IV. Esports solution betting rules

1. General Rules

1.1 General Provisions

1.1.1. The Sportsbook reserves the right to cancel any Bet placed on a Market with incorrect Odds (including but not limited to typographical errors, technical/back-office errors, or obvious pricing mistakes), as well as Bets placed after the Event has started, or during technical malfunctions.

1.1.2. All Bets will be settled once the outcome of the relevant Market has been unconditionally determined.

1.1.3. The availability of video streaming or archive is not guaranteed.

1.1.4. Terms of Section III do not apply to Esports mentioned in this section IV.

1.2 Market Definitions

1.2.1 Match (1X2)

A Market where it is possible to bet on the outcome of a match or event.

- **1** — Home team or the team listed on the left
- **X** — Draw (if applicable)
- **2** — Away team or the team listed on the right

1.2.2 Correct Score

A Market where it is possible to bet on the exact score (partial or final) of a match or event.

1.2.3 Over/Under (Totals)

A Market where it is possible to bet on whether the total number of predefined occurrences (e.g., goals, points, corners, rebounds, penalty minutes, etc.) will be over or under the Line specified in the Market description.

If the total number of occurrences equals the betting Line specified in the Market description, Bet on that Market will be **Void**.

Example: If the Line is 128.0 points and the match ends 64–64 (total 128), all affected Bets are Void.

1.2.4 Odd/Even

A Market where it is possible to bet on whether the total number of predefined occurrences is:

- **Odd** — 1, 3, 5, etc.
- **Even** — 0, 2, 4, etc.

Zero is considered an even number.

1.2.5 Half Time / Full Time

A Market where it is possible to bet on the result at halftime and the final result.

Example: If the halftime score is 1–0 and the final score is 1–1, the winning outcome is **1/X**.

If the match format differs from the structure described in the Market (e.g., not played in two halves), all affected Bets will be Void.

1.2.6 Period Betting

A Market where it is possible to bet on the outcome of a specific period within a match/event.

1.2.7 Draw No Bet (DNB)

A Market where it is possible to bet on either “1” or “2” only.

If the match ends in a draw, the Bet on this Market will be Void.

1.2.8 Handicap

A Market where the listed handicap is added to or subtracted from the final score for settlement purposes.

If the adjusted result equals the handicap Line mentioned in the Market description, all affected Bets will be Void.

1.2.9 Asian Handicap

Example: Home Team (-1.75) vs Away Team (+1.75).

The stake is split equally into two Bets:

- (-1.5) and (-2.0) for the favorite
- (+1.5) and (+2.0) for the underdog

Settlement example:

- Win by 3+ goals → Full win
- Win by exactly 2 goals → Half win (one part wins, one part refunded)
- Win by 1 goal or less / draw / loss → Full loss

1.2.10 Double Chance

A Market where it is possible to bet on two outcomes simultaneously:

- **1X** — Home win or draw
- **12** — Home win or away win
- **X2** — Draw or away win

1.2.11 Team to Score First and Win

The selected team must score the first goal and win the match.

If no goals are scored, Bets on all affected Markets will be Void.

1.2.12 Quarter / Half / Period X (Score During Period)

Refers strictly to events occurring within the specified period only. Does not include results from other periods.

If the match format differs from the listed format, Bets on affected Markets will be Void.

1.2.13 Result at End of Quarter / Half / Period X

Refers to the cumulative result at the end of the specified timeframe, including all previous periods.

1.2.14 Race to X Points / Goals

Refers to the team or participant who first reaches the specified number.

If the listed total is not reached within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

1.2.15 Winner of Point X / Goal X

Refers to the participant who scores the specified point/goal.

If the event does not occur within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

1.2.16 Team to Win All Halves/Periods

The listed team must score more goals/points than the opponent in each specified half/period.

2. eSports Rules

2.1 eSoccer

Match Format

Two halves of:

- 2×3 minutes
- 2×4 minutes
- 2×6 minutes
- 2×15 minutes

Includes injury time. Excludes Overtime and penalties, unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules.

