MyStake: team, combat and period market definitions

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How the market families are separated

This volume describes MyStake sportsbook definitions from the supplied base. Points, goals, tries, frames, games and runs retain their own sports context. Regular time excludes extra phases unless the title expressly includes overtime, penalties or extra innings. A result can include a draw; a two-outcome Asian handicap applies the stated advantage to the chosen side, while a European/1X2 handicap includes a draw outcome. Draw-no-bet returns the stake on a draw in the stated period. Double chance combines home/draw, home/away or draw/away. Odd/even treats zero as even where stated. Totals, exact totals, ranges and over/exact/under are separate market formats.

Combat markets

The fight definitions cover winner/result, inside-distance victory for either fighter, points victory, method (KO, TKO, disqualification or submission), ending round, a fighter's winning round or points, submission/KO-TKO-DQ by round, winner plus exact rounds, significant strikes and takedowns for each fighter, head-to-head, championship/short-term outrights and podium finish. A fight-over-first-60-seconds market concerns the first minute of round one. The 1.5-round example divides round two at 2:30: over begins at 2:30, under ends at 2:29.

The later boxing definitions count a round stopped by surrender or knockout as completed. They add first-round/match-result combinations, both fighters knocked down, a boxer knocked down then winning, points wins, winner with a round range and going the distance. Listed methods include KO, TKO, referee decision, split/majority/unanimous decision, disqualification and retirement, with some yes/no variants. The "Second boxer to be knocked down and win" description instead says first boxer; that source mismatch remains unresolved.

Basketball and other point-based team markets

First and second halves and each of quarters 1–4 have result, draw-no-bet, handicap, odd/even and total-point variants. Home/away team totals and double chance are also listed for both halves and all four quarters. Full-match and second-half variants explicitly including overtime remain distinct from regular-time versions; later definitions add fourth-quarter overtime variants. The source's "2nd half - Total points" description once specifies away-team points, and its "4th quarter - Total points (incl. Overtime)" description says first quarter. These label/description mismatches are not resolved by changing the period.

Other markets are halftime/fulltime, most productive quarter or half, total in highest/lowest scoring quarter, winner plus total, overtime occurrence, point range and over/exact/under, winning margin, first/last timeout, first/last foul, first rebound, first/last scoring team and first/last scoring method (two-pointer, three-pointer or free throw). Free throws, two-pointers, three-pointers and rebounds each have total, handicap and home/away counts. The source also lists team with highest-scoring quarter, with a draw option.

Races target 5, 10, 20, 30, 40 or 50 regular-time points; parameterised races/next-point markets use X or Z, with quarter-specific and overtime-inclusive versions. Jump-ball winner is defined as the starting team. AAMS regular-time matchbet asks for a home/away win by 6+ or another score; AAMS total uses regular-time points. Period AAMS labels and quarter race markets are retained in the label register.

Goal-based halves and periods

Goal markets cover match/half result, combined result+total, correct score, goal parity, home/away totals, first/last scoring team, both teams to score, total ranges, winning margins and the highest-scoring team/half. One margin family uses 1–5, 6–10, over ten or draw. A period family uses one, two, three-plus or draw. Periods 1–3 each list result, both teams to score, double chance, draw-no-bet, first/last goal, Asian handicap, odd/even and total. European period handicap, exact period score/goals, home/away totals and which team scores are also offered.

Overtime-only result, handicap, total and next-goal markets are separate from full-match markets including overtime and penalties. For “will there be overtime”, one minute of overtime is enough to win even if play is later postponed/cancelled. If appointed overtime never starts, the stated waiting window is 48 hours for live bets and 24 hours pre-match; play after that window loses the bet. Full-match variants including overtime/penalties cover winner, Asian/European handicap, total, exact goals/score, parity, home/away totals and clean sheets, result+total, result+both-score and result+first goal.

Period-combination markets pair first-period result with either regular-time final result or a final result including overtime/penalties. They also ask whether a team wins every one of three periods, wins any period or scores in every period; whether every period is over/under a parameter; and which period is most productive for each side. Rest-of-period or rest-of-overtime live markets reset the prediction to the remaining segment. Overtime home-no-bet/away-no-bet refunds when the named side wins; the overtime draw-no-bet passage itself mentions a regular-time draw, an unresolved scope mismatch.

