MyStake: innings, football and discipline markets

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Baseball and innings

The baseball definitions distinguish regular innings from match markets including extra innings. They cover winner/result, winner+total, parity, extra-inning occurrence, Asian/European handicap, total and home/away totals, run ranges, over/exact/under, indexed next run, race to runs and winning margin. The margin wording itself says one, two or three-plus “in innings”; that label is preserved rather than converted. Live remainder examples move from 3:2 to 3:3 and describe changed prices.

Highest-scoring inning and exact runs in that inning use the first nine innings; a separate market asks which team produces that highest inning score. The home team batting in inning nine is another event. The first-four-plus-top-of-fifth scope means nine half-innings and differs from five complete innings. Each has result, handicap, total and home/away totals. Individual innings 1–8 have totals; X-inning result, X-to-Y inning total and most innings won (including extras) are separately listed.

Football goals and combined markets

Regular-time match and half markets cover result, exact score including “other”, exact goals/multigoals, parity, home/away goals, first/last team to score, clean sheets, both teams scoring, both teams scoring in each half, a team scoring in both halves, winning either/both halves or winning to nil. Combined markets require the stated result/double-chance plus goals/total/both-score conditions together. The first-half double-chance+both-score description once says match regular time rather than first half. Later “team win and total over/under” labels use “or” in their descriptions. Those wording conflicts are not resolved into a new settlement rule.

Away-no-bet returns the stake on an away win and otherwise offers home/draw; home-no-bet does the reverse. Both-half over/under labels use 1.5. Goal intervals are ten-minute and fifteen-minute versions. The first-ten-minute result is 00:00–09:59. Further labels include expected total/supremacy, exact home/away goals 3+, halftime/fulltime exact score and first goal+match result. Win method can be first/second half of regular time, first/second half of extra time or shootout.

Scorer participation and corners

Anytime-scorer bets are void only when the player does not participate at all. A substituted starter or substitute entering the pitch remains a participant; leaving for any reason does not invalidate the bet, which loses if no goal was scored. Last-goalscorer excludes own goals. Corner markets count a corner when taken, not awarded, and exclude an awarded corner never played because time runs out. That timing applies to both live and pre-match records.

Corner variants include match/first-half total, exact/range for team or both teams, most corners, Asian handicap, odd/even, first corner and last corner. Team and half scopes stay separate. Zero corners is even.

Cards and discipline

Card markets exclude bench cards. The source counts a direct red as two yellow cards for card-count markets. Card-point markets separately assign ten points to yellow and 25 to red, with a maximum 35 points for one player. Match and first-half variants include exact/total/range points, exact/total cards, most cards, team exact cards, first card, any red and a home/away red. The count and point systems are not interchanged.

Extra time, shootouts and live remainder

Extra-time occurrence wins after at least one minute even if then abandoned; appointed but unstarted extra time uses the stated 48-hour live and 24-hour pre-match window. Extra-time+goal requires both events. Shootout occurrence, winner and indexed next kick are separately offered. Live remainder markets use the score from the selected point onward; correct-score outcomes shift with the current score. Overtime-only remainder and next-goal are different from the whole-match markets.

Recorded innings, football, card and boxing labels

Recorded labels retain their product or market identity. Repeated names can represent separate page appearances; isolated numeric tokens are not assigned to missing events or players. Read the explanations in this volume for settlement scope.

Recorded label	Recorded label
Who will score {X} point of the match? (incl. overtime)	Match winner (incl. extra innings)
Match winner and Totals (incl. extra innings)	Odd/Even runs (incl. extra innings)
Will there be an extra inning	Handicap (incl. extra innings)
Total (incl. extra innings)	The total amount of runs (points) in the match (including extra innings)
Totals	Awayteam total (incl. extra innings)
Hometeam total (incl. extra innings)	Final Result
Which team wins the rest of the match {Z} (incl. extra innings)	Which team gets highest score for inning
Bet on the team with the highest scoring inning. (first nine innings)	Exact runs in highest scoring inning
Winning margin (incl. extra innings)	Who scores next {Z} run (incl. extra innings)
Race to {Z} runs (incl. extra innings)	Hometeam to bat in 9th inning

