Betify: basketball team statistics and player props

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Basketball terminology

This reference follows the Betify Betting Rules 2.0 record, active 06.08.2026. Glossary terms support interpretation; specific market and settlement rules control.

Term	Meaning
Two-/three-point field goal	A made shot inside / beyond the three-point arc.
Assist / block	A pass directly creating a basket / legal defensive contact preventing an opposing field-goal attempt from succeeding.
Box score	The league's official game statistics, primary statistical settlement source unless otherwise specified.
Buzzer beater	A valid shot exactly at 0:00 ending the fourth quarter or overtime, taking the lead and winning the game.
Double-double / triple-double	At least ten in two / three of points, rebounds, assists, steals or blocks.
Field goal / free throw	A live-play two-/three-point basket excluding free throws / an unopposed foul-line attempt awarded for specified fouls.
Including overtime / overtime	A market includes extra-period statistics / extra play deciding a regular-time tie.
Natural conclusion	An outcome no remaining possible play can change.

Term	Meaning
Runner / non-runner	A player entering during any running-clock live play / a squad member who never does so.
Rebound	Possession after a missed field goal or free throw, offensive or defensive.
Regular time	Four quarters, excluding extra periods.
Steal	Legal live-play possession gained by interception or taking the ball from an opponent.

Time scope, delays and errors

Although many common Money Line, handicap and total offerings explicitly include overtime, the general default is four-quarter regular time unless the market says including overtime. First half is quarters one/two, second half three/four; second-half overtime requires express inclusion. Individual quarter markets never include overtime.

Abandonment before regular-time completion voids unresolved markets, but naturally concluded results settle: Race to 20 after a team reaches 20, or over 180.5 at 95–90. Postponed/cancelled games keep bets if they start/resume within 48 hours of the original scheduled time; beyond that unsettled bets void. Venue changes preserve bets with the same designated home team; reversing home/away voids original fixtures. Incorrect displayed time or score that materially changes odds may void affected bets.

Where a tie is followed by overtime solely to determine qualification, such as a second cup leg, match markets settle on regular time. A two-way Money Line excluding overtime refunds on a draw.

Team statistics

Team-stat markets use the official league box score, for example NBA, NCAA or EuroLeague. Regular time applies unless overtime is named. 1X2 compares team values, handicap adjusts the statistic before comparison, and total tests combined/team counts against a line.

Rebounds total only individual-player offensive plus defensive rebounds. Team Rebounds assigned to the team rather than a player, such as out-of-bounds after a missed free throw, are excluded. Fouls count official player-personal fouls; coach technical, bench and administrative fouls are excluded unless expressly credited as player fouls. Assists are official successful passes directly producing baskets, and steals are legal live-play possession gains.

Two-/three-point markets count successful shots from the named range rather than their points, unless called Points From. Five made threes count as five, not fifteen.

Player props: participation and settlement

Player points, rebounds, assists and other props include overtime by default, unlike the general team-market default. Any running-clock participation qualifies, whether starter or substitute. A player never entering is a non-runner and voids. Injury, illness or disqualification after participation leaves bets valid on recorded statistics. First Player to Score a named stat is the exception: the selected player must have started on court at the relevant event, or the bet voids.

Postponement/abandonment beyond 48 hours from the original scheduled start voids pending player bets unless naturally concluded. Official NBA, NCAA, EuroLeague or relevant league box scores govern. Final official statistics at initial settlement are used; later league corrections are not considered.

Individual totals cover points, rebounds, assists, steals, blocks and made threes, with equality to the line voiding. At Least X wins when reached or exceeded: 25+ points wins at 25, 26 or more. Combos add the named stats, such as points + rebounds + assists. Double-/triple-double requires ten-plus in respectively two/three of points, rebounds, assists, steals and blocks. H2H 1v1 refunds on equality; 1v2/1v3 requires the selected player to beat every named opponent, and a tie for highest voids.

Specific basketball markets

Winning Margin including overtime predicts the final winning-difference range. Race to X including overtime settles once reached; abandonment beforehand voids. If a completed game never reaches X, bets void unless a Neither option was chosen where offered. Largest Lead including overtime follows the highest official play-by-play lead; on abandonment the source directs settlement using the largest lead reached at natural conclusion.

First Three-Pointer including overtime settles on the first made three. No made three voids unless No 3-Pointer was offered; abandonment beforehand voids. Highest Scoring Quarter/Half excludes overtime and uses combined points; tied periods follow dead heat unless Tie is explicitly offered.

First Point Method including overtime offers free throw, two-point or three-point field goal and settles at the first scoring action; abandonment before any score voids. Last Point Method uses the same categories including overtime and voids an unfinished match unless the final action has occurred with no possible further scoring. Game Winning Buzzer Beater Yes requires the final valid shot exactly at 0:00 of quarter four or any overtime, creating the winning lead and leaving no response time.