Recorded combat, points and goal-market 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
To win inside distance	To win inside distance by first fighter
To win inside distance by second fighter	Point victory by first fighter
Point victory by second fighter	Fight over first 60 seconds of 1st round
Winning method by first fighter	Winning method by second fighter
Winning method	In which round fight ends
Round the fight will be won by first fighter	Round the fight will be won by second fighter
In which round will the first fighter win by submission	In which round will the second fighter win by submission

Recorded label	Recorded label
In which round will the first fighter win by KO/TKO/DQ	In which round will the second fighter win by KO/TKO/DQ
The winner will be by points	The winner of the match is decided by points. (All rounds are held)
Winner & exact rounds	Significant strikes
1st fighter significants strikes	2nd fighter significants strikes
Takedowns	1st fighter takedowns
2nd fighter takedowns	Head2head
1st half - Result	1st half - Draw no bet
1st half - Odd/Even	1st half - Handicap
1st half - Total points	1st quarter - Result
1st quarter - Draw no bet	1st quarter - Odd/Even points
1st quarter - Handicap	1st quarter - Total points
Match winner (incl. overtime)	2nd half - Result
2nd half - Draw no bet	2nd half - Total points odd/even
2nd half - Handicap	2nd half - Total points
2nd quarter - Result	2nd quarter - Draw no bet
2nd quarter - Odd/Even points	2nd quarter - Handicap
2nd quarter - Total points	3rd quarter - Result
3rd quarter - Draw no bet	3rd quarter - Odd/Even points
3rd quarter - Handicap	3rd quarter - Total points
4th quarter - Result	4th quarter - Draw no bet
4th quarter - Odd/Even points	4th quarter - Handicap
4th quarter - Total points	Halftime/Fulltime
Highest scoring quarter	Match winner & total (incl. overtime)
Odd/Even (incl. overtime)	Will there be overtime

Recorded label	Recorded label
Handicap (incl. overtime)	Total points(over-exact-under)
Point range (regular time)	Total points (incl. overtime)
Awayteam total points (incl. overtime)	Hometeam total points (incl. overtime)
Winning Margins	Total points
Draw no bet	Odd/Even
Matchbet AAMS regular time	Total AAMS regular time
Who scores next {X} points (incl. overtime)	Which team wins the jump ball
Race to {Z} points (incl. overtime)	Matchbet AAMS for first period
Total AAMS for first period	1st quarter - Race to {Z} points
2nd quarter - Odd/Even	Matchbet AAMS for second period
Total AAMS for second period	2nd quarter - Race to {Z} points
Matchbet AAMS for third period	Total AAMS for third period
3rd quarter - Race to {Z} points	Matchbet AAMS for fourth period
Total AAMS for fourth period	4th quarter - Race to {Z} points
Hometeam total points	Awayteam total points
2nd half - Result (incl. overtime)	2nd half - Draw no bet (incl. overtime)
2nd half - Handicap (incl. overtime)	2nd half - Total points (incl. overtime)
2nd Half - Odd/Even (incl. overtime)	Double chance
1st half - Double chance	1st half - Hometeam total points
1st half - Awayteam total points	2nd half - Double chance
2nd half - Hometeam total points	2nd half - Awayteam total points
1st quarter - Double chance	1st quarter - Hometeam total points
1st quarter - Awayteam total points	2nd quarter - Double chance
3rd quarter - Double chance	2nd quarter - Hometeam total points

Recorded label	Recorded label
2nd quarter - Awayteam total points	3rd quarter - Hometeam total points
3rd quarter - Awayteam total points	4th quarter - Double chance
4th quarter - Hometeam total points	4th quarter - Awayteam total points
5 points race	10 points race
20 points race	30 points race
40 points race	50 points race
Highest scoring quarter Total	Lowest scoring quarter Total
First time-out	Last time-out
First foul	Last foul
First rebound	First to score points
To score the last points	The first points to be scored by
The last points to be scored by	To score the first two-pointer
To score the last two-pointer	To score the first three-pointer
To score the last three-pointer	To score the first free-throw
To score the last free-throw	Highest scoring half
Free throws scored handicap	Free throws scored total
First team free throws scored	Second team Free throws scored
Two-pointer scored handicap	Two-pointer scored total
First team two-pointer scored	Second team two-pointer scored
Three-pointer scored handicap	Three-pointer scored total
Hometeam three-pointer scored	Awayteam three-pointer scored
Rebounds handicap	Rebounds total
Hometeam rebounds	Awayteam rebounds
1st half - Odd / Even	1st half - Total