Under the **gP (Gaming Pulse)** market rules points are calculated based on in-game performance: scoring a **Goal** awards **+1.0** point, while a **Shot** awards **+0.2** points.

Result Page: Betby Games Almanac

2.2 eSoccer: Volta

Match Format

Two halves of 3 minutes each. Includes injury time and Overtime. Excludes penalty shootouts.

Settlement

Markets do not consider Overtime, unless otherwise stated.

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.3 eSoccer: Penalty

Match Format

5 penalty shots per team. If tied after 5 shots each — sudden death applies.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.4 eSoccer: X-Battle FC

Match Format

Two halves of 30 seconds each. Overtime is not included.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.5 eBasketball

Match Format

4 quarters of 6 minutes each. Overtime is not included, unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.6 eBasketball: Blitz

Match Format

1 quarter of 1 minute. Overtime is not included.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.7 eFighting

Applies to:

- Injustice — Betby Games Almanac

- Mortal Kombat — Betby Games Almanac

2.7.1 Match Outcome Markets

Winner Bet on the character who wins the overall fight.

2.7.2 Market Definitions

Health Bar Each fighter has two (2) health bars. The second health bar becomes active only after the first health bar has been fully depleted.

First Damage Bet on the first successful attack landed during the match.

Clash A special in-fight mechanic where both fighters engage in a challenge to recover health. The outcome of a Clash may be:

- Won by Fighter A
- Won by Fighter B
- End in a draw

Supermove A rare and powerful move unique to each character, executed under specific in-game conditions.

Will There Be Mercy Refers to whether the “Mercy” mechanic is performed — a situation where one fighter intentionally spares the opponent instead of immediately finishing the fight.

Finish Him Method Refers to the method by which the opponent is defeated. This may include, but is not limited to:

- Fatality
- Brutality
- Regular hit
- Other officially recognized finishing mechanics

Winner HP Left Refers to the amount of remaining health of the winning character at the end of the match.

Settlement

Bets on all Markets are settled according to official in-game results and General Rules.

2.8 eCricket

Match Format

2 innings (5 overs per innings, 6 deliveries per over).

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.9 eCricket: Super Over

Match Format

1 over per team.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.10 eCricket: X-Battle Bats

Match Format

10 rounds (1 hit per round). No extra innings.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.11 eShooter: CS2 (MR15)

Match Format

First team to reach 8 rounds wins.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.12 eShooter: CS2 (BO3)

Match Format

Best of 3 maps (first to 2 wins).

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.13 eHorse Racing

Match Format

8–24 runners. Distance: 800–3200 meters.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.14 eTennis

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.15 eVolleyball

Match Format

1 set to 25 points.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.16 eBoxing

Match Format

1 round of 2 minutes.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.17 eKabaddi

Match Format

2 halves of 5 minutes each.

Settlement

Bets on all Markets are settled according to the General Rules. **Result Page:** Betby Games Almanac

2.18 eVaquejada

Match Format

4 rounds (4 attempts each).

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.19 eMMA

Match Format

1 round.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.20 eAmerican Football

Match Format

4 quarters of 2 minutes each. Overtime is not included, unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules. **Result Page:** Betby Games Almanac

2.21 eFootvolley

Match Format

Best of 3 sets (first to 2 sets), each set to 11 points.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.22 eTeqball

Match Format

Best of 3 sets (first to 2 sets), each set to 12 points.

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac

2.23 eIce Hockey

Match Format

3 periods of 3 minutes each. Overtime is not included unless otherwise stated.

Settlement

Bets on all Markets are settled according to the General Rules. Under the **gP (Gaming Pulse)** market rules points are calculated based on in-game performance: scoring a **Goal** awards **+1.0** point, while a **Shot** awards **+0.2** points.

Result Page: Betby Games Almanac

2.24 eTable Tennis

Formats

- Best of 5 sets (first to 3), 11 points per set (with balance)
- Best of 7 sets (first to 4), 7 points per set (no balance)

Settlement

Bets on all Markets are settled according to the General Rules.

Result Page: Betby Games Almanac