounts below are the potential payouts shown on screen; the calculated values of the corresponding cards are confirmed. User identifiers are excluded.

Events and selected outcomes	Odds	Stake	Potential Win
Combo 4: Moik Baku – Sabail FK; Dempo SC – Shillong Lajong FC; Cong An Ha Noi FC – Johor Darul Ta'zim; NK Dob – NK Bistrica; у всех Total over 2.5	7.639	200.00 €	1527.83 €
Combo 3: GamerLegion – Inner Circle (GamerLegion, Winner); KS Norwid Czestochowa – Projekt Warsaw (Projekt Warsaw, Winner); Ruud, Casper (E) – Dimitrov, Grigor (E) (Dimitrov +1.5, Game handicap)	3.521	150.00 €	528.12 €
Brisbane Heat – Sydney Thunder (Sydney Thunder, Winner incl. super over)	8.500	10.00 $	85.00 $
То же событие / исход	8.500	90.00 $	765.00 $
Kwon, Hyuk – Assar, Omar (Assar, Omar, Winner)	1.220	624.80 €	762.26 €

Events and selected outcomes	Odds	Stake	Potential Win
Combo 3: Krutykh, Oleksii – Gannon, Conor (Krutykh, Winner); Popa, Giulia Safina – Petkovic, Anna (Popa, Winner); Laboutkova, Aneta – Ristic, Mia (Ristic, Winner)	2.229	1205.00 Kč	2685.76 Kč
Combo 2: Queensland Lions FC – Wollongong Wolves FC (Queensland, 1x2); Omiya Ardija Ventus – INAC Kobe Leonessa (Total over 3.5)	2.151	5.00 €	10.75 €
Brisbane Heat – Sydney Thunder (Sydney Thunder, Winner incl. super over)	7.200	10.00 $	72.00 $
Queensland Lions FC – Wollongong Wolves FC (Queensland, 1x2)	1.600	3724.02 Kč	5958.43 Kč
Combo 3: Preston Lions FC – South Hobart FC (Total under 4); Queensland Lions FC – Wollongong Wolves FC (Total under 3); UE Red Warriors – UP Fighting Maroons (Total under 4.5)	2.697	30.00 €	80.91 €
Combo 5: Shenzhen Leopards – Tianjin Pioneers (Shenzhen, Winner incl. overtime); Tigers – Lions (Lions, Winner incl. overtime); Bolkvadze, Mariam – Zoldakova, Denisa (Zoldakova, First set winner); Laboutkova, Aneta – Ristic, Mia (Ristic, First set winner); Popa, Giulia Safina – Petkovic, Anna (Popa, First set winner)	7.371	10.00 €	73.71 €

The displayed odds may be rounded by the interface, so we do not recalculate the displayed Potential Win as an actual liability.

Overview — snapshot of the visible section

Counters in the menu: Football 948, Basketball 180, Tennis 356, eSoccer 80, eBasketball 55, American Football 109, Ice Hockey 161, Cricket 45, Chess 51, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 49, eSoccer: Penalty 12, eFighting 12, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 42, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: SlotBetsUSANBA · Tomorrow, 05:00.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
San Antonio Spurs / LA Clippers	Basketball / NBA	2026-11-20 01:00 UTC	Winner (incl. overtime) [1 = 1.07; 2 = 7.80] USANBA · Tomorrow, 05:00
Minnesota Timberwolves / New York Knicks	Basketball / NBA	2026-11-20 01:00 UTC	Winner (incl. overtime) [1 = 2.00; 2 = 1.77] InternationalEuroleague · Tomorrow, 21:30
Anadolu Efes SK / ASVEL Lyon-Villeurbanne	Basketball / Euroleague	2026-11-20 17:30 UTC	Winner (incl. overtime) [1 = 1.30; 2 = 3.40] · 1x2 - · draw CR Vasco da Gama RJ - SC Internacional RS · 1x2 - · draw EC Vitoria BA - Red Bull Bragantino SP · 1x2 - · draw Sao Paulo FC SP - Fluminense FC RJ · Total Odds 45.70USAMLS · Tomorrow, 04:30

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Orlando City SC / FC Cincinnati	Football / MLS	2026-11-20 00:30 UTC	1x2 [1 = 2.40; draw = 3.85; 2 = 2.60] USAMLS · Tomorrow, 07:00
Seattle Sounders / Real Salt Lake	Football / MLS	2026-11-20 03:00 UTC	1x2 [1 = 1.90; draw = 3.90; 2 = 3.60] GermanyBundesliga · Tomorrow, 23:30
Bayern Munich / 1. FC Cologne	Football / Bundesliga	2026-11-20 19:30 UTC	1x2 [1 = 1.07; draw = 13.00; 2 = 20.00] FranceLigue 1 · Tomorrow, 23:45
ESTAC Troyes / Le Havre AC	Football / Ligue 1	2026-11-20 19:45 UTC	1x2 [1 = 2.16; draw = 3.35; 2 = 3.35] SpainLaLiga · In 2 days, 00:00
Athletic Bilbao / Espanyol Barcelona	Football / LaLiga	2026-11-20 20:00 UTC	1x2 [1 = 1.46; draw = 4.40; 2 = 6.80] EnglandPremier League · In 2 days, 16:30
Manchester City / Fulham FC	Football / Premier League	2026-11-21 12:30 UTC	1x2 [1 = 1.39; draw = 5.00; 2 = 7.00] SpainLaLiga · In 2 days, 17:00
Deportivo Alaves / RC Deportivo A Coruna	Football / LaLiga	2026-11-21 13:00 UTC	1x2 [1 = 2.18; draw = 3.25; 2 = 3.35] ItalySerie A · In 2 days, 18:00
Como 1907 / Cagliari Calcio	Football / Serie A	2026-11-21 14:00 UTC	1x2 [1 = 1.29; draw = 5.60; 2 = 9.40] ItalySerie A · In 2 days, 18:00
Lazio Rome / US Lecce	Football / Serie A	2026-11-21 14:00 UTC	1x2 [1 = 1.35; draw = 4.90; 2 = 8.20] FootballBasketballTennisCounter-StrikeAmerican FootballIce HockeyCricketVolleyballHandballDartsUSAMLS · Tomorrow, 04:30Orlando City SCFC Cincinnati · 1x2 [1 = 2.40; draw = 3.85; 2 = 2.60] · To qualify [1 = 1.82; 2 = 1.95] · Double chance [1 or draw = 1.45; 1 or 2 = 1.23; draw or 2 = 1.52] · Total · over 3.51.84 · under 3.51.89 · Handicap (-1.5)1 3.95(1.5)2 1.21AustraliaA-League · Tomorrow, 12:40
Western Sydney Wanderers / Adelaide United FC	Football / A-League	2026-11-20 08:40 UTC	1x2 [1 = 1.65; draw = 4.30; 2 = 4.50] · Double chance [1 or draw = 1.18; 1 or 2 = 1.19; draw or 2 = 2.12] · Total · over 3.52.08 · under 3.51.68 · Handicap (-1)1 2.02(1)2 1.72eSoccerEngland FA Cup (12 min play)93′ 2nd half
Chelsea FC (E) / Manchester City (E)	Football / England FA Cup (12 min play)	2026-11-19 09:34 UTC	11Go to All MarketseSoccerFIFA Club World Cup (12 min play)33′ 1st half
Palmeiras (E) / Porto (E)	Football / FIFA Club World Cup (12 min play)	2026-11-19 09:42 UTC	00 · 1x2 [1 = 4.70; draw = 2.25; 2 = 2.55] · Double chance [1 or draw = 1.52; 1 or 2 = 1.65; draw or 2 = 1.18] · Total · over 0.51.40 · under 0.52.95 · Handicap (0.5)1 1.52(-0.5)2 2.50eSoccer: VoltaSuper League (6 min play)4′ 2nd half
Bordeaux (E) / Real Madrid (E)	Football / Super League (6 min play)	2026-11-19 09:42 UTC	32 · 1x2 [1 = 2.30; draw = 4.20; 2 = 2.65] · Double chance [1 or draw = 1.40; 1 or 2 = 1.16; draw or 2 = 1.50] · Total · over 8.51.67 · under 8.52.20 · Handicap (0)1 1.77(0)2 2.04eSoccerCoupe de France (12 min play)76′ 2nd half

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Bordeaux (E) / FC Metz (E)	Football / Coupe de France (12 min play)	2026-11-19 09:37 UTC	01 · Total · over 1.52.08 · under 1.51.75 · Handicap (0.5)1 3.40(-0.5)2 1.32eSoccerChampions League (12 min play)55′ 2nd half
AS Monaco (E) / FC Porto (E)	Football / Champions League (12 min play)	2026-11-19 09:39 UTC	02 · Total · over 3.51.82 · under 3.52.00 · Handicap (1.5)1 2.35(-1.5)2 1.60eSoccerCoppa Italia (12 min play)37′ 1st half
Napoli (E) / Roma (E)	Football / Coppa Italia (12 min play)	2026-11-19 09:42 UTC	10 · 1x2 [1 = 1.55; draw = 3.70; 2 = 7.25] · Double chance [1 or draw = 1.09; 1 or 2 = 1.27; draw or 2 = 2.45] · Total · over 2.51.52 · under 2.52.55 · Handicap (-0.5)1 1.55(0.5)2 2.45Indial-League · Tomorrow, 13:30
Rajasthan United / Chanmari FC	Football / I-League	2026-11-20 09:30 UTC	1x2 [1 = 1.90; draw = 3.45; 2 = 3.55] · Double chance [1 or draw = 1.23; 1 or 2 = 1.23; draw or 2 = 1.75] · Total · over 2.51.71 · under 2.51.97 · Handicap (-1)1 2.56(1)2 1.41 · Hot Combos · over 185.5 · Tomorrow, 00:00Valencia Basket vs Virtus Bologna · Total (incl. overtime) 1.85Paris Basketball · Today, 23:45Paris Basketball vs Hapoel Tel-Aviv · Winner (incl. overtime) 1.99Olympique Lyon · Tomorrow, 00:00Arsenal vs Olympique Lyon · 1x2 1.62SL Benfica · Tomorrow, 00:00SL Benfica vs AS Roma · 1x2 1.99 · comboboost x1.15 · Comboboost €50100250500 · Total Odds 11.86813.649 · Potential Win 11.87 €13.65 € · Place Bet · Top Events ATPATP Finals · Today, 17:00 · Starts in 00days:03hours:10mins:05secShelton, Ben1.35Jodar, Rafael3.20 · Winner · Go to Event €50100250500 · Potential Win 0.00 € · Place Bet · Top Outrights FootballBasketballTennisIce HockeyVolleyballBaseballGermany Bundesliga · Winner · Closes: May 22, 2027, 04:00FC Bayern Munich1.08Borussia Dortmund11.00Bayer 04 Leverkusen26.00RB Leipzig26.00Sport-Club Freiburg41.00Vfb Stuttgart200.0Eintracht Frankfurt350.0SV Werder Bremen350.0FC Augsburg750.0 · Go to Outright

bets — snapshot of the visible section

Counters in the menu: Football 949, Basketball 180, Tennis 357, eSoccer 81, eBasketball 54, American Football 109, Ice Hockey 163, Cricket 46, Chess 51, Formula 1 3, Volleyball 87, Baseball 11, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 49, eSoccer: Penalty 12, eFighting 12, eTennis 10, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 12, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

My Bets offers All, Open, Won, Lost, Cashed Out, Cancelled, Refund, and Recent Bets filters. To view your own bets, the interface shows "Log in to see your bets"; Login and Join Now are available. Personal bet history has been retrieved and confirmed.

favorites — snapshot of the visible section

Counters in the menu: Football 948, Basketball 180, Tennis 356, eSoccer 81, eBasketball 56, American Football 110, Ice Hockey 161, Cricket 44, Chess 51, Formula 1 3, Volleyball 87, Baseball 11, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 49, eSoccer: Penalty 12, eFighting 12, eTennis 9, Boxing 67, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 12, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 3.

A separate place for favorites; in this capture, search suggestions and popular competitions are preserved: Bundesliga, Brasileiro Serie A, NBA, Liga ACB, ATP Finals, ATP Finals Doubles, PGL Major Singapore 2026, Ranked Episode 6, BLAST SLAM IX, DreamLeague Division 2 S5. The own favorites list is confirmed.

search — snapshot of the visible section

Menu counters: Football 949, Basketball 181, Tennis 356, eSoccer 80, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 45, Chess 52, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 47, eSoccer: Penalty 12, eFighting 12, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

In search — "Looking for something special?", popular Bundesliga, Brasileiro Serie A, NBA, Liga ACB, ATP Finals, ATP Finals Doubles, PGL Major Singapore 2026, Ranked Episode 6, BLAST SLAM IX, DreamLeague Division 2 S5; search can be closed via Close. Repeated captures confirm the same content with changing counters.

football-1 — snapshot of the visible section

Menu counters: Football 950, Basketball 181, Tennis 356, eSoccer 82, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 45, Chess 53, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 10, Table Tennis 46, eSoccer: Penalty 12, eFighting 12, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: GermanyBundesliga · In 2 days, 18:30.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Union Berlin / RB Leipzig	Football / Bundesliga	2026-11-21 14:30 UTC	1x2 [1 = 5.40; draw = 4.70; 2 = 1.50] GermanyBundesliga · In 2 days, 18:30
SV 07 Elversberg / SC Freiburg	Football / Bundesliga	2026-11-21 14:30 UTC	1x2 [1 = 3.40; draw = 3.70; 2 = 1.99] GermanyBundesliga · In 2 days, 18:30
Bayer Leverkusen / SC Paderborn 07	Football / Bundesliga	2026-11-21 14:30 UTC	1x2 [1 = 1.28; draw = 6.20; 2 = 8.40] GermanyBundesliga · Tomorrow, 23:30
Bayern Munich / 1. FC Cologne	Football / Bundesliga	2026-11-20 19:30 UTC	1x2 [1 = 1.07; draw = 13.00; 2 = 20.00] FranceLigue 1 · Tomorrow, 23:45
ESTAC Troyes / Le Havre AC	Football / Ligue 1	2026-11-20 19:45 UTC	1x2 [1 = 2.16; draw = 3.35; 2 = 3.35] SpainLaLiga · In 2 days, 00:00
Athletic Bilbao / Espanyol Barcelona	Football / LaLiga	2026-11-20 20:00 UTC	1x2 [1 = 1.47; draw = 4.40; 2 = 6.80] EnglandPremier League · In 2 days, 16:30
Manchester City / Fulham FC	Football / Premier League	2026-11-21 12:30 UTC	1x2 [1 = 1.39; draw = 5.00; 2 = 7.00] SpainLaLiga · In 2 days, 17:00
Deportivo Alaves / RC Deportivo A Coruna	Football / LaLiga	2026-11-21 13:00 UTC	1x2 [1 = 2.18; draw = 3.25; 2 = 3.35] ItalySerie A · In 2 days, 18:00
Como 1907 / Cagliari Calcio	Football / Serie A	2026-11-21 14:00 UTC	1x2 [1 = 1.29; draw = 5.60; 2 = 9.40] ItalySerie A · In 2 days, 18:00
Lazio Rome / US Lecce	Football / Serie A	2026-11-21 14:00 UTC	1x2 [1 = 1.35; draw = 4.90; 2 = 8.20] GermanyBundesliga · In 2 days, 18:30Union BerlinRB Leipzig · 1x2 [1 = 5.40; draw = 4.70; 2 = 1.50] GermanyBundesliga · In 2 days, 18:30SV 07 ElversbergSC Freiburg · 1x2 [1 = 3.40; draw = 3.70; 2 = 1.99] GermanyBundesliga · In 2 days, 18:30Bayer LeverkusenSC Paderborn 07 · 1x2 [1 = 1.28; draw = 6.20; 2 = 8.40] Fo otball179AllAllBundesligaBundesligaBra sileiro Serie ABrasileiro Serie AMLSMLSWomen UEFA Champions LeagueWomen UEFA Champions Leagu eA-LeagueA-LeagueEredivisieEredivisieS uper LeagueSuper LeagueBundesligaBu ndesligaAllAllBundesligaBundesligaBrasi leiro Serie ABrasileiro Serie AMLSMLSWomen UEFA Champions LeagueWomen UEFA Champions Leagu eA-LeagueA-LeagueEredivisieEredivisieS uper LeagueSuper LeagueBundesligaBu ndesligaPopularLiveUpcomingOutrights USAMLS · Tomorrow, 04:30

