Betify: sportsbook definitions and market calculations

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Scope and rule priority

The recorded Betting Rules 2.0 apply from 06.08.2026. Their six parts cover general rules, sports, esports, esports solutions, greyhound/horse/harness racing and predictions. Placing a bet constitutes acceptance. Applicable jurisdictional law and regulation remain relevant. The sportsbook can change rules, content, limits and maximum winnings; material changes are communicated through the operator and normally apply on publication. An invalid provision does not invalidate the rest. Singular and plural are interchangeable and gender references are informational.

These rules address betting mechanics, settlement and sportsbook functions. Registration, payments, KYC and responsible gambling belong to the operator's general terms, which must also be read. The sportsbook disclaims responsibility for the operator's separate terms, compliance and services. Specific market rules take priority over sport rules, which take priority over general rules. English prevails where language versions disagree. X in a market description means the number offered when the stake is placed.

Definitions: parties, stakes and outcomes

Term	Meaning
Operator	The licensed B2C legal entity offering betting through its website in its jurisdiction.
Sportsbook	The fixed-odds platform and connected software, source/object code, technology, tools, applications, libraries, routines, widgets, plugins and supporting materials.
End User	An individual accepting these betting rules as part of the operator terms.
Bet	The risk agreement with the operator on an event, market or combination, using offered odds and conditions; the stake can produce winnings or a loss under sportsbook settlement.
Stake	The money offered and, once accepted, used to calculate a win or loss.
Odds	The sportsbook's numeric probability coefficient.
Winnings / Loss	Money won for a correct outcome; an incorrect prediction loses all or part of the stake under the rules.
Line	All events, markets and odds currently offered for fixed-odds betting.

Term	Meaning
Outright	A whole competition or series outcome, such as the World Cup winner, rather than a single match.

Term	Meaning
Related outcomes	Selections influencing each other, such as a team winning and winning by a specific score; ordinary combos cannot combine them unless a feature such as Bet Builder allows it.
Event	A real-time sports, esports, virtual, political, entertainment or other event offered for betting.
Market / Outcome / Result	The prediction type (total, handicap, match result); the selectable scenario (home win or over 2.5); and the official final score or data used for settlement.
Abandoned / Postponed	Started but interrupted without timely resumption, typically within 48 hours; or not started at its scheduled time and later rescheduled by the organiser.
Unconditionally determined	An outcome already fixed regardless of further play, such as first scorer after the first goal.
Runner / Non-runner	A competitor who physically participates, entering the field, court or ice, versus one who does not; sport exceptions include NRL section 12.10.
Mercy rule	An official early finish because one competitor has an insurmountable lead.

Term	Meaning
Live scoreboard / Broadcast	Informational scores, elapsed time and statistics; visual/audio streams are informational and entertainment services that may lag or contain inaccuracies, for which operator and sportsbook disclaim responsibility.
Settlement	Determining the outcome from official results and recording winnings, loss or a void refund.
Void / Refund	Administrative cancellation (abandonment, non-runner, error) or a market's legitimate no-action result (draw-no-bet, whole Asian line); the original stake returns at odds 1.00.
Dead heat	The stake is divided among tied competitors before odds are applied.
Syndicate / Fair play	Coordinated users bypassing limits or exploiting inside knowledge/errors; fair play requires good faith without fraud, collusion, fixing, arbitrage abuse, bots or similar unfair methods.
Error	A technical/human mistake, typo, reversed home/away teams, incorrect odds or bug causing odds, parameters or settlement to differ materially from market conditions or the actual result.
Limit	Minimum/maximum stakes, winnings per bet/event or odds per selection/parlay; limits may differ by user, sport, league or market.
Regular time	Scheduled play plus applicable injury/stoppage time, excluding overtime, extra time and shootouts unless expressly included.

Acceptance and account use

Users below the jurisdiction's legal gambling age cannot bet. Accepted bets cannot be changed or reversed by the user; misplaced or duplicate stakes are the user's responsibility, and alteration requests on those grounds are not reviewed. Accepted bets appear in My Bets. A bet is valid only when expressly accepted in the betslip and recorded in account history; the sportsbook may reject a stake at its discretion.

