Betify: complete soccer market reference

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Football terminology

This glossary supports navigation and understanding; the detailed general and soccer rules determine settlement. The following definitions belong to the Betify Betting Rules 2.0 record, active from 06.08.2026.

Term	Meaning
Abandoned / postponed match	Started and stopped without timely resumption / not started at the scheduled date and time.
Assist	The final pass or touch directly producing a teammate's goal.
Bookings / booking points	Referee-issued yellow/red cards / the numeric weight assigned under the market rules.
Corner / goal kick	Restart after the ball fully crosses the goal line outside the frame, last touched by a defender / attacker respectively.
Clean sheet	Keeping the opponent from scoring.
Free kick / foul	Direct or indirect restart after an infringement / an infringement punished by free kick or penalty.
Goal	The whole ball crosses between the posts and below the bar without an attacking infringement.
Injury or stoppage time	Added half-time allowance for substitutions, injuries and other lost time.

Term	Meaning
Interval	A market's time segment, for example 00:00–14:59.
Kick-off	Start of a half or restart after a goal.
Neutral venue	A ground belonging to neither team.
Official result	The governing body or organiser's declared outcome used for settlement.
Overtime / extra time	Usually two additional 15-minute periods after a regular-time draw.
Offside	A referee-signalled offside-position infringement when the ball is played to the player.
Own goal	A player accidentally puts the ball into their own net.
Pass	An intentional ball played to a teammate.

Term	Meaning
Penalty / shootout	An 11-metre kick after a defensive penalty-area foul in regular/extra time / the post-extra-time kick series deciding a knockout winner.
Regular time	Two 45-minute halves, 90 minutes total, plus referee-added time.
Save / shot	A goalkeeper's bodily intervention preventing an intentional opposing shot from entering / a deliberate attempt to score.
Shot on target	An attempt entering the net or prevented only by the keeper or last defender.
Starting XI / substitute	The eleven players on the field at kick-off / a listed reserve who can enter later to replace a player.
Tackle	A ball challenge that takes possession or clears it from an opponent.
Throw-in	Restart after the whole ball crosses the touchline.
To qualify	Progression to the next round, including extra time and shootout if needed.

Term	Meaning
VAR	The official video-assisted referee review process.
Woodwork	The ball hits post/crossbar and remains in play.
xG	Historical-data estimate of chance quality; informational unless a market expressly uses it.

Match duration, identity and timing

Match-result bets normally cover two full scheduled halves, usually 45 minutes each, plus their own stoppage time. Overtime and shootouts require express inclusion. First-half added time cannot fill a short second half. Interrupted matches follow general rule 6.2.2 even if an authority later validates the score or declares completion. Changed formats void affected bets; an early-ended friendly, for example before 80 minutes, may be voided.

Own goals are ignored for player scorers and goal-number sequences, including team-specific scorer markets. At 1–0, if the next goal is an own goal, Goal 2 scorer waits for the next eligible non-own goal. A team's first goal being an own goal leaves its first-scorer market open. Missing/incorrect red cards, materially price-affecting live-time errors, wrong scoreboard periods and incorrect teams/tournaments can cause affected bets to void.

Interval timing uses sportsbook data, with TV broadcast and match clock where unavailable. Goals are timed when the ball crosses the line, not when kicked; the separately recorded 1.10.A gives broadcast goal time, then match clock. Official VAR requires the referee's rectangle signal or pitch-side monitor review.

Goal Check graphics, hand-to-ear gestures and discussions are not official reviews; the source refers to Inside FIFA. Penalty timing uses the award decision, including VAR confirmation; awarded but untaken penalties do not count. Neutral-ground moves preserve bets; reversing home/away voids original selections.

Corner and card statistics

Corners use official broadcast visual evidence and/or real-time sportsbook-provider reports ahead of conflicting league/competition website figures. Later website corrections do not resettle. Normally only taken corners count, and a retake counts once. Rule 1.15.2 expressly lets Corner Awarded in Next 1/5 Minutes count at award regardless of subsequent execution; 1.15.3 separately says interval corners use award time but untaken corners do not count. These scopes are retained rather than silently merged. The recorded interval examples are 1:00–1:59, 2:00–2:59 for one minute, and 1:00–5:59, 6:00–10:59 for five minutes. On abandonment, over 8.5 with nine taken corners is decided; unresolved markets follow the general void rule. The source references its unconditionally-determined principle as section 2.17.