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Orlando City SC / FC Cincinnati	Football / MLS	2026-11-20 00:30 UTC	1x2 [1 = 2.38; draw = 3.85; 2 = 2.58] · To qualify [1 = 1.82; 2 = 1.94] · Double chance [1 or draw = 1.45; 1 or 2 = 1.22; draw or 2 = 1.52] · Total · over 3.51.86 ·

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			under 3.51.86 · Handicap (-1.5)1 3.85(1.5)2 1.22AustraliaA-League · Tomorrow, 12:40
Western Sydney Wanderers / Adelaide United FC	Football / A-League	2026-11-20 08:40 UTC	1x2 [1 = 1.65; draw = 4.40; 2 = 4.40] · Double chance [1 or draw = 1.18; 1 or 2 = 1.18; draw or 2 = 2.14] · Total · over 3.52.10 · under 3.51.68 · Handicap (-1.5)1 2.54(1.5)2 1.46eSoccerFIFA Club World Cup (12 min play)50′ 2nd half
Palmeiras (E) / Porto (E)	Football / FIFA Club World Cup (12 min play)	2026-11-19 09:42 UTC	00 · 1x2 [1 = 5.40; draw = 1.97; 2 = 2.80] · Double chance [1 or draw = 1.45; 1 or 2 = 1.85; draw or 2 = 1.15] · Total · over 0.51.57 · under 0.52.40 · Handicap (0.5)1 1.45(-0.5)2 2.75eSoccer: VoltaSuper League (6 min play)Ended
Bordeaux (E) / Real Madrid (E)	Football / Super League (6 min play)	2026-11-19 09:42 UTC	46Go to All MarketseSoccerCoppa Italia (12 min play)59′ 2nd half
Napoli (E) / Roma (E)	Football / Coppa Italia (12 min play)	2026-11-19 09:42 UTC	21 · 1x2 [1 = 1.42; draw = 3.60; 2 = 14.00] · Double chance [1 or draw = 1.02; 1 or 2 = 1.30; draw or 2 = 2.90] · Total · over 4.52.55 · under 4.51.52 · Handicap (-0.5)1 1.40(0.5)2 2.95eSoccerChampions League (12 min play)78′ 2nd half
AS Monaco (E) / FC Porto (E)	Football / Champions League (12 min play)	2026-11-19 09:39 UTC	02 · Total · over 2.51.67 · under 2.52.20 · Handicap (1.5)1 3.10(-1.5)2 1.37eSoccerSpain Copa del Rey (12 min play)20′ 1st half
Sevilla FC (E) / Valencia CF (E)	Football / Spain Copa del Rey (12 min play)	2026-11-19 09:48 UTC	10 · 1x2 [1 = 1.40; draw = 4.50; 2 = 9.00] · Double chance [1 or draw = 1.06; 1 or 2 = 1.20; draw or 2 = 3.00] · Total · over 3.51.95 · under 3.51.85 · Handicap (-1.5)1 2.40(1.5)2 1.57eSoccerBundesliga (12 min play)18′ 1st half
Bayern (E) / Wolfsburg (E)	Football / Bundesliga (12 min play)	2026-11-19 09:49 UTC	10 · 1x2 [1 = 1.30; draw = 5.00; 2 = 11.00] · Double chance [1 or draw = 1.04; 1 or 2 = 1.18; draw or 2 = 3.50] · Total · over 3.52.00 · under 3.51.80 · Handicap (-1.5)1 2.08(1.5)2 1.75Indial-League · Tomorrow, 13:30
Rajasthan United / Chanmari FC	Football / I-League	2026-11-20 09:30 UTC	1x2 [1 = 1.90; draw = 3.45; 2 = 3.55] · Double chance [1 or draw = 1.23; 1 or 2 = 1.23; draw or 2 = 1.75] · Total · over 2.51.71 · under 2.51.97 · Handicap (-1)1 2.56(1)2 1.411 - 9 of 10

basketball-2 — snapshot of the visible section

Menu counters: Football 949, Basketball 181, Tennis 356, eSoccer 80, eBasketball 55, American Football 109, Ice Hockey 161, Cricket 46, Chess 53, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 46, eSoccer: Penalty 12, eFighting 12, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: InternationalEuroleague · Today, 23:45.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Paris Basketball / Hapoel Tel-Aviv	Basketball / Euroleague	2026-11-19 19:45 UTC	Winner (incl. overtime) [1 = 1.99; 2 = 1.78] InternationalEuroleague · Tomorrow, 00:00
Valencia Basket / Virtus Bologna	Basketball / Euroleague	2026-11-19 20:00 UTC	Winner (incl. overtime) [1 = 1.17; 2 = 4.80] USANBA · Tomorrow, 05:00
Milwaukee Bucks / Portland Trail Blazers	Basketball / NBA	2026-11-20 01:00 UTC	Winner (incl. overtime) [1 = 4.10; 2 = 1.22] AustraliaNBLThird break7173
Illawarra Hawks / Adelaide 36ers	Basketball / NBL	2026-11-19 08:36 UTC	Winner (incl. overtime) [1 = 2.95; 2 = 1.35] Republic of KoreaKBL · Today, 14:00
KT Sonicboom / Seoul SK Knights	Basketball / KBL	2026-11-19 10:00 UTC	Winner (incl. overtime) [1 = 2.00; 2 = 1.70] Republic of KoreaKBL · Today, 14:00
Anyang Red Boosters / KCC Egis	Basketball / KBL	2026-11-19 10:00 UTC	Winner (incl. overtime) [1 = 1.58; 2 = 2.20] InternationalEuroleague · Today, 21:15
Maccabi Tel-Aviv / BC Dubai	Basketball / Euroleague	2026-11-19 17:15 UTC	Winner (incl. overtime) [1 = 2.30; 2 = 1.62] InternationalEuroleague · Today, 22:00
BC Zalgiris Kaunas / Panathinaikos BC	Basketball / Euroleague	2026-11-19 18:00 UTC	Winner (incl. overtime) [1 = 1.83; 2 = 1.93] InternationalEuroleague · Today, 23:00
Bayern Munich / Baskonia Vitoria-Gasteiz	Basketball / Euroleague	2026-11-19 19:00 UTC	Winner (incl. overtime) [1 = 1.32; 2 = 3.25] InternationalEuroleague · Today, 23:30
Event (structured commands / participants)	**Sport / competition**	**Scheduled (UTC), if any**	**Visible block of markets/odds until the next event**
Olimpia Milano / Fenerbahce Istanbul	Basketball / Euroleague	2026-11-19 19:30 UTC	Winner (incl. overtime) [1 = 2.48; 2 = 1.51] InternationalEuroleague · Today, 23:45Paris BasketballHapoel Tel-Aviv · Winner (incl. overtime) [1 = 1.99; 2 = 1.78] InternationalEuroleague · Tomorrow, 00:00Valencia BasketVirtus Bologna · Winner (incl. overtime) [1 = 1.17; 2 = 4.80] USANBA · Tomorrow, 05:00Milwaukee BucksPortland Trail Blazers · Winner (incl. overtime) [1 = 4.10; 2 = 1.22] Basketball68AllAllNBANBALiga ACBLiga ACBSerie ASerie ASuper LigSuper LigPro APro ANBLNBLCBACBACopa del ReyCopa del ReyAllAllNBANBALiga ACBLiga ACBSerie ASerie ASuper LigSuper LigPro APro ANBLNBLCBACBACopa del ReyCopa

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			del ReyPopularLiveUpcomingOutrightsInternationalEuroleague · Tomorrow, 00:00Valencia BasketVirtus Bologna · Winner (incl. overtime) [1 = 1.17; 2 = 4.80] · Total (incl. overtime) · over 185.51.85 · under 185.51.91 · Handicap (incl. overtime) (-10.5)1 1.87(10.5)2 1.89Republic of KoreaKBL · Today, 14:00KT SonicboomSeoul SK Knights · Winner (incl. overtime) [1 = 2.00; 2 = 1.70] · Total (incl. overtime) · over 164.51.83 · under 164.51.85 · Handicap (incl. overtime) (2.5)1 1.83(-2.5)2 1.84InternationalEuroleague · Today, 23:45Paris BasketballHapoel Tel-Aviv · Winner (incl. overtime) [1 = 1.99; 2 = 1.78] · Total (incl. overtime) · over 184.51.87 · under 184.51.89 · Handicap (incl. overtime) (1.5)1 1.89(-1.5)2 1.87InternationalEuroleague · Today, 23:00Bayern MunichBaskonia Vitoria-Gasteiz · Winner (incl. overtime) [1 = 1.32; 2 = 3.25] · Total (incl. overtime) · over 177.51.89 · under 177.51.87 · Handicap (incl. overtime) (-6.5)1 1.83(6.5)2 1.93InternationalEuroleague · Today, 22:00BC Zalgiris KaunasPanathinaikos BC · Winner (incl. overtime) [1 = 1.83; 2 = 1.93] · Total (incl. overtime) · over 167.51.87 · under 167.51.89 · Handicap (incl. overtime) (-1.5)1 1.93(1.5)2 1.83InternationalEuroleague · Today, 23:30Olimpia MilanoFenerbahce Istanbul · Winner (incl. overtime) [1 = 2.48; 2 = 1.51] · Total (incl. overtime) · over 165.51.88 · under 165.51.88 · Handicap (incl. overtime) (3.5)1 1.93(-3.5)2 1.83InternationalEuroleague · Today, 21:15Maccabi Tel-AvivBC Dubai · Winner (incl. overtime) [1 = 2.30; 2 = 1.62] · Total (incl. overtime) · over 175.51.92 · under 175.51.88 · Handicap (incl. overtime) (3.5)1 1.86(-3.5)2 1.94BrazilNBB · Tomorrow, 03:00
EC Pinheiros SP / Cruzeiro Basquete	Basketball / NBB	2026-11-19 23:00 UTC	Winner (incl. overtime) [1 = 1.20; 2 = 4.00] · Total (incl. overtime) · over 159.51.89 · under 159.51.80 · Handicap (incl. overtime) (-9.5)1 1.84(9.5)2 1.84BrazilNBB · Tomorrow, 02:00
Unifacisa / Flamengo RJ	Basketball / NBB	2026-11-19 22:00 UTC	Winner (incl. overtime) [1 = 2.12; 2 = 1.63] · Total (incl. overtime) · over 160.51.86 · under 160.51.82 · Handicap (incl. overtime) (2.5)1 1.87(-2.5)2 1.811 - 9 of 15

tennis-5 — snapshot of the visible section

Counters in the menu: Football 949, Basketball 181, Tennis 355, eSoccer 80, eBasketball 55, American Football 110, Ice Hockey 161, Cricket 46, Chess 54, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 43, eSoccer: Penalty 12, eFighting 13, eTennis 10, Boxing 67, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 3, eVaquejada 2.

Context before the first event: ATPATP Finals · Today, 23:30.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Zverev, Alexander / Fils, Arthur	Tennis / ATP Finals	2026-11-19 19:30 UTC	Winner [1 = 1.37; 2 = 3.10] ATPATP Finals · Tomorrow, 17:00
Alcaraz, Carlos / Cobolli, Flavio	Tennis / ATP Finals	2026-11-20 13:00 UTC	Winner [1 = 1.11; 2 = 6.60] ATPATP Finals · Tomorrow, 23:30
Medvedev, Daniil / Tiafoe, Frances	Tennis / ATP Finals	2026-11-20 19:30 UTC	Winner [1 = 1.39; 2 = 3.05] ATPATP Finals · Today, 17:00
Event (structured commands / participants)	**Sport / competition**	**Scheduled (UTC), if any**	**Visible block of markets/odds until the next event**
Shelton, Ben / Jodar, Rafael	Tennis / ATP Finals	2026-11-19 13:00 UTC	Winner [1 = 1.35; 2 = 3.20] ATPATP Finals · Today, 23:30Zverev, AlexanderFils, Arthur · Winner [1 = 1.37; 2 = 3.10] ATPATP Finals · Tomorrow, 17:00Alcaraz, CarlosCobolli, Flavio · Winner [1 = 1.11; 2 = 6.60] ATPATP Finals · Tomorrow, 23:30Medvedev, DaniilTiafoe, Frances · Winner [1 = 1.39; 2 = 3.05] ATPATP Finals · Today, 17:00Shelton, BenJodar, Rafael · Winner [1 = 1.35; 2 = 3.20] Tennis80AllAllATP FinalsATP FinalsATP Finals DoublesATP Finals DoublesATP Challenger Helsinki, FinlandATP Challenger Helsinki, FinlandDavis CupDavis CupATP Challenger Metz, FranceATP Challenger Metz, FranceATP Challenger Drummondville, CanadaATP Challenger Drummondville, CanadaATP Challenger Kobe, JapanATP Challenger Kobe, JapanATP Challenger Sydney, AustraliaATP Challenger Sydney, AustraliaAllAllATP FinalsATP FinalsATP Finals DoublesATP Finals DoublesATP Challenger Helsinki, FinlandATP Challenger Helsinki, FinlandDavis CupDavis CupATP Challenger Metz, FranceATP Challenger Metz, FranceATP Challenger Drummondville, CanadaATP Challenger Drummondville, CanadaATP Challenger Kobe, JapanATP Challenger Kobe, JapanATP Challenger Sydney, AustraliaATP Challenger Sydney, AustraliaPopularLiveUpcomingOutrightsATPA

