Betify: handball, volleyball and beach volleyball

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Handball terminology

The handball and volleyball references below preserve separate sport scopes in the Betify Betting Rules 2.0 record. Glossaries explain terms rather than superseding settlement clauses.

Term	Meaning
Seven-metre throw	A direct penalty shot after a foul removes a clear scoring chance.
Fast break / free throw	A rapid attack before the defence is organised / restart after an opposing infringement.
Natural conclusion	An outcome no further play could change.
Extra time / shootout	Normally two five-minute knockout-deciding halves / seven-metre throws after extra time fails to break the tie.
Progressive punishment	Yellow card, two-minute suspension and eventual red-card disqualification.
Regular time / walking	Two 30-minute halves / more than three steps without dribbling.

Handball timing and market rules

Standard markets use 60 minutes only; overtime and seven-metre shootouts require named inclusion. Postponed/cancelled matches not starting/resuming within 48 hours of the original scheduled start void. Abandonment voids unresolved outcomes, while naturally concluded first-half totals survive. Materially odds-affecting wrong time or score can void affected bets. Neutral venue preserves bets; reversed home/away voids the original fixture.

Home/Draw/Away, draw-no-bet, handicaps and full/team goal totals including odd/even use regular time. First-half markets use only its 30 minutes and unresolved ones void if abandoned then. Second-half markets reset from 0–0 for its 30 minutes, excluding first-half goals and overtime; abandonment voids unless already settled. Race to X/Xth Point voids if match or half ends before X. Shootout goals never count, even if they are the first to reach the target; overtime counts only when explicit. Half-specific races to five, ten, fifteen, etc., use that half alone. Disciplinary markets cover regular-time two-minute suspensions/yellow/red cards; officials and inactive players are excluded unless specifically included.

Volleyball formats and shared concepts

Indoor volleyball is normally best-of-five. Extra points follow 24–24 in sets one–four or 14–14 in set five, with a two-point winning margin. The fifth-set match tie-break is to 15, win by two. Beach volleyball reaches extra points at 20–20 in sets one/two or 14–14 in set three; its third-set tie-break is to 15, win by two. A Golden Set decides some multi-match/aggregate ties but is outside standard match betting in both sports. Points deductions remove points officially; natural conclusion means a fixed result survives later abandonment. Beach retirement means a player/team officially withdraws during play.

Indoor volleyball settlement

Markets settle when the deciding point/element is confirmed; final winner, correct score and handicap after the final match/set point as applicable. A postponed/cancelled match not starting/resuming within 48 hours voids; abandonment voids only unresolved outcomes. Golden Sets are excluded from all match/set markets. Official point deductions affect unsettled markets only; already naturally concluded outcomes are not resettled. Wrong score, status or time materially affecting odds may void affected bets.

Match Point Handicap waits for the final match point. Match Set Handicap and individual-set point handicaps settle when unconditionally determined. Match/team/set total points similarly settle once fixed; unresolved totals void on abandonment, and equality to a whole line such as 180.0 refunds. Match/set Correct Score needs the relevant finish and voids if incomplete.

Set Extra Points Yes is fixed at 24–24 (point 48) for sets one–four and 14–14 (point 28) for set five; unplayed sets void. Lead After Y settles after that numbered point, for example set two after eight. Race to X settles when the target is reached. Numbered Point Winner, for example set one point 15, settles on confirmation; an unreached/unplayed point due to set/match end voids.

Beach volleyball settlement

Markets settle when the deciding point/element is confirmed; final winner/correct score/handicap uses the officially completed match and score. Starts/resumptions within 48 hours preserve delayed bets, otherwise unresolved ones void. Abandonment or retirement voids unresolved markets. Golden Sets are excluded. Official deductions affect only not-yet-determined outcomes; an already won Race to 10 is not resettled. Materially wrong score/status/time can void bets.

Match Point Handicap waits for the last point; Match Set Handicap and set point handicaps settle once fixed. Match/team/set total points settles when determined, with equality to a whole line such as 80.0 refunding. Match/set Correct Score voids if unplayed or incomplete. Extra Points Yes is fixed at 20–20 (point 40) in sets one/two or 14–14 (point 28) in set three; a completed set not reaching that threshold gives No, and an unplayed set voids.

Lead After Y uses the confirmed Yth point, for example set one after ten. Race to X settles on reaching X; a set ending/abandoned beforehand voids unless the outcome is already fixed. Numbered Point Winner, such as set two point eight, settles on confirmation, and an unplayed point due to retirement or set end voids.