Recorded label	Recorded label
2nd Half - Odd / Even	Match result & total
Odd / Even goals	Winning margin
Handicap (1 X 2)	1st Half - Result
1st half - Handicap (1X2)	Who scores {Z} goal (incl. overtime)
Race to {Z} goal (incl. overtime)	Highest scoring team in either half
Overtime - Total	Match winner (incl. overtime and penalties)
Overtime - Handicap	Total hometeam
Total awayteam	1st half - Hometeam total
1st half - Awayteam total	Halftime/fulltime
Awayteam highest scoring half	Hometeam highest scoring half
1st half - Result & total	1st half - Winning margins
Total range	1st half - Total range
Hometeam total range	Awayteam total range
1st period - Result	1st period - Both teams to score
1st period - Double chance	1st period - Draw no bet
1st period - First team to score	1st period - Handicap
1st period - Last team to score	1st period - Odd/Even goals
1st period – Total	2nd period - Result
2nd period - Both teams to score	2nd period - Double chance
2nd period - Draw no bet	2nd period - First team to score
2nd period - Handicap	2nd period - Last team to score
2nd period - Odd/Even goals	2nd period – Total
Match winner (incl. OT & pen.)	3rd period - Result
3rd period - Both teams to score	3rd period - Double chance

Recorded label	Recorded label
3rd Period - Draw no bet	3rd period - First team to score
3rd period - Handicap	3rd period - Last team to score
3rd period - Odd/Even goals	3rd period - Total
First team to Score	Handicap (incl. OT & pen.)
Highest scoring period	Last team to score
Match result and total	Odd/Even goals (Inc. OT & Pen.)
Total (incl. OT & pen.)	Winning margins
Handicap (1X2) (incl. OT & pen.)	Correct Frame Score (best of 11 frames)

Additional point and overtime 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
Penalty shootout - {Z} next goal	Penalty shootout - Winner
Home team will win and total under	Home team will win and total over
Away team will win and total over	Away team will win and total under
2nd Half - Double chance	2nd half - Total Goals
1st half - Awayteam total points odd/even	1st half - Hometeam total points odd/even
1st half - Total points odd/even	Bet on the winner of the match. (including overtime)
2nd half – Draw no bet	2nd half - Draw no bet (incl. Overtime)
2nd half - Handicap (incl. Overtime)	2nd Half - Total points (incl. Overtime)
3rd Quarter - Draw no bet	Match result (incl. Overtime)
4th quarter - Result (incl. overtime)	4th quarter - Draw no bet (incl. Overtime)
4th quarter - Handicap (incl. Overtime)	4th quarter - Total points (incl. Overtime)

Recorded label	Recorded label
Draw no bet (incl. Overtime)	Awayteam odd/even points
Awayteam odd/even points (incl. Overtime)	Hometeam odd/even points
Hometeam odd/even points (incl. Overtime)	Odd/Even points
Odd/Even Points (incl. Overtime)	

Additional period and combined-market 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
Hometeam exact goals (Inc. OT & Pen.)	Awayteam exact goals
Awayteam exact goals (Inc. OT & Pen.)	Correct score (Inc. OT & Pen.)
Hometeam total (incl. OT & pen.)	Awayteam total (incl. OT & pen.)
Hometeam clean sheet	Hometeam clean sheet (Inc. OT & Pen.)
Awayteam clean sheet (Inc. OT & Pen.)	Which team to score (Inc. OT & Pen.)
Match result & total (Inc. OT & Pen.)	Match result & both teams to score (Inc. OT & Pen.)
Matchbet and 1st goal	Matchbet and 1st goal, including overtime and penalties
Exact goals (incl. OT & pen.)	3rd period - Odd/Even
Who wins the rest of the match (OT only!)? {Z}	Penalty shootout - Next goal {Z}
Winning margins (incl. OT & pen.)	{X} period - Result
{X} period - Handicap (1X2)	Asian total for {X} period
{X} period - Next goal {Z}	{X} period - Double chance
{X} period - Correct score	Goals home team for {X} period
Goals away team for {X} period	{X} period - Hometeam total

Recorded label	Recorded label
{X} period - Awayteam total	Team 2 To Score {X} period
Team 1 To Score {X} period	{X} period - Both teams to score
{X} period - Which team to score	Exact number of goals for {X} period
1st period - Total	Draw No Bet for first period
Who wins the rest of the first period? {Z}	1st period - Odd/Even
2nd period - Total	Draw no Bet for second period
Who wins the rest of the second period? {Z}	2nd period - Odd/Even
Draw No Bet for third period	1st period and Matchbet, including overtime and penalties
1st period and Matchbet	Hometeam to win all periods
Awayteam to win all periods	Hometeam win either period
Awayteam win either period	Hometeam to score in all periods
Awayteam to score in all periods	All periods over {h}
All periods under {h}	Hometeam highest scoring period
Awayteam highest scoring period	Overtime - Draw no bet
Overtime - Double chance	Overtime - Hometeam no bet
Overtime - Awayteam no bet	1st period - Hometeam total