Betify: ice hockey goals, penalties and player markets

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Ice hockey terms

These rules follow the Betify Betting Rules 2.0 source record. The glossary aids navigation; specific settlement provisions prevail.

Term	Meaning
Bench minor	A team penalty, such as too many men, served by a player on the ice at the infringement.
Minor / double minor	Two minutes / four minutes (2+2), with a double minor counted as two separate minors.
Empty-net goal	A goal against a side whose goalkeeper has been removed, usually for another attacker.
Natural conclusion	An outcome fixed regardless of further play before abandonment.
Penalty shootout	Post-overtime breakaways deciding the winner; one goal is added to the winning final score for applicable settlement.
Power play / shorthanded goal	Numerical advantage while opponents serve penalties / a goal scored by the side with fewer players due to a penalty.
Puck line	A hockey handicap, commonly ±1.5 goals.
Regular time	Three 20-minute periods without overtime/shootout.

Term	Meaning
Runner	A player on the ice during running-clock play.
Shot on goal	A goal or attempt stopped only by the keeper; post/crossbar strikes do not qualify.

Match settlement and statistics

Regular time is the default except explicitly scoped period, overtime, shootout or inclusive markets. In markets including overtime and shootouts, a shootout adds exactly one goal to the winner and total. Abandonment voids unresolved markets but preserves completed first-period winners and over 2.5 once three goals exist. Resumption within 48 hours of the original start preserves postponed bets; otherwise they void.

The sportsbook can void live bets left open after goals/penalties, bets during incorrect-score displays, materially incorrect-odds time errors and wrong player/team labels. TV and official associations such as NHL.com govern unless clearly wrong. Team shots, penalties and power-play statistics use 60 minutes unless including overtime is named.

Shots on Goal excludes post/crossbar and defender blocks before the net; goals and keeper saves count using official league data. Minor Penalties counts awards, not minutes: 2+2 counts two, and bench minors count toward team/match totals. Power Play Goals require numerical advantage from an opponent's penalty. Shorthanded goals do not qualify; an empty-net goal during a power play still does.

Player participation and data

Player props settle when the final official box score arrives from providers. They include overtime, exclude shootouts and have the separate Anytime Goalscorer exception below. Any running-clock ice appearance qualifies with no minimum duration or recorded-stat requirement; subsequent injury/disqualification does not void. No appearance voids. Pending player bets void after cancellation/postponement/abandonment without resumption within 48 hours of the original scheduled start, except naturally determined results. Once settled, later league corrections do not resettle.

At Least 2+ Points wins with two, three or more. Whole-line equality refunds player totals. Player Goals credits regular-time/overtime scorers, excluding shootouts. Assists are official touches before the scorer, up to two per goal. Points equals goals plus assists. Player Shots on Goal excludes frame strikes and non-keeper blocks, as with team statistics.

Anytime Goalscorer is a separate market

Hockey Anytime Goalscorer covers only the three standard periods, 60 minutes. Overtime and shootout goals are excluded, as are own goals. It differs from Player Goals totals, whose overtime scope follows the stated rule/description. Any running-clock participant qualifies; a listed squad player never entering voids.