Betify: American football periods, drives and props

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American football terms

This reference preserves the recorded Betify Betting Rules 2.0, active 06.08.2026. Glossary explanations support understanding; the detailed sport and market rules determine settlement.

Term	Meaning
Assisted / solo tackle	Several defenders stop the carrier / one does so unassisted. Total Tackles is their sum.
Drive	Offensive possession ending in a score, punt, turnover or half/game end.
Field goal / touchdown / safety	A successful kick through the posts for three points / carry or catch in the opponent end zone for six / offensive carrier tackled, or offensive foul committed, in its own end zone for two.
Fumble / interception	Loss of controlled possession before tackle/out-of-bounds / a defensive catch of an intended offensive pass, changing possession.
Natural conclusion	An outcome no remaining play can alter.
Overtime	Extra play following a regular-time tie.
Passing / receiving / rushing yards	Official net yardage through completed passes / receiving a forward pass / carrying from scrimmage, including handoff or quarterback scramble.
Punt	An offensive kick, usually fourth down, conceding possession downfield.

Term	Meaning
Runner	A player taking part in at least one down.
Sack	A defender tackles the quarterback behind scrimmage before a pass.
Turnover on downs	Failure to gain the required ten yards for new downs within four attempts.

Match and period rules

Overtime is excluded unless named. Rain/darkness interruptions keep unsettled bets pending until resumption, but the match must complete within the same NFL week: Thursday–Wednesday in local stadium time. Official cancellation or failure to resume within that schedule voids unsettled markets. Incorrect player/team names and materially odds-affecting displayed-time errors may void affected bets. TV and official association statistics, such as NFL.com, govern unless clearly wrong.

Quarter markets use only that quarter and exclude overtime. First half combines quarters one/two, second half three/four; second-half overtime requires express inclusion. Abandonment before the relevant quarter/half/match finishes voids unresolved markets; completed first-quarter totals or a confirmed Next

Touchdown remain settled. Two-way Money Line without a draw option refunds if a tie remains after any played overtime.

Team statistics

Touchdown totals for match/team/period count successful official touchdowns within the named timeframe. Field Goals Made counts only converted kicks, excluding misses and penalty-nullified scores; first-quarter totals use only that quarter. Both include overtime only if expressly named. Odd/Even points, touchdowns or other stats treats zero as even and follows the general overtime exclusion.

Player props

Player props use the official league box score, including NFL.com, and include overtime. At least one down qualifies, regardless of starting status; no appearance voids. Injury/disqualification after participation leaves bets standing on the recorded statistics. Pending player bets void if a cancelled, abandoned or postponed game does not resume within 48 hours of its original scheduled start, except naturally concluded outcomes. This player-specific window is distinct from the NFL-week match rule. Later official corrections after initial settlement do not resettle. Changed-venue player bets stand if the game is on its original date and home designation is unchanged.

At Least 50 Rushing Yards wins at 50, 51 or more. Whole-line equality, such as 50.0, refunds; a 50.5 line must win or lose. H2H 1v1 refunds on a tie; 1v2/1v3 requires the selected player to beat every listed opponent, with a tied highest result voiding. Standard Touchdown Scorer credits only the carrier/receiver in the end zone; a quarterback's thrown touchdown belongs to Passing Touchdowns, not their scorer total.

Passing/rushing/receiving yardage uses official net completions/carries/receptions respectively. Tackles and Assists uses solo plus assisted tackles. Sacks, interceptions and receptions use official counts, including half-sacks of 0.5 when recorded. Statistic Double/Triple means ten-plus or hundred-plus in the specified categories, for example 100+ rushing yards.

Drives and numbered touchdowns

First Offensive Drive starts with a snap from scrimmage and ends with score, punt, interception/fumble/turnover on downs, or half/game end. Team to Score on First Drive requires offensive touchdown or field goal; punt, turnover, safety or end of half gives No. First Drive Outcome separately offers offensive touchdown, field goal, punt and turnover; if half/game end interrupts it before a definite outcome, that outcome market voids. Kickoff/punt-return or defensive pick-six/fumble-return touchdowns are not that team's offensive drive, so settlement waits for its first scrimmage possession.

Team to Score Xth Touchdown settles on official confirmation. If the match ends or is abandoned before X, it voids: a fourth-touchdown market voids when only three occur. Next Touchdown Scorer including overtime voids if no further touchdown occurs. An unlisted scorer makes Other Player/Field win if offered; without it, specific market conditions determine official-data settlement or voiding.