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			TP Finals · Today, 17:00Shelton, BenJodar, Rafael · Winner [1 = 1.35; 2 = 3.20] First set - winner11.4722.66 · Total games · over 22.51.74 · under 22.51.99Game handicap(-3.5)1 2.06(3.5)2 1.69Set handicap(-1.5)1 1.97(1.5)2 1.76 · Total sets · over 2.52.46 · under 2.51.50ATPATP Finals · Today, 23:30Zverev, AlexanderFils, Arthur · Winner [1 = 1.37; 2 = 3.10] First set - winner11.4822.62 · Total games · over 23.51.92 · under 23.51.81Game handicap(-2.5)1 1.77(2.5)2 1.95Set handicap(-1.5)1 2.04(1.5)2 1.71 · Total sets · over 2.52.34 · under 2.51.54ATP ChallengerATP Challenger Helsinki, Finland · Today, 15:30
Gojo, Borna / Basavareddy, Nishesh	Tennis / ATP Challenger Helsinki, Finland	2026-11-19 11:30 UTC	Winner [1 = 2.26; 2 = 1.57] First set - winner12.1621.62 · Total games · over 22.51.76 · under 22.51.91Game handicap(2.5)1 1.73(-2.5)2 1.94Set handicap(1.5)1 1.48(-1.5)2 2.40 · Total sets · over 2.52.20 · under 2.51.57ATP ChallengerATP Challenger Metz, France · Today, 15:43
Donald, Matthew William / Kwon, Soonwoo	Tennis / ATP Challenger Metz, France	2026-11-19 11:43 UTC	Winner [1 = 3.60; 2 = 1.25] First set - winner13.3021.29 · Total games · over 20.51.82 · under 20.51.84Game handicap(4.5)1 1.89(-4.5)2 1.78Set handicap(1.5)1 2.20(-1.5)2 1.57 · Total sets · over 2.52.90 · under 2.51.34ATP ChallengerATP Challenger Metz, France · Today, 17:43
Gueymard Wayenburg, Sascha / Nagel, Arthur	Tennis / ATP Challenger Metz, France	2026-11-19 13:43 UTC	Winner [1 = 1.21; 2 = 3.95] First set - winner11.2923.30 · Total games · over 21.51.77 · under 21.51.90Game handicap(-4.5)1 2.04(4.5)2 1.66Set handicap(-1.5)1 1.61(1.5)2 2.12 · Total sets · over 2.52.74 · under 2.51.37ATP ChallengerATP Challenger Metz, France · Today, 19:43
Nardi, Luca / Jacquet, Kyrian	Tennis / ATP Challenger Metz, France	2026-11-19 15:43 UTC	Winner [1 = 2.26; 2 = 1.57] First set - winner12.1621.62 · Total games · over 22.51.77 · under 22.51.90Game handicap(2.5)1 1.77(-2.5)2 1.90Set handicap(1.5)1 1.44(-1.5)2 2.52 · Total sets · over 2.52.18 · under 2.51.58ATP ChallengerATP Challenger Metz, France · Today, 21:43

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Mayot, Harold / Gaston, Hugo	Tennis / ATP Challenger Metz, France	2026-11-19 17:43 UTC	Winner [1 = 2.10; 2 = 1.65] First set - winner12.0621.68 · Total games · over

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			22.51.75 · under 22.51.92Game handicap(1.5)1 1.87(-1.5)2 1.79Set handicap(1.5)1 1.43(-1.5)2 2.52ATP ChallengerATP Challenger Metz, France · Today, 23:43
Herbert, Pierre-Hugues / Piros, Zsombor	Tennis / ATP Challenger Metz, France	2026-11-19 19:43 UTC	Winner [1 = 1.68; 2 = 2.06] First set - winner11.7721.94 · Total games · over 23.51.91 · under 23.51.76Game handicap(-1.5)1 1.89(1.5)2 1.78Set handicap(-1.5)1 2.72(1.5)2 1.38 · Total sets · over 2.52.18 · under 2.51.58ATP ChallengerATP Challenger Montevideo, Uruguay · Tomorrow, 01:00
Rocha, Henrique / Justo, Guido Ivan	Tennis / ATP Challenger Montevideo, Uruguay	2026-11-19 21:00 UTC	Winner [1 = 1.31; 2 = 3.15] First set - winner11.4322.64 · Total games · over 21.51.89 · under 21.51.78Game handicap(-4.5)1 2.00(4.5)2 1.68Set handicap(-1.5)1 1.90(1.5)2 1.761 - 9 of 15

esoccer-300 — snapshot of the visible section

Counters in the menu: Football 949, Basketball 181, Tennis 355, eSoccer 80, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 46, Chess 54, Formula 1 3, Volleyball 88, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 43, eSoccer: Penalty 12, eFighting 12, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 4, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: eSoccer22AllAllCopa del Rey (2x6 min)Copa del Rey (2x6 min)FA Cup (2x6 min)FA Cup (2x6 min)Coppa Italia (2x6 min)Coppa Italia (2x6 min)Champions League (2x6 min)Champions League (2x6 min)Copa do Brasil (2x6 min)Copa do Brasil (2x6 min)Bundesliga (2x6 min)Bundesliga (2x6 min)Coupe de France (2x6 min)Coupe de France (2x6 min)Premier League (2x6 min)Premier League (2x6 min)AllAllCopa del Rey (2x6 min)Copa del Rey (2x6 min)FA Cup (2x6 min)FA Cup (2x6 min)Coppa Italia (2x6 min)Coppa Italia (2x6 min)Champions League (2x6 min)Champions League (2x6 min)Copa do Brasil (2x6 min)Copa do Brasil (2x6 min)Bundesliga (2x6 min)Bundesliga (2x6 min)Coupe de France (2x6 min)Coupe de France (2x6 min)Premier League (2x6 min)Premier League (2x6 min)PopularLiveUpcomingSpainCopa del Rey (2x6 min)30′ 1st half.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Sevilla FC / Valencia CF	eSoccer / Copa del Rey (2x6 min)	2026-11-19 09:48 UTC	20 · 1x2 [1 = 1.11; draw = 6.40; 2 = 20.00] · Total · over 4.52.15 · under 4.51.60InternationalFIFA Club World Cup (2x6 min)58′ 2nd half
Palmeiras / Porto	eSoccer / FIFA Club World Cup (2x6 min)	2026-11-19 09:42 UTC	01 · Total · over 1.51.95 · under 1.51.75InternationalChampions League (2x6 min)88′ 2nd half
AS Monaco / FC Porto	eSoccer / Champions League (2x6 min)	2026-11-19 09:39 UTC	03Go to All MarketsGermanyBundesliga (2x6 min)27′ 1st half

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Bayern / Wolfsburg	eSoccer / Bundesliga (2x6 min)	2026-11-19 09:49 UTC	11 · 1x2 [1 = 1.95; draw = 2.90; 2 = 4.00] · Total · over 4.52.35 · under 4.51.50BrazilCopa do Brasil (2x6 min)45′ 2nd half
Juventude / Athletico-PR	eSoccer / Copa do Brasil (2x6 min)	2026-11-19 09:46 UTC	01 · 1x2 [1 = 13.00; draw = 3.20; 2 = 1.39] · Total · over 2.52.40 · under 2.51.50SpainCopa del Rey (2x6 min) · Today, 14:03
FC Barcelona / Real Sociedad	eSoccer: Penalty / La Liga	2026-11-19 09:56 UTC	1x2 [1 = 1.95; draw = 3.60; 2 = 3.15] · Total · over 3.51.70 · under 3.52.00JapanJ1 League (2x6 min)92′ 2nd half
Yokohama F･M / H.Consa.Sapporo	eSoccer / J1 League (2x6 min)	2026-11-19 09:39 UTC	01Go to All MarketsSpainLa Liga (2x6 min)91′ 2nd half
FC Barcelona / Real Madrid CF	eSoccer / La Liga (2x6 min)	2026-11-19 09:37 UTC	10Go to All MarketsItalyCoppa Italia (2x6 min)69′ 2nd half
Napoli / Roma	eSoccer / Coppa Italia (2x6 min)	2026-11-19 09:42 UTC	22 · 1x2 [1 = 3.05; draw = 1.85; 2 = 4.20] · Total · over 4.51.50 · under 4.52.351 - 9 of 14

ebasketball-302 — snapshot of the visible section

Menu counters: Football 949, Basketball 181, Tennis 355, eSoccer 80, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 47, Chess 55, Formula 1 3, Volleyball 88, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 43, eSoccer: Penalty 14, eFighting 15, eTennis 10, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 13, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: eBasketball12AllAllNBANBAFIBA EuropeFIBA EuropeFIBA AmericasFIBA AmericasCBACBAEuroleagueEuroleagueEuroleague (1 min play)Euroleague (1 min play)LNB EliteLNB EliteLiga ACBLiga ACBAllAllNBANBAFIBA EuropeFIBA EuropeFIBA AmericasFIBA AmericasCBACBAEuroleagueEuroleagueEuroleague (1 min play)Euroleague (1 min play)LNB EliteLNB EliteLiga ACBLiga ACBLiveUpcomingPhilippinesPBA, Governors Cup5′ 4th quarter.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
NLEX Road Warriors / San Miguel Beermen	eBasketball / PBA, Governors Cup	2026-11-19 09:28 UTC	5144Go to All MarketsFranceLNB Elite5′ 4th quarter
AS Monaco / JL Bourg	eBasketball / LNB Elite	2026-11-19 09:28 UTC	5535Go to All MarketsBrazilNBB6′ 3rd quarter
Flamengo Rio de Janeiro / R10 Score Vasco da Gama	eBasketball / NBB	2026-11-19 09:34 UTC	3915Go to All MarketsInternationalEuroleague6′ 3rd quarter
Zalgiris Kaunas / Maccabi Tel Aviv	eBasketball / Euroleague	2026-11-19 09:36 UTC	3439 · Winner (incl. overtime) [1 = 5.20; 2 = 1.10] · 1x2 [1 = 5.90; draw = 10.00; 2 = 1.12] ChinaCBA2′ 3rd quarter

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Shanghai Sharks / Liaoning Flying Leopards	eBasketball / CBA	2026-11-19 09:38 UTC	1532 · Total (incl. overtime) · over 82.51.85 · under 82.51.75TurkeySuper Lig6′ 2nd quarter
Turk Telekom / Galatasaray Nef	eBasketball / Super Lig	2026-11-19 11:10 UTC	2715Go to All MarketsInternationalFIBA Europe0′ 3rd quarter
Germany / Poland	eBasketball / FIBA Europe	2026-11-19 11:40 UTC	1724 · Winner (incl. overtime) [1 = 2.40; 2 = 1.47] · Total (incl. overtime) · over 87.51.75 · under 87.51.90 · 1x2 [1 = 2.65; draw = 10.00; 2 = 1.50] InternationalFIBA Americas3′ 2nd quarter
Mexico / United States	eBasketball / FIBA Americas	2026-11-19 11:44 UTC	1022 · Total (incl. overtime) · over 90.51.75 · under 90.51.90SpainLiga ACB5′ 1st quarter
Unicaja Malaga / Valencia Basket	eBasketball / Liga ACB	2026-11-19 09:49 UTC	74 · Winner (incl. overtime) [1 = 1.42; 2 = 2.50] · 1x2 [1 = 1.46; draw = 10.00; 2 = 2.65] 1 - 9 of 14

american-football-16 — snapshot of the visible section

Counters in the menu: Football 949, Basketball 181, Tennis 354, eSoccer 81, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 46, Chess 57, Formula 1 3, Volleyball 88, Baseball 11, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 43, eSoccer: Penalty 12, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 36, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: USANFLNov 23, 01:25.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
New York Giants / Jacksonville Jaguars	American Football / NFL	2026-11-22 21:25 UTC	Winner (incl. overtime) [1 = 3.05; 2 = 1.36] USANFLNov 23, 01:25
Denver Broncos / Las Vegas Raiders	American Football / NFL	2026-11-22 21:25 UTC	Winner (incl. overtime) [1 = 1.15; 2 = 5.20] USANFLNov 23, 05:20
San Francisco 49ers / Minnesota Vikings	American Football / NFL	2026-11-23 01:20 UTC	Winner (incl. overtime) [1 = 1.59; 2 = 2.30] USANFL · Tomorrow, 05:15
Houston Texans / Indianapolis Colts	American Football / NFL	2026-11-20 01:15 UTC	Winner (incl. overtime) [1 = 1.12; 2 = 5.80] USANFLNov 22, 22:00
Dallas Cowboys / Tennessee Titans	American Football / NFL	2026-11-22 18:00 UTC	Winner (incl. overtime) [1 = 1.24; 2 = 3.85] USANFLNov 22, 22:00
Detroit Lions / Tampa Bay Buccaneers	American Football / NFL	2026-11-22 18:00 UTC	Winner (incl. overtime) [1 = 1.28; 2 = 3.55] USANFLNov 22, 22:00
Chicago Bears / New Orleans Saints	American Football / NFL	2026-11-22 18:00 UTC	Total (incl. overtime) · over 48.51.84 · under 48.51.92USANFLNov 22, 22:00

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Philadelphia Eagles / Pittsburgh Steelers	American Football / NFL	2026-11-22 18:00 UTC	Winner (incl. overtime) [1 = 2.72; 2 = 1.44] USANFLNov 22, 22:00
Carolina Panthers / Baltimore Ravens	American Football / NFL	2026-11-22 18:00 UTC	Winner (incl. overtime) [1 = 1.71; 2 = 2.10] USANFLNov 22, 22:00
Kansas City Chiefs / Arizona Cardinals	American Football / NFL	2026-11-22 18:00 UTC	Winner (incl. overtime) [1 = 1.06; 2 = 8.20] USANFLNov 22, 22:00
Buffalo Bills / Miami Dolphins	American Football / NFL	2026-11-22 18:00 UTC	Winner (incl. overtime) [1 = 1.06; 2 = 8.20] USANFLNov 23, 01:05
Los Angeles Chargers / New York Jets	American Football / NFL	2026-11-22 21:05 UTC	Winner (incl. overtime) [1 = 1.59; 2 = 2.30] USANFLNov 23, 01:25New York GiantsJacksonville Jaguars · Winner (incl. overtime) [1 = 3.05; 2 = 1.36] American Football7AllAllNFLNFLNCAANCAANFL DraftNFL DraftAFC East Division (4x2 min)AFC East Division (4x2 min)AFC West Division (4x2 min)AFC West Division (4x2 min)NFC North Division (4x2 min)NFC North Division (4x2 min)NFC South Division (4x2 min)NFC South Division (4x2 min)AllAllNFLNFLNCAANCAANFL DraftNFL DraftAFC East Division (4x2 min)AFC East Division (4x2 min)AFC West Division (4x2 min)AFC West Division (4x2 min)NFC North Division (4x2 min)NFC North Division (4x2 min)NFC South Division (4x2 min)NFC South Division (4x2 min)LiveUpcomingOutrightseAmerican FootballNFC South Division (4x2 min)8′ 4th quarter
Tampa Bay Buccaneers (E) / Atlanta Falcons (E)	American Football / NFC South Division (4x2 min)	2026-11-19 09:32 UTC	714Go to All MarketseAmerican FootballNFC North Division (4x2 min)8′ 4th quarter
Green Bay Packers (E) / Chicago Bears (E)	American Football / NFC North Division (4x2 min)	2026-11-19 09:37 UTC	73Go to All MarketseAmerican FootballAFC West Division (4x2 min)3′ 2nd quarter
Denver Broncos (E) / Los Angeles Chargers (E)	American Football / AFC West Division (4x2 min)	2026-11-19 09:50 UTC	00Go to All MarketseAmerican FootballAFC East Division (4x2 min)1′ 1st quarter
New England Patriots (E) / New York Jets (E)	American Football / AFC East Division (4x2 min)	2026-11-19 09:54 UTC	00 · Winner (incl. overtime) [1 = 1.85; 2 = 1.85] · Total (incl. overtime) · over 9.51.85 · under 9.51.85 · Handicap (incl. overtime) (-0.5)1 1.85(0.5)2 1.85

ice-hockey-4 — snapshot of the visible section

Counters in the menu: Football 950, Basketball 181, Tennis 354, eSoccer 82, eBasketball 54, American Football 110, Ice Hockey 161, Cricket 46, Chess 56, Formula 1 3, Volleyball 88, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 42, eSoccer: Penalty 12, eFighting 14, eTennis 9, Boxing 67, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: SwedenSHL · Today, 22:00.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Djurgardens IF / Skelleftea AIK	Ice Hockey / SHL	2026-11-19 18:00 UTC	Winner (incl. overtime and penalties)12.6221.44SwedenSHL · Today, 22:00
Malmo IF / Rogle BK	Ice Hockey / SHL	2026-11-19 18:00 UTC	Winner (incl. overtime and penalties)11.7422.00SwedenSHL · Today, 22:00
Timraa IK / HC Orebro	Ice Hockey / SHL	2026-11-19 18:00 UTC	Winner (incl. overtime and penalties)11.7621.98RussiaKHL · Today, 18:00
Metallurg Magnitogorsk / Traktor Chelyabinsk	Ice Hockey / KHL	2026-11-19 14:00 UTC	Winner (incl. overtime and penalties)11.4122.72RussiaKHL · Today, 20:30
Ak Bars Kazan / Spartak Moscow	Ice Hockey / KHL	2026-11-19 16:30 UTC	Winner (incl. overtime and penalties)11.8021.92RussiaKHL · Today, 20:30
Neftekhimik Nizhnekamsk / SKA Saint Petersburg	Ice Hockey / KHL	2026-11-19 16:30 UTC	Winner (incl. overtime and penalties)11.9621.77CzechiaExtraliga · Today, 20:30
Ceske Budejovice / Sparta Prague	Ice Hockey / Extraliga	2026-11-19 16:30 UTC	Winner (incl. overtime and penalties)12.1021.67FinlandLiiga · Today, 20:30
Tappara Tampere / Vaasan Sport	Ice Hockey / Liiga	2026-11-19 16:30 UTC	Winner (incl. overtime and penalties)11.3023.25SwedenSHL · Today, 22:00
Farjestads BK / Frolunda HC	Ice Hockey / SHL	2026-11-19 18:00 UTC	Winner (incl. overtime and penalties)11.4122.74SwedenSHL · Today, 22:00
Event (structured commands / participants)	**Sport / competition**	**Scheduled (UTC), if any**	**Visible block of markets/odds until the next event**
Vaxjo Lakers / IF Bjorkloven	Ice Hockey / SHL	2026-11-19 18:00 UTC	Winner (incl. overtime and penalties)11.2623.60SwedenSHL · Today, 22:00Djurgardens IFSkelleftea AIK · Winner (incl. overtime and penalties)12.6221.44SwedenSHL · Today, 22:00Malmo IFRogle BK · Winner (incl. overtime and penalties)11.7422.00SwedenSHL · Today,