Bookings likewise prioritise broadcast/provider evidence over conflicting official-site statistics. Standard weighted counts are yellow 1, red or second-yellow dismissal 2, ignoring the additional second yellow: maximum 3 per player. Regular time plus added time counts, but post-whistle cards do not. Half-time cards belong to the second half only if the player is an active participant at its start. Participating players temporarily off the field count; managers, staff and unused reserves do not.

Booking-points markets instead use yellow 10 and red/yellow-red 25, maximum 35. Card intervals use the moment the card is shown, not the foul. Next Carded Team and Most Carded Team examples count every card event as one regardless of colour. The separately defined Bookings 1X2 uses yellow 1/red 2/max 3, not 10/25 points: home red (2) versus two away yellows (2) yields X. Home more gives 1, equal X, away more 2. Abandoned-match card markets settle only if unconditionally decided; others void.

Team statistics and xG

Team Stats source priority is official league/competition site, WhoScored, 365 Scores, then Sofascore. A higher available source excludes lower ones; initial publication controls and later disciplinary/statistical changes do not resettle. This hierarchy is only for team statistics, not the separate corner/card rules. 1X2 compares team counts in regular time, totals compare one or both teams to the line; individual props have their own section.

Offside counts only on a referee award followed by the corresponding restart/free kick; timing is the decision, including VAR, rather than the original action. Shots include on-target, wide and blocked attempts. On-target means goal or prevention by goalkeeper/last defender. Throw-ins and goal kicks must be both awarded and taken. Fouls are referee-whistled infringements; saves are intentional keeper goal prevention. Team total passes include successful and unsuccessful attempts using the selected source’s methodology and exclusions. Statistical components in specials/combos retain each statistic’s own source/rules: corners 1.15, cards 1.16, other team data 1.17.

xG assigns scoring probability to each shot. FotMob exclusively supplies xG settlement unless it has no data for the event; other sources are not ordinarily substituted. Hundredths are used exactly: xG 1.45 loses

over 1.5, while 1.51 wins. Full-time xG 1X2/totals use regular time, and first-half xG includes that half's added time.

Starter-only player props

Player Goals, Assists, Shots, Shots on Goal, Cards, Passes, Tackles and special player match-ups/groups/combos require the named player(s) in the starting XI. A later substitute appearance does not satisfy this requirement. Regular time applies, with extra time only where the market includes it. These markets must not be confused with the separately defined anytime-scorer/card markets that accept substitutes.

Player Goals offers 1+/2+/3+ and ignores own goals, using Livescores – Soccer – Betting Showcase. A starter scoring twice wins 1+ and 2+; a starter scoring once loses 2+; a non-starter voids 1+. Assists require the last deliberate pass, cross-shot or touch directly leading to a teammate's goal. A minor opponent deflection can preserve the assist if direction/outcome is not materially changed. Own goals, direct free kicks, direct corners and penalties yield no assist. Fantasy assists are excluded: fouls winning a converted penalty/free kick, woodwork/keeper-save rebounds, and materially redirected opponent deflections. Two assists win 1+/2+; zero loses 1+.

Player Shots initially describes all on/off-target and blocked attempts, but its detailed exclusions omit blocks not reaching the goal area or made by a defender other than the last man. Intentional goals, saves/last-man blocks, wide/high efforts and frame strikes qualify under its detailed definition. The stated broad description and narrower exclusion are preserved. Three shots win 1+/2+/3+; a starter removed at half-time with zero loses 1+; non-starters void. Shots on Goal counts goals, keeper saves and goal-line last-defender blocks. Frame/net strikes that do not go in are excluded. One saved shot plus a goal wins 1+/2+; a post strike going out loses 1+; a non-starter voids.