Scores, clocks, streams, statistics and editorial information are provided for information and entertainment without accuracy, completeness or real-time guarantees. The user remains responsible for understanding the actual event. Automated robots, bots, scanners and assistance tools are prohibited and associated bets void. Multiple or third-party accounts and syndicates cannot bypass limits. Availability varies by jurisdiction. Results use reputable legitimate data sources; sources may be disclosed on reasonable dispute request at the operator's discretion.

Bet structures and named systems

A single backs one outcome and pays stake × odds if correct. A combo/parlay/accumulator needs every independent selection to win; one losing leg loses the whole combo, and winning payout is stake × the product of odds. A system consists of combinations of a fixed size from the selected outcomes. The same stake applies to each combination; the user specifies both total selections and selections per combination.

System / selections	Constituent bets
Trixie / 3	3 doubles + 1 treble = 4
Patent / 3	3 singles + 3 doubles + 1 treble = 7
Yankee / 4	6 doubles + 4 trebles + 1 fourfold = 11
Canadian / 5	10 doubles + 10 trebles + 5 fourfolds + 1 fivefold = 26
Heinz / 6	15 doubles + 20 trebles + 15 fourfolds + 6 fivefolds + 1 sixfold = 57
Super Heinz / 7	21 doubles + 35 trebles + 35 fourfolds + 21 fivefolds + 7 sixfolds + 1 sevenfold = 120
Goliath / 8	28 doubles + 56 trebles + 70 fourfolds + 56 fivefolds + 28 sixfolds + 8 sevenfolds + 1 eightfold = 247

Payouts with more than two decimal places may be rounded to two using standard mathematical rounding. Cash Out settles early at offered terms if accepted. It can be offered before or during play and adjusted, suspended or withdrawn at the sportsbook's discretion without a stated reason.

Bet Builder combines markets within one event and requires every outcome to win. The feature can be changed, suspended or removed. Incorrect settlement follows the error rules. A void selection makes the whole builder void after all selections finish, unless any selection loses; a losing selection makes the builder

lose. Builders can form legs of combos or systems with standard bets or other builders.

Early Payout

An Early Payout tag identifies qualifying markets and conditions in the interface, event page or My Bets. Meeting its predefined condition settles a selection as won regardless of the final event outcome. Eligibility and availability are discretionary. It may cover singles, combos, systems and builders containing qualifying and ordinary selections, and may accompany ComboBoost, Bet Refund, Free Money or No Risk.

A qualifying single receives no second payout if its original result also wins. Within multiples, only qualifying selections settle early; remaining legs follow normal rules. Markets may be modified, suspended or withdrawn for technical, human-error, integrity, compliance or other reasons. Already accepted bets retain their acceptance-time conditions unless another rule says otherwise. The sportsbook can reject or void these bets under the general rules and correct mistaken settlements, including VAR-related ones. Unaddressed matters follow the betting rules.

Match result, double chance and two-way bets

1X2 is normally regular time: 1 is the home/left participant, X the middle draw, 2 the away/right participant. A home bet wins at 1:0 and loses at 1:1 or 0:2. Double chance covers 1X (home/draw), 12 (either team wins), or X2 (draw/away); 12 wins at 2:1 or 0:3 and loses at 1:1.

Two-way markets refund at 1.00 if an unoffered outcome occurs. Regular time is the default; overtime, penalties or super overs require explicit inclusion. To Qualify and To Lift the Trophy inherently include the stages needed to decide the winner. Examples: basketball Winner including overtime wins for A at 110:105; football draw-no-bet refunds at 1:1; F1 H2H wins for driver A finishing fourth against B seventh; A to qualify wins after a 1:1 regular-time draw followed by A winning the shootout. Results normally use the governing body’s determination at completion, or its later official announcement; non-official competitions use organiser information.

Totals and handicap calculations

Totals concern specified goals, points, corners, bookings, rebounds, assists, fouls or other occurrences. Fractional lines have no push: over 2.5 wins with three or more goals (2:1, 3:0), loses with two or fewer (1:1, 2:0). Over 2.0 wins with at least three, refunds at exactly two (1:1, 2:0), and loses at one or zero.

Quarter totals split stakes equally between adjacent whole/half lines. $100 over 2.25 puts $50 on 2.0 and $50 on 2.5: at three-plus both win; at exactly two the 2.0 half refunds and 2.5 loses, returning $50; at zero/one both lose. $100 over 2.75 splits $50 over 2.5 and $50 over 3.0: four-plus wins both; exactly three wins the 2.5 half and refunds $50 on 3.0; two or fewer loses both.