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			22:00Timraa IKHC Orebro · Winner (incl. overtime and penalties)11.7621.98Ice Hockey40AllAllNHLNHLWorld ChampionshipWorld ChampionshipKHLKH LExtraligaExtraligaSHLSHLDELDELAHLAHLC hampions Hockey LeagueChampions Hockey LeagueAllAllNHLNHLWorld ChampionshipWorld ChampionshipKHLKH LExtraligaExtraligaSHLSHLDELDELAHLAHLC hampions Hockey LeagueChampions Hockey LeaguePopularLiveUpcomingOutri ghtsUSANHL · Tomorrow, 04:00
Carolina Hurricanes / Montreal Canadiens	Ice Hockey / NHL	2026-11-20 00:00 UTC	Winner (incl. overtime and penalties)11.3423.05 · 1x2 [1 = 1.58; draw = 4.50; 2 = 4.60] · Handicap (-1.5)1 1.90(1.5)2 1.82 · Total · over 6.51.99 · under 6.51.74USANHL · Tomorrow, 04:30
Tampa Bay Lightning / Edmonton Oilers	Ice Hockey / NHL	2026-11-20 00:30 UTC	Winner (incl. overtime and penalties)11.6622.12 · 1x2 [1 = 2.08; draw = 4.10; 2 = 2.82] · Handicap (-1.5)1 2.66(1.5)2 1.43 · Total · over 6.52.16 · under 6.51.63USANHL · Tomorrow, 05:00
Calgary Flames / Minnesota Wild	Ice Hockey / NHL	2026-11-20 01:00 UTC	Winner (incl. overtime and penalties)12.7021.42 · 1x2 [1 = 3.80; draw = 4.60; 2 = 1.68] · Handicap (1.5)1 1.69(-1.5)2 2.08 · Total · over 5.51.67 · under 5.52.10USANHL · Tomorrow, 04:00
Ottawa Senators / Philadelphia Flyers	Ice Hockey / NHL	2026-11-20 00:00 UTC	Winner (incl. overtime and penalties)11.5322.38 · 1x2 [1 = 1.88; draw = 4.10; 2 = 3.30] · Handicap (-1.5)1 2.38(1.5)2 1.53 · Total · over 5.51.74 · under 5.51.99USANHL · Tomorrow, 06:00
Colorado Avalanche / Anaheim Ducks	Ice Hockey / NHL	2026-11-20 02:00 UTC	Winner (incl. overtime and penalties)11.6122.20 · 1x2 [1 = 2.00; draw = 4.20; 2 = 2.94] · Handicap (-1.5)1 2.50(1.5)2 1.48 · Total · over 6.52.02 · under 6.51.73USANHL · Tomorrow, 04:00
Washington Capitals / Buffalo Sabres	Ice Hockey / NHL	2026-11-20 00:00 UTC	Winner (incl. overtime and penalties)11.6622.12 · 1x2 [1 = 2.10; draw = 4.10; 2 = 2.80] · Handicap (-1.5)1 2.64(1.5)2 1.43 · Total · over 6.52.06 · under 6.51.69USANHL · Tomorrow, 04:00
Toronto Maple Leafs / Los Angeles Kings	Ice Hockey / NHL	2026-11-20 00:00 UTC	Winner (incl. overtime and penalties)11.8621.86 · 1x2 [1 = 2.42; draw = 4.10; 2 = 2.40] · Handicap (1.5)1 1.33(-1.5)2 3.10 · Total · over 5.51.61 · under 5.52.20RussiaKHL · Today, 20:30Ak Bars KazanSpartak Moscow · Winner (incl. overtime and penalties)11.8021.92 · 1x2 [1 = 2.36; draw = 3.80; 2 = 2.54] · Handicap (-1)1 2.92(1)2 1.37 · Total · over 4.51.70 · under 4.52.06USANHL · Tomorrow, 04:00

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Pittsburgh Penguins / St. Louis Blues	Ice Hockey / NHL	2026-11-20 00:00 UTC	Winner (incl. overtime and penalties)11.8421.88 · 1x2 [1 = 2.38; draw = 4.20; 2 = 2.40] · Handicap (-1.5)1 3.05(1.5)2 1.34 · Total · over 6.52.16 · under 6.51.631 - 9 of 15

cricket-21 — snapshot of the visible section

Menu counters: Football 949, Basketball 181, Tennis 355, eSoccer 81, eBasketball 56, American Football 109, Ice Hockey 161, Cricket 46, Chess 54, Formula 1 3, Volleyball 88, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 43, eSoccer: Penalty 13, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 41, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 3.

Context before the first event: AustraliaBig Bash League, Women · Tomorrow, 12:10.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Adelaide Strikers / Melbourne Renegades	Cricket / Big Bash League, Women	2026-11-20 08:10 UTC	Winner (incl. super over)11.8021.95AustraliaBig Bash League, Women · In 2 days, 08:30
Sydney Sixers / Perth Scorchers	Cricket / Big Bash League, Women	2026-11-21 04:30 UTC	Winner (incl. super over)11.7522.00Cricket30AllAllIndian Premier LeagueIndian Premier LeagueT20 InternationalsT20 InternationalsICC Test ChampionshipICC Test ChampionshipT20 BlastT20 BlastThe HundredThe HundredT1 South AfricaT1 South AfricaT5 Indian Premier LeagueT5 Indian Premier LeagueBig Bash League, WomenBig Bash League, WomenAllAllIndian Premier LeagueIndian Premier LeagueT20 InternationalsT20 InternationalsICC Test ChampionshipICC Test ChampionshipT20 BlastT20 BlastThe HundredThe HundredT1 South AfricaT1 South AfricaT5 Indian Premier LeagueT5 Indian Premier LeagueBig Bash League, WomenBig Bash League, WomenPopularLiveUpcomingOutrightsInternationalAsia Cup Rising Stars 50-Over1 INN, 0.0 OV

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Bangladesh A / Hong Kong VI	Cricket / Asia Cup Rising Stars 50-Over	2026-11-19 06:00 UTC	0/0219/8 · Winner (incl. super over)11.1225.50First innings - Bangladesh A total · over 220.51.82 · under 220.51.87First innings · over 1 - Bangladesh A total · over 3.51.95 · under 3.51.75First innings - 0.1 delivery Bangladesh A runs01.2213.95213.00315.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			0047.005+15.00First innings - 0.1 delivery Bangladesh A total · over 0.53.10 · under 0.51.32 · over 1.56.00 · under 1.51.09 · over 3.57.00 · under 3.51.06InternationalAsia Cup Rising Stars 50-Over · Today, 14:00
Sri Lanka A / Afghanistan A	Cricket / Asia Cup Rising Stars 50-Over	2026-11-19 10:00 UTC	Winner (incl. super over)11.7022.05Afghanistan A total runs · over 243.51.85 · under 243.51.85First innings - Afghanistan A total · over 243.51.85 · under 243.51.85First innings · over 1 - Afghanistan A total · over 3.51.92 · under 3.51.73Afghanistan A runs odd/evenodd1.85even1.85First innings - first delivery Afghanistan A runs01.3013.40213.00315.0047.005+15.00First innings - first delivery Afghanistan A total · over 0.52.58 · under 0.51.40NepalT20 Premier League · Today, 14:45
Sudurpaschim Royals / Chitwan Rhinos	Cricket / T20 Premier League	2026-11-19 10:45 UTC	Winner (incl. super over)11.7022.05First innings · over 1 - Chitwan Rhinos total · over 5.51.87 · under 5.51.77First innings · over 1 - Sudurpaschim Royals total · over 5.51.77 · under 5.51.87First innings - first delivery Chitwan Rhinos runs01.5212.60211.00315.0045.705+15.00First innings - first delivery Chitwan Rhinos total · over 0.51.98 · under 0.51.68First innings - first delivery Sudurpaschim Royals runs01.5512.60211.00315.0045.205+15.00First innings - first delivery Sudurpaschim Royals total · over 0.51.92 · under 0.51.73IndiaPune Olympia T20 Trophy1 INN, 2.4 OV
Lokseva Academy / Elite Cricket Club	Cricket / Pune Olympia T20 Trophy	2026-11-19 08:00 UTC	11/0164/6First innings · over 4 - Lokseva Academy total · over 6.51.85 · under 6.51.85First innings - 2.6 delivery Lokseva Academy runs01.7512.35211.00315.0045.705+9.50First innings - 2.6 delivery Lokseva Academy total · over 0.51.75 · under 0.51.95 · over 1.54.20 · under 1.51.18 · over 3.55.20 · under 3.51.12EswatiniT10 Spring Cup1 INN, 0.0 OV
Event (structured commands / participants)	**Sport / competition**	**Scheduled (UTC), if any**	**Visible block of markets/odds until the next event**
Al Barkat / Nhlangano Legends	Cricket / T10 Spring Cup	2026-11-19 09:00 UTC	102/50/0 · Winner (incl. super over)12.7021.42First innings · over 1 - Nhlangano Legends total · over 11.51.80 · under 11.51.90First innings - 0.2 delivery Nhlangano Legends runs02.2512.2529.00315.0044.855+6.25First innings - 0.2 delivery Nhlangano Legends total ·

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			over 0.51.47 · under 0.52.50 · over 1.52.90 · under 1.51.35 · over 3.53.80 · under 3.51.22OmanD20 Oman League, Women · Today, 19:00
OCA Strikers / Danube Titans	Cricket / D20 Oman League, Women	2026-11-19 15:00 UTC	Winner (incl. super over)11.4522.60South AfricaCSA 4-Day SeriesBreak
Titans / Warriors	Cricket / CSA 4-Day Series	2026-11-19 08:00 UTC	36/20/0 · Winner (incl. super over)11.5722.30First innings - Titans total · over 295.51.85 · under 295.51.85First innings · over 18 - Titans total · over 1.51.85 · under 1.51.85First innings - 17.1 delivery Titans runs01.141 4.9029.50315.0048.505+15.00First innings - 17.1 delivery Titans total · over 0.54.00 · under 0.51.20 · over 1.57.50 · under 1.51.05 · over 3.59.50 · under 3.51.02AustraliaBig Bash League, Women · Tomorrow, 12:10Adelaide StrikersMelbourne Renegades · Winner (incl. super over)11.8021.95Which team wins the coin toss11.9021.90First innings · over 1 - Adelaide Strikers total · over 5.51.73 · under 5.51.92First innings · over 1 - Melbourne Renegades total · over 5.51.92 · under 5.51.73 · Total runs · over 292.51.82 · under 292.51.82 · Total fours · over 32.51.82 · under 32.51.82 · Total extras · over 17.51.63 · under 17.52.06 · Total dismissals · over 13.51.73 · under 13.51.92Adelaide Strikers runs odd/evenodd1.85even1.85First innings - first delivery Adelaide Strikers runs01.52 12.70215.00315.0044.855+15.00First innings - first delivery Adelaide Strikers total · over 0.52.06 · under 0.51.63First innings - first delivery Melbourne Renegades runs01.5212.70215.00315.00 44.855+15.00First innings - first delivery Melbourne Renegades total · over 0.52.06 · under 0.51.63Melbourne Renegades runs odd/evenodd1.85even1.85OmanD20 Oman League, Women · Today, 14:30
Ghubrah Giants / Wadi Kabir Royals	Cricket / D20 Oman League, Women	2026-11-19 10:30 UTC	Winner (incl. super over)12.3021.571 - 9 of 11

chess-33 — a snapshot of the visible section

Menu counters: Football 949, Basketball 182, Tennis 355, eSoccer 80, eBasketball 55, American Football 109, Ice Hockey 161, Cricket 45, Chess 53, Formula 1 3, Volleyball 88, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 42, eSoccer: Penalty 12, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 12, Darts 35, Futsal 2, Badminton 40, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: Chess11AllAllWorld Championship Match of 14 gamesWorld Championship Match of 14 gamesBlitz | Nov 24, 2026Blitz | Nov 24, 2026Speed Chess ChampionshipSpeed Chess ChampionshipLichess: Rated BulletLichess: Rated BulletBlitz | · Total Chess Pilot Match of 4 games Day 1Blitz | · Total Chess Pilot Match of 4 games Day 1MOVE Cup, Barcelona 2027MOVE Cup, Barcelona 2027Rapid | · Total Chess Pilot Day 1Rapid | · Total Chess Pilot Day 1Rapid | lc0 vs stockfishRapid | lc0 vs stockfishAllAllWorld Championship Match of 14 gamesWorld Championship Match of 14 gamesBlitz | Nov 24, 2026Blitz | Nov 24, 2026Speed Chess ChampionshipSpeed Chess ChampionshipLichess: Rated BulletLichess: Rated BulletBlitz | · Total Chess Pilot Match of 4 games Day 1Blitz | · Total Chess Pilot Match of 4 games Day 1MOVE Cup, Barcelona 2027MOVE Cup, Barcelona 2027Rapid | · Total Chess Pilot Day 1Rapid | · Total Chess Pilot Day 1Rapid | lc0 vs stockfishRapid | lc0 vs stockfishLiveUpcomingOutrightsLichessLichess: Rated BulletIn progress.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Jamshed_73 / Bubuvche	Chess / Lichess: Rated Bullet	2026-11-19 09:50 UTC	01Third map - · 1x2 (excl. overtime)11.95 · draw 14.0021.80LichessLichess: Rated BulletIn progress
Spanishlegendxxx / Infinity-Stones	Chess / Lichess: Rated Bullet	2026-11-19 09:52 UTC	01Third map - · 1x2 (excl. overtime)12.40 · draw 9.5021.62LichessLichess: Rated BulletIn progress
lowliehomie / Keksal_baba75	Chess / Lichess: Rated Bullet	2026-11-19 09:52 UTC	02Go to All MarketsAI Chessgpt-4.1 vs gpt-4.1-miniIn progress
gpt-4.1-mini / gpt-4.1	Chess / gpt-4.1 vs gpt-4.1-mini	2026-11-19 09:55 UTC	00Go to All MarketsEngine ChessRapid | lc0 vs stockfishIn progress
lc0 / stockfish	Chess / Rapid | lc0 vs stockfish	2026-11-19 09:58 UTC	00Go to All MarketsAI Chessgpt-4.1 vs gpt-4.1-miniAbout to start
gpt-4.1 / gpt-4.1-mini	Chess / gpt-4.1 vs gpt-4.1-mini	2026-11-19 09:59 UTC	00 · 1x2 [1 = 16.04; draw = 1.08; 2 = 30.64] · Double chance [1 or draw = 1.02; 1 or 2 = 9.93; draw or 2 = 1.05] · Total moves · over 49.51.86 · under 49.51.86 · Draw no bet 11.4422.67Final number of pieces odd/evenodd2.33even1.55 · Total moves odd/evenodd2.07even1.69Engine ChessRapid | lc0 vs stockfishAbout to start
stockfish / lc0	Chess / Rapid | lc0 vs stockfish	2026-11-19 09:59 UTC	00 · 1x2 [1 = 3.40; draw = 15.00; 2 = 1.25] · Double chance [1 or draw = 3.33; 1 or 2 = 1.04; draw or 2 = 1.25] · Total moves · over 37.51.86 · under 37.51.86 · Draw no bet 13.7321.26Final number of pieces odd/evenodd2.00even1.74 · Total moves odd/evenodd1.93even1.80