Player Cards typically offers 1+, using yellow 1/red or yellow-red 2, maximum 3. Only active-player cards count: bench, post-substitution and post-regular-time cards are excluded in the detailed clause, while the market description separately allows an including-overtime variant. A starter's yellow or direct red wins 1+; a carded non-starter remains void. Player Passes offers examples 20+/30+/40+ and counts all attempted intentional passes, including intercepted ones. Opta exclusions are crosses into the box, throw-ins and goal kicks. Thirty-five attempts including five interceptions wins 30+; 28 passes plus five crosses loses it.

Player Tackles counts ground challenges connecting with the ball and taking it from the opponent. Both tackle won (team possession or safe out-of-play) and tackle lost (ball reaches an opponent) count; cutting out a pass is an interception, not a tackle. Three tackles win 1+/2+/3+; a starting player with Opta zero loses 1+; a non-starter with later tackles voids.

Every player in a special H2H, group or combined total must start. A starts/B benches voids Most Shots H2H. If both start, A two shots on goal/B zero loses each-to-have-1+. For A+B+C three combined goals: any non-starter voids even if the others score five; all starting and scoring one each wins; all starting but only two combined loses.

Scorer markets accepting substitutes

Anytime Goalscorer stands for anyone entering during regular time and voids unused reserves. The source calls players participating since kick-off or the previous goal runners. A scorer absent from the original match-day list does not invalidate the recorded bets; other listed anytime selections remain active. Own goals do not count or advance scorer numbering. TV and Press Association statistics govern unless clearly incorrect. A substitute who scores wins; an own-goal scorer's bet stays open for a valid goal or match end.

First Goalscorer accepts players entering before the first eligible goal; later entrants and unused reserves void. Runners are participants before that goal. An unlisted scorer leaves listed bets valid. An initial own goal leaves the market waiting for the first non-own goal. TV, Livescores – Soccer – Betting Showcase or Press Association apply unless clearly wrong. Entry at minute 20 and first goal at 30 wins; entry at 15 after a goal at 10 voids; C scoring after an opening own goal wins first scorer.

Last Goalscorer requires participation and presence when the last goal is scored. Substituted-out players, unused reserves and non-fielders not in the match-day team void. If the final goal is an own goal, the previous non-own scorer wins; all-own-goal matches use No Goalscorer if offered, otherwise void. TV, Livescores – Soccer – Betting Showcase and Press Association govern unless clearly incorrect. Entry at 85 and goal at 92 wins; exit at 70 before another scorer at 80 voids. A scoring 1–0, B 2–0 and an own goal making 2–1 leaves B the last scorer.

Next Goalscorer (second, third, etc.) requires presence between the prior eligible goal/kick-off and the designated goal, with bets void if the player enters too late, never enters or is substituted before that goal. An own goal does not advance the sequence; the next non-own scorer wins. TV, Livescores – Soccer – Betting Showcase or Press Association supplies results. At 1–0, A enters at 60 and scores at 70 for 2–0: A wins second scorer. B exits at 30 before the first goal at 40: B voids. The source's third-goal example starts 2–0, labels an own goal 2–1, then C scores 3–1; it settles C as third eligible scorer and preserves that recorded score sequence.

Player to Score 2 or More / 3 or More follows any participation, unlike starter-only Player Goals. Unused bench or non-squad players void; all participants are runners and own goals are excluded. TV, Livescores – Soccer – Betting Showcase or Press Association applies. A entering at 70 and scoring twice wins 2+; B starting and scoring once loses; C remaining unused voids.

Player to receive a card

This Yes/No or Player to be Carded market accepts any regular-time participant, including substitutes. Unused reserves void. Only cards while active on the field count; bench-before-entry, bench-after-exit and post-final-whistle cards do not. Any yellow/red satisfies Yes without colour weighting. TV, Livescores – Soccer – Betting Showcase or Press Association governs unless clearly wrong. Entry at 75 and yellow at 80 wins; an unused reserve through 90 minutes voids under the participation rule. A starter removed at 60 and carded on the bench at 85 loses.