Handicaps adjust the score of the relevant event, period or total before settlement. European three-way handicap 0:1 gives B one goal: actual 1:0 becomes 1:1, so only handicap-draw wins; 2:0 becomes 2:1 so A wins; 0:0 becomes 0:1 so B wins. There is no refund for a handicap draw in this three-way market.

Asian whole/half handicaps are two-way. Equality after adjustment refunds at 1.00. A −1.5 wins with a margin of at least two; a one-goal win, draw or defeat loses. A −3.0 wins with four-plus (4:0, 5:1), refunds with exactly three (3:0, 4:1, 5:2), and loses with two or fewer, draw or defeat. Quarter examples include −0.75 and +1.25. $100 on A −1.25 splits −1.0/−1.5: a two-plus win wins both; exactly one refunds $50 on −1.0 and loses the other half. $100 on −0.75 splits −0.5/−1.0: exactly one wins the first $50 part and refunds the other $50.

Correct score, BTTS and parity

Correct score predicts the exact match or named half, set or period result in home:away order. A 2:1 bet requires home two, away one, not 1:2. Any Other Score wins only when the final score is absent from the offered list; without that option, unlisted results lose subject to sport rules. Regular time applies unless overtime is expressly named. First-half scores use that half; second-half scores reset to 0:0. A regular-time soccer 2:1 bet wins at 2:1, loses at 1:2 or 1:1, and also loses if the 2:1 occurs only in overtime after 0:0. If the list ends at 6:6, Other wins for unlisted 7:3 or 8:2.

BTTS Yes requires both teams to score in the named timeframe; own goals count for the team receiving the scoreboard point. No wins if either or both do not score, including 0:0. Yes wins at 1:1 and loses at 2:0. A 1:1 overtime result after 0:0 regular time loses unless overtime is included. Odd/even applies to total goals, points or named stats within the match/period. Odd is 1,3,5,7,9; even is 0,2,4,6,8. Zero is always even, including zero corners/cards. Examples: football 2:1 gives odd three; basketball 102:98 gives even 200; 0:0 gives even zero.

Periods, intervals and chronological events

HT/FT predicts half-time and final outcomes; changing the format, for example from two halves to three periods, voids it. Independent period markets count only that period, starting at 0:0; cumulative result-at-period-end markets include all play from the start. Official clock boundaries apply: minute 1 is 00:00–00:59, minute 15 is 14:00–14:59, minute 75 is 74:00–74:59. The 1–15 interval ends at 14:59; 15:00 belongs to minute 16. After 75 minutes begins at 75:00.

Stoppage-time occurrences are assigned to the last second of the half: 45+1 becomes 44:59; 90+3 becomes 89:59. Stoppage time is excluded from single-minute or shorter intervals unless expressly included. Goal in 1–15 or in minute 15 wins at 14:59 and loses at 15:00. The source’s over-2.5-after-75 example labels a third goal at 74:59 a loss and at 75:00 a win; these recorded example outcomes are retained with their stated timing.

Race to X settles once a participant reaches the named goals, points, corners or other tally; if neither reaches it and no Neither/None option exists, bets void. Next goal/point/scorer refunds if no next event occurs before the match or timeframe ends, unless a no-further-event selection was offered. First/Next card, corner or penalty uses official chronology. If simultaneous events cannot be ordered reliably, such as opposing players carded during one interruption, affected bets void.

Outrights, comparisons and team conditions

Outrights use official final standings/podium; non-participants refund unless sport rules differ. Top 3/5/10 requires a finish inside the stated range, so second wins Top 3. H2H needs both starters and pays the higher official finisher; triple-head requires all three to start and pays the best of them. Missing participants void these comparisons.

Score First and Win requires both conditions and refunds at 0:0. Clean Sheet Yes requires no opposition goal in regular time (1:0, 0:0, 3:0); No requires conceding at least once. Win From Behind requires trailing, for example 0:1 or 1:2, then winning; recovering only to a draw loses. Win All Halves/Periods treats each separately from 0:0. A 1:0 first half plus 1:0 second half (2:0 final) wins both-halves; 2:0 first half plus 0:0 second half (also 2:0 final) loses. Injury Time markets refer to the official displayed allowance rather than actual duration. Man of the Match/MVP markets follow the organiser’s official award decision unless specified otherwise.