formula-1-40 — snapshot of the visible section

Counters in the menu: Football 949, Basketball 183, Tennis 355, eSoccer 79, eBasketball 54, American Football 109, Ice Hockey 161, Cricket 44, Chess 53, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 42, eSoccer: Penalty 12, eFighting 13, eTennis 9, Boxing 67, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Formula 1: filters All, Formula 1 2026, Las Vegas Grand Prix Qualifying, Las Vegas Grand Prix Race. Below are the markets and the first options shown; in the source, some lists have Show more. All relevant markets are shown with "Closes: Tomorrow, 04:30", screen local time.

Market	Participants and coefficients
Las Vegas Grand Prix Race — Winner	Max Verstappen 2.25; Andrea Kimi Antonelli 3.50; George Russell 5.00; Lando Norris 5.50; Lewis Hamilton 15.00; Isack Hadjar 17.00
Las Vegas Grand Prix Race — Top 3 Finish	Max Verstappen 1.25; Andrea Kimi Antonelli 1.45; Lando Norris 1.67; George Russell 1.73; Lewis Hamilton 3.50; Charles Leclerc 3.75
Las Vegas Grand Prix Qualifying — Team Winner	Red Bull 2.30; Mercedes 2.37; McLaren 5.50; Ferrari 8.00; Racing Bulls 151.0; Alpine 151.0
Formula 1 2026 — Drivers Championship 2026 Winner w/o Andrea Kimi Antonelli	Max Verstappen 1.08; George Russell 8.00; Lewis Hamilton 21.00; Lando Norris 51.00; Charles Leclerc 51.00
Las Vegas Grand Prix Race — Team Winner	Mercedes 2.20; Red Bull 2.20; McLaren 5.00; Ferrari 8.00; Racing Bulls 101.0; Alpine 201.0
Las Vegas Grand Prix Qualifying — Winner	Max Verstappen 2.50; Andrea Kimi Antonelli 3.00; George Russell 5.00; Lando Norris 7.00; Charles Leclerc 15.00; Isack Hadjar 15.00
Las Vegas Grand Prix Qualifying — Fastest Qualifier and Win Race	Max Verstappen 4.33; Andrea Kimi Antonelli 4.75; Lando Norris 13.00; George Russell 15.00; Isack Hadjar 29.00; Charles Leclerc 34.00

volleyball-23 — snapshot of the visible section

Menu counters: Football 949, Basketball 182, Tennis 356, eSoccer 79, eBasketball 54, American Football 109, Ice Hockey 162, Cricket 44, Chess 53, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 45, eSoccer: Penalty 12, eFighting 13, eTennis 10, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 4, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: ItalySuperLega · Tomorrow, 23:45.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Cuneo Volley / Volley Verona	Volleyball / SuperLega	2026-11-20 19:45 UTC	Winner [1 = 2.80; 2 = 1.38] PolandTAURON Liga · In 2 days, 18:00
Resovia Rzeszow / Skra Belchatow	Volleyball / TAURON Liga	2026-11-21 14:00 UTC	Winner [1 = 1.24; 2 = 3.65] PolandTAURON Liga · In 2 days, 21:00

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
MKS Slepsk Suwalki / Warta Zawiercie	Volleyball / TAURON Liga	2026-11-21 17:00 UTC	Winner [1 = 7.00; 2 = 1.06] RussiaSuperliga · Today, 17:30
Dinamo-Ural Ufa / Orenburzhie	Volleyball / Superliga	2026-11-19 13:30 UTC	Winner [1 = 1.28; 2 = 3.35] InternationalChampions League · Today, 18:00
Khilasedichi / Volley Ljubljana	Volleyball / Champions League	2026-11-19 14:00 UTC	Winner [1 = 3.20; 2 = 1.30] RussiaSuperliga · Today, 20:00
VC Zenit-Kazan / Belogorie Belgorod	Volleyball / Superliga	2026-11-19 16:00 UTC	Winner [1 = 1.23; 2 = 3.75] InternationalMEVZA Women · Today, 21:00
ZOK Kastela / OK Buducnost Podgorica	Volleyball / MEVZA Women	2026-11-19 17:00 UTC	Winner [1 = 1.35; 2 = 2.84] InternationalChampions League · Today, 21:00
Kaposvar SE / HAOK Mladost	Volleyball / Champions League	2026-11-19 17:00 UTC	Winner [1 = 2.34; 2 = 1.53] PolandTAURON Liga · Today, 23:30
ZAKSA Kedzierzyn-Kozle / Barkom-Kazhany Lviv	Volleyball / TAURON Liga	2026-11-19 19:30 UTC	Winner [1 = 1.18; 2 = 4.30] PolandTAURON Liga · Tomorrow, 20:30
AZS Olsztyn / GKS Katowice	Volleyball / TAURON Liga	2026-11-20 16:30 UTC	Winner [1 = 1.35; 2 = 2.94] ItalySuperLega · Tomorrow, 23:45Cuneo VolleyVolley Verona · Winner [1 = 2.80; 2 = 1.38] PolandTAURON Liga · In 2 days, 18:00Resovia RzeszowSkra Belchatow · Winner [1 = 1.24; 2 = 3.65] PolandTAURON Liga · In 2 days, 21:00MKS Slepsk SuwalkiWarta Zawiercie · Winner [1 = 7.00; 2 = 1.06] Volleyball45AllAllChampions LeagueChampions LeagueChampions League, WomenChampions League, WomenCEV Challenge CupCEV Challenge CupSuperligaSuperligaSuperliga, WomenSuperliga, WomenTAURON LigaTAURON LigaSuperLegaSuperLegaTAURON Liga, WomenTAURON Liga, WomenAllAllChampions LeagueChampions LeagueChampions League, WomenChampions League, WomenCEV Challenge CupCEV Challenge CupSuperligaSuperligaSuperliga, WomenSuperliga, WomenTAURON LigaTAURON LigaSuperLegaSuperLegaTAURON Liga, WomenTAURON Liga, WomenPopularLiveUpcomingOutrightsRepublic of KoreaV League1st set
Event (structured commands / participants)	**Sport / competition**	**Scheduled (UTC), if any**	**Visible block of markets/odds until the next event**
KB Stars / Incheon Jumbos	Volleyball / V League	2026-11-19 10:00 UTC	0000 · Winner [1 = 3.60; 2 = 1.25] First set - winner12.6021.45Second set - winner12.8021.40 · Total points · over

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			180.51.85 · under 180.51.82First set - total points · over 46.52.00 · under 46.51.70Second set - total points · over 45.51.67 · under 45.52.04InternationalChampions League · Today, 18:00KhilasedichiVolley Ljubljana · Winner [1 = 3.20; 2 = 1.30] First set - winner12.5021.47 · Total points · over 181.51.84 · under 181.51.84First set - total points · over 45.51.81 · under 45.51.87PolandTAURON Liga · Today, 23:30ZAKSA Kedzierzyn-KozleBarkom-Kazhany Lviv · Winner [1 = 1.18; 2 = 4.30] First set - winner11.3422.98 · Total points · over 174.51.86 · under 174.51.82First set - total points · over 45.51.92 · under 45.51.77RussiaSuperliga · Today, 20:00VC Zenit-KazanBelogorie Belgorod · Winner [1 = 1.23; 2 = 3.75] First set - winner11.4722.50 · Total points · over 181.51.84 · under 181.51.84First set - total points · over 46.52.02 · under 46.51.68RussiaSuperliga · Today, 17:30Dinamo-Ural UfaOrenburzhie · Winner [1 = 1.28; 2 = 3.35] First set - winner11.5822.22 · Total points · over 182.51.84 · under 182.51.84First set - total points · over 45.51.67 · under 45.52.04InternationalChampions League · Today, 21:00Kaposvar SEHAOK Mladost · Winner [1 = 2.34; 2 = 1.53] First set - winner12.1021.65 · Total points · over 184.51.84 · under 184.51.84First set - total points · over 45.51.71 · under 45.51.99FranceLigue A · Today, 23:00
Montpellier HSC VB / Chaumont 52	Volleyball / Ligue A	2026-11-19 19:00 UTC	Winner [1 = 2.56; 2 = 1.45] First set - winner12.2021.60 · Total points · over 181.51.84 · under 181.51.84First set - total points · over 45.51.75 · under 45.51.94eVolleyballSA Championship, Women (1 set — 25 pts)1st set
Puerto rico (E) / Cuba (E)	Volleyball / SA Championship, Women (1 set — 25 pts)	2026-11-19 09:51 UTC	1811First set - total points · over 41.51.67 · under 41.52.14eVolleyballSA Championship (1 set — 25 pts)1st set
Dominican Rep. (E) / Puerto Rico (E)	Volleyball / SA Championship (1 set — 25 pts)	2026-11-19 09:50 UTC	161514 · Winner 11.521.4222.502.90First set - total points · over 47.52.042.25 · under 47.51.751.60

baseball-3 — snapshot of the visible section

Menu counters: Football 949, Basketball 182, Tennis 356, eSoccer 81, eBasketball 54, American Football 111, Ice Hockey 161, Cricket 44, Chess 53, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 45, eSoccer: Penalty 12, eFighting 14, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 12, Darts 35, Futsal 2, Badminton 40, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 5, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: Baseball6AllAllMLBMLBABLABLAsia Winter Baseball LeagueAsia Winter Baseball LeagueCopa America (2 innings)Copa America (2 innings)MLB' 95 (1 inning)MLB' 95 (1 inning)World Series (2 innings)World Series (2 innings)AllAllMLBMLBABLABLAsia Winter Baseball LeagueAsia Winter Baseball LeagueCopa America (2 innings)Copa America (2 innings)MLB' 95 (1 inning)MLB' 95 (1 inning)World Series (2 innings)World Series (2 innings)LiveUpcomingOutrightseBaseballCopa America (2 innings)2nd inning.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Panama (E) / Nicaragua (E)	Baseball / Copa America (2 innings)	2026-11-19 09:50 UTC	00Go to All MarketseBaseballWorld Series (2 innings)2nd inning
USA (E) / Japan (E)	Baseball / World Series (2 innings)	2026-11-19 09:50 UTC	00Go to All MarketseBaseballMLB' 95 (1 inning)Started
Texas (E) / Toronto (E)	Baseball / MLB' 95 (1 inning)	2026-11-19 09:55 UTC	00 · 1x2 [1 = 9.50; draw = 1.47; 2 = 3.80] · Total · over 0.52.71 · under 0.51.46

handball-6 — snapshot of the visible section

Counters in the menu: Football 948, Basketball 182, Tennis 355, eSoccer 80, eBasketball 54, American Football 111, Ice Hockey 161, Cricket 43, Chess 54, Formula 1 3, Volleyball 86, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 44, eSoccer: Penalty 13, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: GermanyBundesliga · Tomorrow, 22:00.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
TSV Hannover-Burgdorf / TVB Stuttgart	Handball / Bundesliga	2026-11-20 18:00 UTC	1x2 [1 = 1.61; draw = 9.50; 2 = 2.80] GermanyBundesliga · Tomorrow, 23:00
HC Erlangen / HBW Balingen-Weilstetten	Handball / Bundesliga	2026-11-20 19:00 UTC	1x2 [1 = 1.60; draw = 9.50; 2 = 2.85] FranceLNH Division 1 · Tomorrow, 23:00
Saint Raphael / Chartres Metropole Handball	Handball / LNH Division 1	2026-11-20 19:00 UTC	1x2 [1 = 1.50; draw = 10.00; 2 = 3.15] InternationalChampions League · Today, 21:45
GOG Handbold / SC Magdeburg	Handball / Champions League	2026-11-19 17:45 UTC	1x2 [1 = 6.00; draw = 14.00; 2 = 1.19] InternationalChampions League · Today, 21:45

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
KS Kielce / FC Barcelona	Handball / Champions League	2026-11-19 17:45 UTC	1x2 [1 = 4.70; draw = 11.00; 2 = 1.29] FranceLNH Division 1 · Today, 23:00
Dunkerque HB / Cesson Rennes Metropole HB	Handball / LNH Division 1	2026-11-19 19:00 UTC	1x2 [1 = 1.89; draw = 9.50; 2 = 2.25] FranceLNH Division 1 · Today, 23:30
Caen Handball / USAM Nimes Gard	Handball / LNH Division 1	2026-11-19 19:30 UTC	1x2 [1 = 2.90; draw = 8.60; 2 = 1.61] InternationalChampions League · Today, 23:45
MT Melsungen / Paris Saint-Germain	Handball / Champions League	2026-11-19 19:45 UTC	1x2 [1 = 2.48; draw = 9.50; 2 = 1.75] InternationalChampions League · Today, 23:45
Sporting Clube Portugal / CS Dinamo Bucuresti	Handball / Champions League	2026-11-19 19:45 UTC	1x2 [1 = 1.22; draw = 12.00; 2 = 5.20] SpainLiga Asobal · Tomorrow, 22:00
Event (structured commands / participants)	**Sport / competition**	**Scheduled (UTC), if any**	**Visible block of markets/odds until the next event**
BM Granollers / BM Atletico Valladolid	Handball / Liga Asobal	2026-11-20 18:00 UTC	1x2 [1 = 1.60; draw = 9.50; 2 = 2.80] GermanyBundesliga · Tomorrow, 22:00TSV Hannover-BurgdorfTVB Stuttgart · 1x2 [1 = 1.61; draw = 9.50; 2 = 2.80] GermanyBundesliga · Tomorrow, 23:00HC ErlangenHBW Balingen-Weilstetten · 1x2 [1 = 1.60; draw = 9.50; 2 = 2.85] FranceLNH Division 1 · Tomorrow, 23:00Saint RaphaelChartres Metropole Handball · 1x2 [1 = 1.50; draw = 10.00; 2 = 3.15] Handball17AllAllChampions LeagueChampions LeagueBundesligaBundesligaHandboldligaenHandboldligaen World ChampionshipWorld ChampionshipHLA MeisterligaHLA MeisterligaLiga AsobalLiga AsobalSuperligaSuperliga1. Division1. DivisionAllAllChampions LeagueChampions LeagueBundesligaBundesligaHandboldligaenHandboldligaen World ChampionshipWorld ChampionshipHLA MeisterligaHLA MeisterligaLiga AsobalLiga AsobalSuperligaSuperliga1. Division1. DivisionPopularUpcomingOutrightsInternationalChampions League · Today, 21:45KS KielceFC Barcelona · 1x2 [1 = 4.70; draw = 11.00; 2 = 1.29] · Handicap (3.5)1 1.91(-3.5)2 1.77 · Total · over 63.51.94 · under 63.51.75InternationalChampions League · Today, 23:45Sporting Clube PortugalCS Dinamo Bucuresti · 1x2 [1 = 1.22; draw = 12.00; 2 = 5.20] · Handicap (-4.5)1 1.82(4.5)2 1.86 · Total · over 62.51.82 · under 62.51.86InternationalChampions League · Today, 21:45GOG HandboldSC Magdeburg · 1x2 [1 = 6.00; draw =