Recorded label	Recorded label
Match result and Total (incl. extra innings)	Innings 1 to 5th top - Result
Innings 1 to 5th top - Handicap	Innings 1 to 5th top - Total
Innings 1 to 5 - Result	Innings 1 to 5 - Handicap
Innings 1 to 5 - Total	Innings 1 to 5 - Hometeam total
Innings 1 to 5 - Awayteam total	{X} inning - Result
1st inning - Total	2nd inning - Total
3rd inning - Total	4th inning - Total
5th inning - Total	6th inning - Total
7th inning - Total	8th inning - Total
Innings 1 to 5th top - Hometeam total	Innings 1 to 5th top - Awayteam total
Handicap (1X2) (incl. extra innings)	Which team wins more innings
Run range (incl. extra innings)	Total (over-exact-under) (incl. extra innings)
Highest scoring inning	Total runs for innings from {X} to {Y}
1st half - Cards point range	1st half - Awayteam exact corners
1st half - Awayteam red card	1st half - Both teams to score
1st half - Awayteam clean sheet	1st half - Hometeam clean sheet
1st half - Corner handicap	1st half - Most corners
1st half - Corners odd/even	1st half - Corner range
1st half - Correct score	1st Half - Correct Score
1st half - Double chance & both teams to score	1st half - Exact cards
1st half – Exact goals	The exact number of goals in the first half
1st half - First corner	1st half - First card
1st half - First team to score	1st half - Hometeam exact corners

Recorded label	Recorded label
1st half - Hometeam red card	1st half - Last corner
1st half - Most cards	1st half - Multigoals
1st half - Awayteam exact cards	1st half - Hometeam exact cards
1st half - Odd/Even goals	1st half - Red card
1st half - Total corners	1st half - Total card points
1st half - Total cards	2nd half - Total
2nd half - Both teams to score	2nd half - Awayteam clean sheet
2nd half - Hometeam clean sheet	2nd half - Correct score
The exact score of the second half of the game	2nd half - Double chance & both teams to score
2nd half - Handicap (1X2)	2nd half - First team to score
2nd half - Result & both teams to score	2nd half - Result & total
2nd half - Multigoals	2nd half - Odd/Even goals
2nd half - Exact goals	2nd Half - Total
2nd half - Awayteam total	2nd half - Hometeam total
Card range points	Anytime goalscorer
Awayteam no bet	Awayteam corner range
Awayteam red card	Awayteam to score in both halves
Awayteam wins both halves	Awayteam wins any of the halves
Awayteam wins to nil	Both half goals over 1.5
Both half goals under 1.5	Total & both teams to score
1st / 2nd half both teams to score	Clean sheet awayteam
Clean sheet hometeam	Corner handicap
Most corners	Corners odd/even
Corner range	Correct Score (incl other)

Recorded label	Recorded label
The exact score of the match in the regular time	Correct score (incl. other)
Correct Score	Double chance & 1st half both teams score
Double chance & 2nd half both teams score	Double chance & total goals
Exact cards	Expected Total and Supremacy
00:00 - 09:59 min. - Result	First corner
First goal interval	First goalscorer
1st half - Result & both teams to score	The Regular Time first half result and amount of scored goals
First card	First team to score
Awayteam exact goals 3+	Hometeam exact goals 3+
Halftime/Fulltime correct score	Hometeam no bet
Hometeam corner range	Hometeam red card
Hometeam to score in both halves	Hometeam wins both halves
Hometeam wins any of the halves	Hometeam wins to nil
Last corner	Last goalscorer
Most cards	Match result + Total goals
First goal & match result	Multigoals
Multigoals awayteam	Multigoals hometeam
Multiscores	Awayteam exact cards
Hometeam exact cards	Awayteam odd/even
Hometeam odd/even	Extratime and goal
Will there be an extra time	Will there be a penalty shootout
Red card	Total corners
Exact quantity of total goals scored (regular time)	Exact amount of goals scored (regular time)

Recorded label	Recorded label
Total card points	Total cards
Awayteam total goals	Hometeam total goals
Which team to score	The total amount of goals scored in the game (regular time)
Double result (Round / Match winner)	To win inside distance first boxer
To win inside distance second boxer	Both fighters will be sent to knockdown
First boxer to be knocked down and win	Second boxer to be knocked down and win
1st boxer will win with points	2nd boxer will win with points
How to win the fight 1st boxer	How to win the fight 2nd boxer
In which round will the 1st boxer win	In which round will the 2nd boxer win
In which round will the fight end	Exact winning method
Will the fight go the distance	Winner & round range