VAR, woodwork and medical entries

Total VAR uses official TV visual evidence and counts a referee rectangle signal or personal monitor review. Goal Check/Penalty Check graphics, headset discussion, hand-to-ear and background checks do not count. The named overtime variant includes extra time. A rectangle signal followed by a monitor visit is one review; a two-minute headset pause followed by an unsignalled restart is zero.

Woodwork counts post/crossbar hits. Its general rule requires the ball to remain in play; successive frame hits without intervening touch count once. A post rebound to the goalkeeper counts one. The recorded second example counts post then crossbar then out as one despite the preceding remain-in-play condition. Both are retained as distinct source statements. TV/visual evidence governs.

Medical Team Entry requires referee permission and actual on-field assistance. Both teams' medics summoned simultaneously after a collision count once. Permitted treatment is one; simultaneous treatment of opposing players is one; no permission or a player getting up/refusing help before treatment is zero.

Scoring method and headers

Next Scoring Type distinguishes direct free kick/corner, direct penalty, header, open-play/ordinary-restart shot, official own goal, and no goal by match end. A deflected free kick/corner remains that type if credited to its taker. A saved/frame-hit penalty rebound is Shot or Header, not Penalty. A free kick clipping a defender's shoulder remains Free Kick if credited to the taker. Header requires the scorer's final touch with the head; Shot excludes header, penalty, free kick and own goal.

Will a Headed Goal Be Scored excludes headed own goals and uses WhoScored, then FotMob, then Sofascore. An attacking headed cross into the opponent net wins; a headed own goal does not; shoulder/chest final contact loses.

Penalty shootouts

Shootout markets apply after regular/extra time according to competition format and use TV/official feed. Totals, handicaps and parity count only converted penalties, not misses, saves or frame hits, though those still determine individual-kick results. Abandoned/incomplete shootouts void unsettled outcomes unless already decided. Team/match totals count home, away or combined conversions; four is even, three odd.

Sudden Death Yes requires equality after five kicks each. An insurmountable lead ending the sequence before or at kick ten gives No. Correct Score uses converted totals such as 4–3 or 5–4, with unlisted results under Any Other Score; Winning Margin is the winner's conversion lead. Last Penalty Team is the side taking the mathematically decisive final kick; Last Penalty Outcome records scored/missed, including saved/off-target misses. Numbered Home/Away penalties settle immediately, for example Away Penalty 3; an untaken indexed kick voids.

Examples: nine kicks with five scored and four missed yield total five. A 4–4 score after ten kicks proceeding to kicks 11/12 gives Sudden Death Yes. At 4–2, B misses its fourth and the shootout ends: last team B and last outcome Missed/No.

Event order, clean sheets and remaining play

First/Last to Happen compares throw-in, foul, goal kick, corner, offside and goal in chronological order, normally regular time. Award/referee-signal time matters rather than execution; VAR-overturned events are ignored. TV or the official feed settles. Soccer Clean Sheet Yes requires conceding zero, No one-plus; own goals count as conceded. Regular time applies unless overtime is named. A 0–0 or 2–0 wins A Yes; A's own goal in 1–1 loses. Match result/TV governs.

Rest of the Match resets the score to 0–0 when the bet is accepted and counts subsequent regular-time goals only, with Home/Draw/Away choices. Acceptance after the end or market expiry voids. TV/official feed governs. A 2–0 score remaining 2–0 wins rest-of-match Draw; 1–0 becoming 1–1 wins Away with a remaining score 0–1; 0–0 becoming 0–1 loses Home.

Bore Draw promotion

A Bore Draw tag identifies eligible pre-match soccer markets and conditions in the event interface or My Bets. Availability is discretionary. At final 0–0, eligible losing selections refund by voiding; already winning selections, including a correct 0–0 prediction, settle normally. The sportsbook may suspend, modify or withdraw markets for technical, human-error, integrity, legal or other reasons. Accepted bets keep acceptance-time conditions unless another rule says otherwise. General rejection/void powers remain; erroneous settlement including VAR can be corrected under error rules, and all unaddressed matters follow the betting rules.