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			14.00; 2 = 1.19] · Handicap (4.5)1 1.96(-4.5)2 1.73 · Total · over 66.51.82 · under 66.51.86InternationalChampions League · Today, 23:45MT MelsungenParis Saint-Germain · 1x2 [1 = 2.48; draw = 9.50; 2 = 1.75] · Handicap (1.5)1 1.72(-1.5)2 1.97 · Total · over 61.51.82 · under 61.51.86

rugby-union-12 — snapshot of the visible section

Menu counters: Football 948, Basketball 182, Tennis 355, eSoccer 79, eBasketball 56, American Football 111, Ice Hockey 161, Cricket 44, Chess 52, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 8, Table Tennis 42, eSoccer: Penalty 13, eFighting 13, eTennis 10, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 12, Darts 35, Futsal 2, Badminton 40, Snooker 11, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 5, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: Rugby Union10AllAllSix NationsSix NationsNations ChampionshipNations ChampionshipTop 14Top 14PremiershipPremiershipEuropean Rugby Champions CupEuropean Rugby Champions CupLions TourLions TourPro D2Pro D2Super RugbySuper RugbyAllAllSix NationsSix NationsNations ChampionshipNations ChampionshipTop 14Top 14PremiershipPremiershipEuropean Rugby Champions CupEuropean Rugby Champions CupLions TourLions TourPro D2Pro D2Super RugbySuper RugbyUpcomingOutrightsFrancePro D2 · Tomorrow, 00:00.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
FC Grenoble Rugby / Provence Rugby	Rugby Union / Pro D2	2026-11-19 20:00 UTC	1x2 [1 = 1.58; draw = 20.00; 2 = 2.46] · Draw no bet 11.5422.28 · Total · over 46.51.82 · under 46.51.86 · Handicap (-3.5)1 1.86(3.5)2 1.82FrancePro D2 · Tomorrow, 22:00
US Montalbanaise / SU Agen	Rugby Union / Pro D2	2026-11-20 18:00 UTC	1x2 [1 = 1.22; draw = 20.00; 2 = 4.60] · Draw no bet 11.2023.95 · Handicap (-10.5)1 1.86(10.5)2 1.82FrancePro D2 · Tomorrow, 22:30
AS Beziers Herault / US Dax	Rugby Union / Pro D2	2026-11-20 18:30 UTC	1x2 [1 = 1.45; draw = 20.00; 2 = 2.86] · Draw no bet 11.4222.64 · Handicap (-5.5)1 1.92(5.5)2 1.77FrancePro D2 · Tomorrow, 22:30
Stade Aurillacois / Colomiers Rugby	Rugby Union / Pro D2	2026-11-20 18:30 UTC	1x2 [1 = 1.45; draw = 20.00; 2 = 2.86] · Draw no bet 11.4222.64 · Handicap (-5.5)1 1.86(5.5)2 1.82FrancePro D2 · Tomorrow, 22:30
Nissa Rugby / Valence Romans Drome	Rugby Union / Pro D2	2026-11-20 18:30 UTC	1x2 [1 = 1.59; draw = 20.00; 2 = 2.44] · Draw no bet 11.5622.24 · Handicap (-3.5)1 1.86(3.5)2 1.82FrancePro D2 · Tomorrow, 22:30

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Uson Nevers / Soyaux Angouleme	Rugby Union / Pro D2	2026-11-20 18:30 UTC	1x2 [1 = 1.83; draw = 20.00; 2 = 2.04] · Draw no bet 11.7521.94 · Handicap (-0.5)1 1.82(0.5)2 1.86FrancePro D2 · In 2 days, 00:00
Biarritz Olympique / RC Narbonne	Rugby Union / Pro D2	2026-11-20 20:00 UTC	1x2 [1 = 1.03; draw = 20.00; 2 = 12.00] · Draw no bet 11.0328.60 · Handicap (-21.5)1 1.86(21.5)2 1.82FrancePro D2 · In 2 days, 00:00
US Oyonnax / AC Brive	Rugby Union / Pro D2	2026-11-20 20:00 UTC	1x2 [1 = 1.27; draw = 20.00; 2 = 4.00] · Draw no bet 11.2523.50 · Handicap (-9.5)1 1.86(9.5)2 1.82InternationalNations Championship · In 2 days, 18:10
England / New Zealand	Rugby Union / Nations Championship	2026-11-21 14:10 UTC	1x2 [1 = 2.06; draw = 20.00; 2 = 1.80] · Draw no bet 11.9621.73 · Total · over 57.51.84 · under 57.51.84 · Handicap (1.5)1 1.84(-1.5)2 1.841 - 9 of 14

water-polo-26 — snapshot of the visible section

Menu counters: Football 947, Basketball 182, Tennis 356, eSoccer 79, eBasketball 55, American Football 111, Ice Hockey 161, Cricket 44, Chess 51, Formula 1 3, Volleyball 87, Baseball 11, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 45, eSoccer: Penalty 13, eFighting 14, eTennis 9, Boxing 67, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 7, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 4, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: Water Polo3AllAllLEN Euro CupLEN Euro CupLEN Euro Cup, WomenLEN Euro Cup, WomenSerie A1Serie A1AllAllLEN Euro CupLEN Euro CupLEN Euro Cup, WomenLEN Euro Cup, WomenSerie A1Serie A1InternationalLEN Euro Cup · Today, 19:00.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
A-Polo SM / CN Barcelona	Water Polo / LEN Euro Cup	2026-11-19 15:00 UTC	1x2 [1 = 2.45; draw = 7.80; 2 = 1.79] · Total · over 29.51.78 · under 29.51.88InternationalLEN Euro Cup · Today, 21:00
VK Primorac Kotor / RN Savona	Water Polo / LEN Euro Cup	2026-11-19 17:00 UTC	1x2 [1 = 1.61; draw = 7.80; 2 = 2.90] · Handicap (-1.5)1 1.83(1.5)2 1.83 · Total · over 27.51.86 · under 27.51.80InternationalLEN Euro Cup · Today, 22:30
Budapesti Honved / BVSC-Zuglo	Water Polo / LEN Euro Cup	2026-11-19 18:30 UTC	1x2 [1 = 3.45; draw = 7.40; 2 = 1.48] · Handicap (2.5)1 1.78(-2.5)2 1.88 · Total · over 27.51.96 · under 27.51.72InternationalLEN Euro Cup · Today, 22:30

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Vk Partizan Belgrade / VK Jug Co	Water Polo / LEN Euro Cup	2026-11-19 18:30 UTC	1x2 [1 = 10.00; draw = 12.00; 2 = 1.09] · Handicap (5.5)1 1.77(-5.5)2 1.89 · Total · over 26.51.81 · under 26.51.85InternationalLEN Euro Cup · Today, 23:00
VK Budvanska Rivijera / CN Posillipo	Water Polo / LEN Euro Cup	2026-11-19 19:00 UTC	1x2 [1 = 1.61; draw = 7.00; 2 = 3.00] · Handicap (-1.5)1 1.77(1.5)2 1.89 · Total · over 25.51.83 · under 25.51.83InternationalLEN Euro Cup · Today, 23:00
Sn Strasbourg / Pays D Aix Natation	Water Polo / LEN Euro Cup	2026-11-19 19:00 UTC	1x2 [1 = 1.14; draw = 9.60; 2 = 8.80] · Handicap (-4.5)1 1.87(4.5)2 1.79 · Total · over 25.51.77 · under 25.51.90InternationalLEN Euro Cup · Today, 23:30
CN Terrassa / Apollon Smyrnis	Water Polo / LEN Euro Cup	2026-11-19 19:30 UTC	1x2 [1 = 1.90; draw = 6.80; 2 = 2.37] · Total · over 28.51.89 · under 28.51.77InternationalLEN Euro Cup · Today, 23:45
VK Sabac / Spandau 04	Water Polo / LEN Euro Cup	2026-11-19 19:45 UTC	1x2 [1 = 1.53; draw = 7.40; 2 = 3.25] · Handicap (-1.5)1 1.78(1.5)2 1.88 · Total · over 25.51.92 · under 25.51.75InternationalLEN Euro Cup, Women · In 2 days, 14:00
Uralochka / ANO Glifada	Water Polo / LEN Euro Cup, Women	2026-11-21 10:00 UTC	Handicap (-15.5)1 1.82(15.5)2 1.84 · Total · over 30.51.83 · under 30.51.831 - 9 of 10

mixed-martial-arts-117 — snapshot of the visible section

Counters in the menu: Football 948, Basketball 182, Tennis 354, eSoccer 79, eBasketball 54, American Football 111, Ice Hockey 161, Cricket 45, Chess 52, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 45, eSoccer: Penalty 12, eFighting 15, eTennis 10, Boxing 67, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 13, Darts 35, Futsal 2, Badminton 40, Snooker 4, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: Mixed Martial Arts17AllAllUFC Fight Night: Prochazka vs StirlingUFC Fight Night: Prochazka vs StirlingUFC Fight Night: Adesanya vs MagomedovUFC Fight Night: Adesanya vs MagomedovUFC 335: Oliveira vs LopesUFC 335: Oliveira vs LopesSLAP Heavy Hits (3 rounds)SLAP Heavy Hits (3 rounds)SLAP Viral Hit (3 rounds)SLAP Viral Hit (3 rounds)UFC 336: Van vs KapeUFC 336: Van vs KapeBKFC Fight Night: Myrtle BeachBKFC Fight Night: Myrtle BeachACA Young Eagles 70ACA Young Eagles 70AllAllUFC Fight Night: Prochazka vs StirlingUFC Fight Night: Prochazka vs StirlingUFC Fight Night: Adesanya vs MagomedovUFC Fight Night: Adesanya vs MagomedovUFC 335: Oliveira vs LopesUFC 335: Oliveira vs LopesSLAP Heavy Hits (3 rounds)SLAP Heavy Hits (3 rounds)SLAP Viral Hit (3 rounds)SLAP Viral Hit (3 rounds)UFC 336: Van vs KapeUFC 336: Van vs KapeBKFC Fight Night: Myrtle BeachBKFC Fight Night: Myrtle BeachACA Young Eagles 70ACA Young Eagles 70LiveUpcomingeMMASLAP Heavy Hits (3 rounds)3rd round.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
McGregor, Conor (E) / Van Damme, Jean-Claude (E)	Mixed Martial Arts / SLAP Heavy Hits (3 rounds)	2026-11-19 09:59 UTC	2020 · 1x2 [1 = 1.50; draw = 2.70; 2 = 67.00] eMMASLAP Viral Hit (3 rounds)2nd round
Trump, Donald (E) / Musk, Elon (E)	Mixed Martial Arts / SLAP Viral Hit (3 rounds)	2026-11-19 09:59 UTC	2020 · 1x2 [1 = 3.80; draw = 2.80; 2 = 2.30] eMMAUFC Legends (1 round)Started
Nurmagomedov, Khabib (E) / Ferguson, Tony (E)	Mixed Martial Arts / UFC Legends (1 round)	2026-11-19 09:58 UTC	00 · Winner [1 = 1.57; 2 = 2.36] eMMAUFC Women Legends (1 round)Started
Nunes, Amanda (E) / Rousey, Ronda (E)	Mixed Martial Arts / UFC Women Legends (1 round)	2026-11-19 10:00 UTC	00 · Winner [1 = 2.36; 2 = 1.57]

esoccer-volta-309 — snapshot of the visible section

Counters in the menu: Football 948, Basketball 182, Tennis 353, eSoccer 79, eBasketball 54, American Football 111, Ice Hockey 161, Cricket 44, Chess 54, Formula 1 3, Volleyball 87, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 45, eSoccer: Penalty 12, eFighting 14, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 6, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 5, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: eSoccer: Volta4AllAllChinese Super LeagueChinese Super LeagueEredivisieEredivisieEurope Super LeagueEurope Super LeagueStreet LNFStreet LNFAllAllChinese Super LeagueChinese Super LeagueEredivisieEredivisieEurope Super LeagueEurope Super LeagueStreet LNFStreet LNFLiveUpcomingNetherlandsEredivisie6′ 2nd half.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
PSV / Ajax	eSoccer: Volta / Eredivisie	2026-11-19 09:52 UTC	26Go to All MarketsChinaChinese Super League6′ 2nd half
Cangzhou Lions / Qingdao FC	eSoccer: Volta / Chinese Super League	2026-11-19 09:52 UTC	33Go to All MarketsBrazilStreet LNF6′ 2nd half
Fluminense / Bahia	eSoccer: Volta / Street LNF	2026-11-19 09:53 UTC	11Go to All MarketsInternationalEurope Super League5′ 2nd half
Manchester City / FC Barcelona	eSoccer: Volta / Europe Super League	2026-11-19 09:53 UTC	46 · 1x2 [1 = 15.00; draw = 7.00; 2 = 1.11] · Total · over 13.52.25 · under 13.51.55

table-tennis-20 — snapshot of the visible section

Counters in the menu: Football 949, Basketball 182, Tennis 353, eSoccer 80, eBasketball 54, American Football 111, Ice Hockey 162, Cricket 45, Chess 54, Formula 1 3, Volleyball 89, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 44, eSoccer: Penalty 12, eFighting 14, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 8, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 4, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: Table Tennis13AllAllWTT Star Contender Muscat, MSWTT Star Contender Muscat, MSWTT Star Contender Muscat, WSWTT Star Contender Muscat, WSWTT Star Contender Muscat, XDWTT Star Contender Muscat, XDCzechia, Doubles (7 games, up 7 points)Czechia, Doubles (7 games, up 7 points)France, WomenFrance, WomenHungary, Double Mixed (2 games, up 12 points)Hungary, Double Mixed (2 games, up 12 points)Latvia, MenLatvia, MenSpain, MenSpain, MenAllAllWTT Star Contender Muscat, MSWTT Star Contender Muscat, MSWTT Star Contender Muscat, WSWTT Star Contender Muscat, WSWTT Star Contender Muscat, XDWTT Star Contender Muscat, XDCzechia, Doubles (7 games, up 7 points)Czechia, Doubles (7 games, up 7 points)France, WomenFrance, WomenHungary, Double Mixed (2 games, up 12 points)Hungary, Double Mixed (2 games, up 12 points)Latvia, MenLatvia, MenSpain, MenSpain, MenLiveUpcomingTTX CupLatvia, Men4th Game.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Zamishev, Maxim (E) / Liepa, Rihards (E)	Table Tennis / Latvia, Men	2026-11-19 09:38 UTC	8812 · Winner [1 = 3.30; 2 = 1.32] Fourth game - winner11.8221.97 · Total points · over 101.51.95 · under 101.51.86Fourth game - total points · over 20.52.62 · under 20.51.50TTX CupCzechia, Doubles (7 games, up 7 points)6th Game
Rahlin, Vlad / Cohen, Maya (E) / Papadopoulos, Giorgos / Nikolaou, Eleni (E)	Table Tennis / Czechia, Doubles (7 games, up 7 points)	2026-11-19 09:44 UTC	5232Sixth game - winner11.03212.00 · Total points · over 62.52.30 · under 62.51.62Sixth game - point handicap(-4.5)1 2.74(4.5)2 1.46(-3.5)1 1.62(3.5)2 2.30Sixth game - total points · over 10.52.30 · under 10.51.62TTX CupFrance, Women3rd Game
Lefevre, Chloé (E) / Dupont, Camille (E)	Table Tennis / France, Women	2026-11-19 09:47 UTC	0011 · Winner [1 = 2.97; 2 = 1.40] Third game - winner12.5221.53Fourth game - winner12.5221.53Point handicap(7.5)1 1.98(-7.5)2 1.83 · Total points · over 91.51.95 · under 91.51.86Third game - point handicap(2.5)1 1.71(-2.5)2 2.15(3.5)1 1.45(-3.5)2 2.76Fourth game - point handicap(2.5)1 1.82(-2.5)2 2.00(3.5)1 1.58(-3.5)2 2.39Third game - total points · over 18.52.03 · under 18.51.80Fourth game - total points · over 18.52.10 · under 18.51.74TTX CupSpain, Men2nd Game
Event (structured commands / participants)	**Sport / competition**	**Scheduled (UTC), if any**	**Visible block of markets/odds until the next event**
Torres, Alejandro (E) / Fernández, Miguel (E)	Table Tennis / Spain, Men	2026-11-19 09:53 UTC	2810 · Winner [1 = 1.97; 2 = 1.85] Second game - winner116.0021.01Third game - winner11.9721.84Point handicap(2.5)1 1.95(-2.5)2 1.86 · Total points · over 79.51.89 · under 79.51.92Second game - point handicap(5.5)1 2.89(-5.5)2 1.42(6.5)1 2.08(-6.5)2 1.76(7.5)1 1.53(-7.5)2 2.53Third game - point handicap(-2.5)1 2.74(2.5)2 1.46(2.5)1 1.46(-2.5)2 2.73Second game - total points · over 15.52.08 ·

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
			under 15.51.76Third game - total points · over 18.51.99 · under 18.51.83TTX CupHungary, Double Mixed (2 games, up 12 points)1st Game
Schneider, Nico / Vogel, Lara (E) / Szalai, Gábor / Tóth, Réka (E)	Table Tennis / Hungary, Double Mixed (2 games, up 12 points)	2026-11-19 09:56 UTC	9500 · Winner [1 = 1.25; 2 = 4.00] First game - winner11.01216.00Second game - winner11.8122.01Point handicap(-8.5)1 2.02(8.5)2 1.80 · Total points · over 41.51.85 · under 41.51.96First game - point handicap(-6.5)1 2.99(6.5)2 1.40(-5.5)1 1.60(5.5)2 2.35Second game - point handicap(-4.5)1 2.99(4.5)2 1.40(-3.5)1 2.51(3.5)2 1.53(-2.5)1 2.18(2.5)2 1.69(-1.5)1 1.94(1.5)2 1.88(1.5)1 1.71(-1.5)2 2.15(2.5)1 1.58(-2.5)2 2.40(3.5)1 1.45(-3.5)2 2.79First game - total points · over 18.52.35 · under 18.51.60Second game - total points · over 18.51.73 · under 18.52.12InternationalWTT Star Contender Muscat, MS5th Game
Kwon, Hyuk / Assar, Omar	Table Tennis / WTT Star Contender Muscat, MS	2026-11-19 09:30 UTC	7322 · Winner [1 = 1.07; 2 = 6.50] Fifth game - point handicap(-4.5)1 1.70(4.5)2 1.95Fifth game - total points · over 17.51.95 · under 17.51.70InternationalWTT Star Contender Muscat, MS3rd Game
Grebnev, Maksim / Chen, Yuanyu	Table Tennis / WTT Star Contender Muscat, MS	2026-11-19 09:50 UTC	0611 · Winner [1 = 6.50; 2 = 1.07] Third game - winner110.0021.01Third game - point handicap(6.5)1 1.85(-6.5)2 1.85Third game - total points · over 15.51.85 · under 15.51.85InternationalWTT Star Contender Muscat, MS1st Game
Bertelsmeier, Andre / Coton, Flavien	Table Tennis / WTT Star Contender Muscat, MS	2026-11-19 10:05 UTC	3600 · Winner [1 = 3.20; 2 = 1.30] First game - winner16.0021.08 · Total points · over 74.51.90 · under 74.51.75First game - point handicap(4.5)1 1.90(-4.5)2 1.75First game - total points · over 17.51.90 · under 17.51.75InternationalTT Cup3rd Game
Mrowetz Bruno / Kantor, Lukas	Table Tennis / TT Cup	2026-11-19 09:45 UTC	11320Go to All Markets1 - 9 of 21

esoccer-penalty-307 — snapshot of the visible section

Menu counters: Football 948, Basketball 181, Tennis 353, eSoccer 80, eBasketball 54, American Football 111, Ice Hockey 163, Cricket 45, Chess 55, Formula 1 3, Volleyball 87, Baseball 11, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 10, Table Tennis 44, eSoccer: Penalty 12, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 9, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 3.

Context before the first event: eSoccer: Penalty3AllAllBrasileiro Série ABrasileiro Série ALa LigaLa LigaWorld CupWorld CupAllAllBrasileiro Série ABrasileiro Série ALa LigaLa LigaWorld CupWorld CupSpainLa LigaPenalties.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
FC Barcelona / RC Celta	eSoccer: Penalty / La Liga	2026-11-19 09:59 UTC	42Go to All MarketsInternationalWorld CupAwaiting penalties
Italy / Spain	eSoccer: Penalty / World Cup	2026-11-19 09:59 UTC	00Penalty shootout - winner11.7221.97Penalty shootout - total · over 6.52.08 · under 6.51.67BrazilBrasileiro Série APenalties
Atlético-GO / Bahia	eSoccer: Penalty / Brasileiro Série A	2026-11-19 10:00 UTC	33Go to All MarketsSpainLa Liga · Today, 14:04
FC Barcelona / Valencia CF	eSoccer: Penalty / La Liga	2026-11-19 10:04 UTC	00Penalty shootout - winner11.8021.87Penalty shootout - total · over 5.51.70 · under 5.52.04InternationalWorld Cup · Today, 14:04
Norway / Sweden	eSoccer: Penalty / World Cup	2026-11-19 10:04 UTC	00Penalty shootout - winner11.9721.72Penalty shootout - total · over 5.51.67 · under 5.52.04BrazilBrasileiro Série A · Today, 14:05
Internacional / Juventude	eSoccer: Penalty / Brasileiro Série A	2026-11-19 10:05 UTC	00Penalty shootout - winner11.7521.95Penalty shootout - total · over 6.52.10 · under 6.51.65SpainLa Liga · Today, 14:09
Real Madrid / Sevilla FC	eSoccer: Penalty / La Liga	2026-11-19 10:09 UTC	00Penalty shootout - winner11.8021.87Penalty shootout - total · over 6.51.97 · under 6.51.72InternationalWorld Cup · Today, 14:09
Mexico / United States	eBasketball / FIBA Americas	2026-11-19 11:44 UTC	00Penalty shootout - winner11.6722.04Penalty shootout - total · over 5.51.70 · under 5.52.00BrazilBrasileiro Série A · Today, 14:10
Cuiabá / Fluminense	eSoccer: Penalty / Brasileiro Série A	2026-11-19 10:10 UTC	00Penalty shootout - winner11.8221.87Penalty shootout - total · over 6.52.04 · under 6.51.671 - 9 of 12

e_fighting/efighting-304 — snapshot of the visible section

Counters in the menu: Football 947, Basketball 181, Tennis 353, eSoccer 79, eBasketball 57, American Football 111, Ice Hockey 161, Cricket 46, Chess 55, Formula 1 3, Volleyball 88, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 102, eSoccer: Volta 9, Table Tennis 48, eSoccer: Penalty 13, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 13, Darts 35, Futsal 2, Badminton 40, Snooker 9, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Basketball 3x3 1, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 3, eVaquejada 2.

Context before the first event: eFightingAll4PopularPopularGotham CityGotham CityKofF XIVKofF XIVSeason of BloodSeason of BloodTournament Fighters' 93Tournament Fighters' 93PopularPopularGotham CityGotham CityKofF XIVKofF XIVSeason of BloodSeason of BloodTournament Fighters' 93Tournament Fighters' 93LiveThe King Of The FightersKofF XIV · Today, 14:06.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Geese Howard / Iori Yagami	eFighting / KofF XIV	2026-11-19 10:06 UTC	00 · Winner [1 = 1.90; 2 = 1.90] TMNTTournament Fighters' 93Started
Mike / Leo	eFighting / Tournament Fighters' 93	2026-11-19 10:01 UTC	00 · Winner [1 = 1.90; 2 = 1.90] · Total rounds · over 2.52.35 · under 2.51.60Mortal KombatSeason of Blood · Today, 14:08
Mileena / Fujin	eFighting / Season of Blood	2026-11-19 10:08 UTC	00 · Winner [1 = 4.20; 2 = 1.22] Rounds handicap(1.5)1 1.63(-1.5)2 2.25 · Total rounds · over 2.51.92 · under 2.51.86First round winner12.4521.54Second round winner13.1021.36Mortal KombatSeason of BloodStarted
Jax Briggs / Mileena	eFighting / Season of Blood	2026-11-19 10:02 UTC	00 · Winner [1 = 8.00; 2 = 1.07] Rounds handicap(1.5)1 2.25(-1.5)2 1.63 · Total rounds · over 2.52.40 · under 2.51.55First round winner13.8021.25Second round winner14.0021.23InjusticeGotham CityStarted
Captain Cold / Bane	eFighting / Gotham City	2026-11-19 10:00 UTC	00 · Winner [1 = 2.91; 2 = 1.41] The King Of The FightersKofF XIV · Today, 14:04
Kyo Kusanagi / Geese Howard	eFighting / KofF XIV	2026-11-19 10:04 UTC	00 · Winner [1 = 3.89; 2 = 1.22] The King Of The FightersKofF XIVStarted
Ryo Sakazaki / Mai Shiranui	eFighting / KofF XIV	2026-11-19 10:01 UTC	00 · Winner [1 = 1.90; 2 = 1.90] TMNTTournament Fighters' 93 · Today, 14:09
Leo / Don	eFighting / Tournament Fighters' 93	2026-11-19 10:09 UTC	00 · Total rounds · over 2.54.15 · under 2.51.20InjusticeGotham City · Today, 14:14
Green Arrow / Bane	eFighting / Gotham City	2026-11-19 10:14 UTC	00 · Winner [1 = 2.99; 2 = 1.39] Mortal KombatSeason of Blood · Today, 14:05

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
The Joker / Terminator T-800	eFighting / Season of Blood	2026-11-19 10:05 UTC	00 · Winner [1 = 1.04; 2 = 10.00] Rounds handicap(-1.5)1 1.66(1.5)2 2.20 · Total rounds · over 2.52.30 · under 2.51.60First round winner11.3123.40Second round winner11.1924.60InjusticeGotham City · Today, 14:07
Batman / Robin	eFighting / Gotham City	2026-11-19 10:07 UTC	00 · Winner [1 = 1.38; 2 = 3.00] TMNTTournament Fighters' 93 · Today, 14:17
Raph / Casey	eFighting / Tournament Fighters' 93	2026-11-19 10:17 UTC	00 · Winner [1 = 1.60; 2 = 2.35] · Total rounds · over 2.51.60 · under 2.52.35TMNTTournament Fighters' 93 · Today, 14:25
Shredder / Hothead	eFighting / Tournament Fighters' 93	2026-11-19 10:25 UTC	00 · Winner [1 = 1.90; 2 = 1.90] · Total rounds · over 2.51.20 · under 2.54.15

e_sport/300 — snapshot of the visible section

Menu counters: Football 948, Basketball 181, Tennis 353, eSoccer 80, eBasketball 54, American Football 111, Ice Hockey 161, Cricket 45, Chess 55, Formula 1 3, Volleyball 89, Baseball 10, Handball 66, Rugby Union 24, Water Polo 10, Mixed Martial Arts 101, eSoccer: Volta 8, Table Tennis 49, eSoccer: Penalty 12, eFighting 13, eTennis 9, Boxing 66, Australian Football 13, Padel Tennis 1, Rugby League 5, eCricket 11, Darts 35, Futsal 2, Badminton 40, Snooker 9, Floorball 35, Golf 9, Cycling 1, Pool 1, Squash 2, Lacrosse 1, Alpine Skiing 4, Ski Jumping 1, Sailing 1, Sumo 3, Speedway 1, Kabaddi 4, Basketball 3x3 5, Touring Car Racing 2, Motorcycle Racing 1, THE FINALS 1, eCricket: X-Battle Bats 2, eVaquejada 2.

Context before the first event: EsportsCounter-StrikeCounter-Strike36Dota 2Dota 212ValorantValorant4World of TanksWorld of Tanks2Call of DutyCall of DutyOverwatch 2Overwatch 22WarCraft IIIWarCraft III4CrossfireCrossfire1FC 27FC 2746Brawl StarsBrawl Stars4PUBG MobilePUBG MobileCricket 24Cricket 243Counter-StrikeCounter-Strike36Dota 2Dota 212ValorantValorant4World of TanksWorld of Tanks2Call of DutyCall of DutyOverwatch 2Overwatch 22WarCraft IIIWarCraft III4CrossfireCrossfire1FC 27FC 2746Brawl StarsBrawl Stars4PUBG MobilePUBG MobileCricket 24Cricket 243UpcomingGermanyBundesliga (2x6 min) · Today, 14:04.

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Borussia Dortmund / Eintracht Frankfurt	eSoccer / Bundesliga (2x6 min)	2026-11-19 10:04 UTC	1x2 [1 = 2.20; draw = 3.50; 2 = 2.75] · Total · over 3.51.85 · under 3.51.85FranceLigue 1 (2x6 min) · Today, 14:04
Angers SCO / RC Strasbourg Alsace	eSoccer / Ligue 1 (2x6 min)	2026-11-19 10:04 UTC	1x2 [1 = 4.00; draw = 1.90; 2 = 3.05] · Total · over 0.51.50 · under 0.52.35SpainCopa del Rey (2x6 min) · Today, 14:04
FC Barcelona / Real Sociedad	eSoccer / Copa del Rey (2x6 min)	2026-11-19 10:04 UTC	1x2 [1 = 1.95; draw = 3.60; 2 = 3.15] · Total · over 3.51.70 · under 3.52.00InternationalAfrica Cup of Nations (2x4 min) · Today, 14:04

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Côte d'Ivoire / Nigeria	eSoccer / Africa Cup of Nations (2x4 min)	2026-11-19 10:04 UTC	1x2 [1 = 2.85; draw = 2.85; 2 = 2.50] · Total · over 2.52.50 · under 2.51.46InternationalCopa Libertadores (2x6 min) · Today, 14:04
Independiente / Bahia	eSoccer / Copa Libertadores (2x6 min)	2026-11-19 10:04 UTC	1x2 [1 = 1.90; draw = 3.15; 2 = 3.70] · Total · over 2.51.70 · under 2.52.00RussiaPremier League (2x6 min) · Today, 14:04
FC Khimki / FC Rostov	eSoccer / Premier League (2x6 min)	2026-11-19 10:04 UTC	1x2 [1 = 2.95; draw = 2.20; 2 = 3.30] · Total · over 1.52.65 · under 1.51.43BelgiumJupiler Pro League (2x4 min) · Today, 14:04
Royal Antwerp FC / Union Saint Gilloise	eSoccer / Jupiler Pro League (2x4 min)	2026-11-19 10:04 UTC	1x2 [1 = 2.95; draw = 2.20; 2 = 3.30] · Total · over 1.52.65 · under 1.51.42EnglandPremier League (2x6 min) · Today, 14:05
Brentford FC / Southampton FC	eSoccer / Premier League (2x6 min)	2026-11-19 10:05 UTC	1x2 [1 = 3.30; draw = 2.20; 2 = 2.95] · Total · over 1.52.70 · under 1.51.41EnglandFA Cup (2x6 min) · Today, 14:05
Arsenal FC / Manchester City	eSoccer / FA Cup (2x6 min)	2026-11-19 10:05 UTC	1x2 [1 = 3.70; draw = 3.20; 2 = 1.90] · Total · over 2.51.70 · under 2.52.00TurkeySuper Lig (2x6 min) · Today, 14:06
Konyaspor / Caykur Rizespor	eSoccer / Super Lig (2x6 min)	2026-11-19 10:06 UTC	1x2 [1 = 2.15; draw = 2.60; 2 = 3.90] · Total · over 1.51.90 · under 1.51.80FranceCoupe de France (2x6 min) · Today, 14:07
FC Nantes / Paris SG	eSoccer / Coupe de France (2x6 min)	2026-11-19 10:07 UTC	1x2 [1 = 10.00; draw = 5.40; 2 = 1.20] · Total · over 3.52.05 · under 3.51.65SpainLa Liga (2x6 min) · Today, 14:08
Athletic Bilbao / Real Sociedad	eSoccer / La Liga (2x6 min)	2026-11-19 10:08 UTC	1x2 [1 = 4.10; draw = 2.70; 2 = 2.05] · Total · over 1.51.85 · under 1.51.90PortugalLiga Portugal (2x6 min) · Today, 14:09
CD Nacional / CD Santa Clara	eSoccer / Liga Portugal (2x6 min)	2026-11-19 10:09 UTC	1x2 [1 = 2.20; draw = 2.10; 2 = 5.80] · Total · over 0.51.44 · under 0.52.60RussiaPremier League (2x6 min) · Today, 14:09
Krylya Sovetov Samara / Akhmat Grozny	eSoccer / Premier League (2x6 min)	2026-11-19 10:09 UTC	1x2 [1 = 3.50; draw = 1.90; 2 = 3.50] · Total · over 0.51.55 · under 0.52.30JapanJ1 League (2x6 min) · Today, 14:10
Yokohama F·M / Kawasaki Frontale	eSoccer / J1 League (2x6 min)	2026-11-19 10:10 UTC	1x2 [1 = 2.60; draw = 3.40; 2 = 2.35] · Total · over 3.52.25 · under 3.51.55ItalySerie A (2x6 min) · Today, 14:10

Event (structured commands / participants)	Sport / competition	Scheduled (UTC), if any	Visible block of markets/odds until the next event
Cagliari Calcio / US Lecce	eSoccer / Serie A (2x6 min)	2026-11-19 10:10 UTC	1x2 [1 = 5.10; draw = 2.00; 2 = 2.50] · Total · over 0.51.49 · under 0.52.45InternationalChampions League (2x6 min) · Today, 14:11
Tottenham Hotspur / Liverpool FC	eSoccer / Champions League (2x6 min)	2026-11-19 10:11 UTC	1x2 [1 = 4.40; draw = 3.30; 2 = 1.70] · Total · over 2.51.70 · under 2.52.00TurkeyTurkish Cup (2x6 min) · Today, 14:11
Galatasaray / Başakşehir FK	eSoccer / Turkish Cup (2x6 min)	2026-11-19 10:11 UTC	1x2 [1 = 2.30; draw = 3.25; 2 = 2.80] · Total · over 2.51.50 · under 2.52.40ItalyCoppa Italia (2x6 min) · Today, 14:13
Inter / Fiorentina	eSoccer / Coppa Italia (2x6 min)	2026-11-19 10:13 UTC	1x2 [1 = 1.39; draw = 4.10; 2 = 6.70] · Total · over 3.52.35 · under 3.51.50MexicoLiga MX (2x6 min) · Today, 14:14
Tigres / CF Monterrey	eSoccer / Liga MX (2x6 min)	2026-11-19 10:14 UTC	1x2 [1 = 2.40; draw = 3.40; 2 = 2.50] · Total · over 3.52.10 · under 3.51.65InternationalFIFA Club World Cup (2x6 min) · Today, 14:14
FC Bayern Munich / Boca Juniors	eSoccer / FIFA Club World Cup (2x6 min)	2026-11-19 10:14 UTC	1x2 [1 = 2.50; draw = 2.35; 2 = 3.70] · Total · over 1.52.40 · under 1.51.50InternationalAfrica Cup of Nations (2x4 min) · Today, 14:14
Angola / Uganda	eSoccer / Africa Cup of Nations (2x4 min)	2026-11-19 10:14 UTC	1x2 [1 = 1.60; draw = 3.40; 2 = 5.10] · Total · over 2.52.25 · under 2.51.55FranceLigue 1 (2x6 min) · Today, 14:16
Stade Brestois / Stade de Reims	eSoccer / Ligue 1 (2x6 min)	2026-11-19 10:16 UTC	1x2 [1 = 2.85; draw = 2.10; 2 = 3.60] · Total · over 0.51.39 · under 0.52.75BelgiumJupiler Pro League (2x4 min) · Today, 14:16
RSC Charleroi / FCV Dender	eSoccer / Jupiler Pro League (2x4 min)	2026-11-19 10:16 UTC	1x2 [1 = 3.70; draw = 2.00; 2 = 3.05] · Total · over 0.51.46 · under 0.52.551 - 24 of 57

Confirmed information about the bookmaker

- The actual availability of cashout for a specific event, real bet placement, free/paid mode, and successful execution of bets or payouts have been verified. Bets and odds in the saved data are observations 19.11.2026.
- The applicability of configuration RO/EUR to other territories and currencies, including PLN, is confirmed for the respective territories and currencies.

Additions on the sports interface, readable in the screenshots

Source: visible operator screens 19.11.2026, not a personal bet. Fragments differing from the text/structure were preserved, as was the context of their event; OCR figures without a link to an event were not included in the table. Dynamic values changed between captures.

Additional banners of the sports section

- Sports Missions: «Start completing a whole week's worth of sports missions to get a range of prizes, from freebets to no-risk bets and more!» — 16.11.2026–22.11.2026; T&Cs apply. The additional terms of this separate banner itself are confirmed.
- Pick your bonus: up to €500, choice of 35% freebet with code `26FRB35` or 35% no-risk bet with code `26NRB35`; deposit from €20. Banner terms, additional limits and wagering are confirmed.
- The Sports Cashback block shows the return on bets for the previous week; the percentage depends on the loyalty level.
- Sports Welcome Package €450 — marketing banner; separate terms are provided in the bonus section.
- Play Tracker contains the label Powered by BETBY; a single screen displays 15 SEC, and the duration refers to the visible timer, not the total guaranteed time.

Additional sport counters

Sport	Additional observed values
American Football	109
Basketball	179, 180
Football	949, 950
Ice Hockey	161, 162, 163
Mixed Martial Arts	101, 102, 103
Tennis	354, 356, 357, 358

Sports and pre-match — Main parameters

Parameter	Meaning
Sports	Football, basketball, tennis, hockey, cricket, volleyball, handball and other disciplines. eSoccer, esports, Racing and virtual competitions are designated separately.
Leagues and competitions	The lineup has been saved for MLS, Bundesliga, Premier League, Serie A, NBA and EuroLeague. Examples MLS — Orlando City SC — FC Cincinnati and Seattle Sounders — Real Salt Lake.
Line volume	Overview snapshot 19.11.2026: the menu shows Football 949, Basketball 179, Tennis 357. These are the menu discipline counters at the time of the snapshot. The pre-match examples list positions starting 20–21.11 UTC.
Market depth	Orlando City SC — FC Cincinnati: five visible market groups from the overview slice — 1X2, To qualify, Double chance, Total 3,5 and Handicap ±1,5. The completeness of the card refers to this slice.
Types of bets	Under Betting Terms §§4.4.1–4.4.10: single, accumulator, system; also Trixie, Patent, Yankee, Canadian, Heinz, Super Heinz, and Goliath.
Bet Constructor	Bet Builder under §4.4.13 combines several markets of one event when the tab is available. Availability depends on the sport, event and market; in some cases the selection is included in an accumulator or system bet.
Coefficients	DECIMAL in configuration RO/EUR. Odds Settings is available; the verified scenario BR-CB-01 requires explicit confirmation of the new price upon revaluation.
Min. rate	0,10 EUR — the common minimum bet field in the saved configuration RO/EUR. Cashier minimums PLN and in-game bets have different conditions.
Max bet or payout	The operator sets the maximum bet by event, market, operator, or player (§7.2). The special Boost Odd has a winnings limit of 10 000 EUR (§8.4); the configuration maximum 20 refers to the number of selections.
Esports	The eSports section shows Counter-Strike, Dota 2, Valorant, Overwatch 2 and other disciplines; the rules for CS2, Dota 2 and Valorant are kept separately.
Calculation and return	Single bet winnings — stake × accepted odds. For a started interrupted event not completed within 48 hours, void applies under §5.5 with exceptions; for a void outcome of a verified accumulator, the coefficient is 1,00.
Live mode	Sports → Live; a line of events during matches with markets available at the time of the snapshot. Upcoming shows future fixtures.

Sports and Pre-match — Additional Parameters

Parameter	Meaning
Margin 1X2 at one moment	Orlando City SC — FC Cincinnati, 1X2 on the line 2,40 / 3,85 / 2,60 in Sports Overview 19.11.2026: overround 6,1022%.
Virtual sports	Virtual football (VFLM, VFWC), basketball (VBL), horse racing and greyhound racing are described in Virtual Sports Rules with their own schedule and market types.
Predictions	Predictions / SlotBets — a separate showcase. In the snapshot 1–12 out of 191 positions, categories Politics, Business & Tech, Sport and others; Probability / Odds switches the display form.

Pre-match and live — Main parameters

Parameter	Meaning
Sports	Football, basketball, tennis, hockey, volleyball, cricket and other sports; separate categories Esports, Racing, eSoccer and virtual competitions.
Pre-match and live	Prematch in Upcoming and Overview, live in Sports → Live. Formats are shown in a single sports interface with different event cards.
Market depth	Prematch Orlando — FC Cincinnati: five visible groups 1X2, To qualify, Double chance, Total 3,5, Handicap ±1,5; live Queensland — Wollongong: four groups at the 55th minute.
Coupon types	Single, accumulator and system bets under §§4.4.1–4.4.3; special combinations are listed below in §4.4.
Special markets	Bet Builder combines outcomes of one match when the tab is available. Visible markets include To qualify and Winner incl. overtime. 1X2 of the full match accounts for regulation time.
Min. rate	0,10 EUR — general minimum of the sports configuration RO/EUR. The allowance of a specific amount depends on the betslip and the market.
Bet or payout	§7.2: the maximum bet may depend on the market, event, or player. For the separate Boost Odd mode §8.4, the maximum win is stated as 10 000 EUR.
Coefficients	Decimal format RO/EUR. Verified episodes BR-CB-01 and BR-LIVE-01 use explicit consent for the new price.
Statistics and broadcasts	Live shows the score, period and time; Match Center uses Statscore/Betgenius data per configuration. A specific event offer is used for the broadcast.
Live delay	In BR-LIVE-01, confirmed acceptance via 5,50 with at an unchanged price. Submission and acceptance have their own timestamps.
Cash Out	Cash Out under §4.4.12 is available when the bookmaker has generated an offer. In the check, a full BR-CO-01 is valued at 25,50 EUR, a partial BR-CO-02 closes half the position for 12,75 EUR.
Calculation and cancellation	The winnings of a single bet are calculated at the accepted price. For an interrupted match, the general window of 48 hours applies, with exceptions. BR-CB-01 with all selections winning gives 94,13 EUR of the base calculation. The formal threshold 1,50 gives 0,00 EUR Boost. At the confirmed interface threshold 1,30, 3,77 EUR are credited separately, totaling 97,90 EUR. In the void under consideration, there is no surcharge in either branch.
Esports	Counter-Strike 2, Dota 2, and Valorant are separate disciplines. PGL Major Singapore 2026, BLAST SLAM IX, and DreamLeague Division 2 S5 appear in the esports materials.
Virtual sports	Virtual football, basketball, horse racing and greyhound racing are treated as standalone products in the Virtual Sports Rules.

Esports — Main parameters

Parameter	Meaning
Esports accessibility	In the saved sports showcase there is an Esports tab and a separate section slice. The betting configuration is recorded in RO/EUR; access to a separate market is determined by its own card.
Disciplines	Counter-Strike, Dota 2, Valorant, Overwatch 2, WarCraft III, FC 27, Crossfire, World of Tanks, Brawl Stars and other disciplines from the Esports slice.
Tournaments and formats	CS2 — PGL Major Singapore 2026, Ranked Episode 6, CCT Europe 2026 Series #14; Dota 2 — BLAST SLAM IX, DreamLeague Division 2 S5. For CS2 and Valorant, the rules distinguish MR8/MR12.
Number of events	On the e_sport/300 snapshot from 19.11.2026, category counters within Esports: Counter-Strike 36, Dota 2 — 12, Valorant 4; these are menu values at a single moment.
Pre-match and live	The eSports rules include standard match/map markets and separate provisions on stopping live offers. In the snapshot, the eSoccer format Borussia Dortmund — Eintracht Frankfurt is displayed in Upcoming.
Betting markets	Official result of the match or map in eSports §1.1; in CS2, map markets, match markets and side markets are listed separately. GamerLegion — Inner Circle is shown in the public feed with a Winner selection.
Odds formats	The sports profile RO/EUR uses DECIMAL; the esports entry may be part of a general accumulator with a decimal price.
Bid limits	The minimum 0,10 EUR applies to the general RO/EUR profile. The actual maximum range for an esports single bet is set by the event/market (§7.2).
Broadcasts and match center	For eSports §1.1, the settlement uses the official result from the official video or game stream. Play Tracker is a betting interface tool with card coverage.
Calculation rules	For eSports §§1.3, 1.10, 1.11: if postponed without a new schedule within 24 hours of the scheduled start — void, overtime is included unless the market specifies otherwise, a change of format may lead to void.

Esports — Additional parameters

Parameter	Meaning
Margin	In the available full 1X2 eSoccer Borussia Dortmund — Eintracht Frankfurt (Bundesliga 2×6 min), the odds 2,20 / 3,50 / 2,75 give 10,3896% overround. In Counter-Strike GamerLegion Winner is recorded as one selection with its own odds.
Market depth	On the same eSoccer event, two groups are visible: 1X2 and total 3,5 for 1,85/1,85. In the cited Counter-Strike GamerLegion — Inner Circle card in Bets Feed, one Winner selected in the accumulator is visible.