1xBet: full market definitions and worked betting examples

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Distinct sportsbook scope

These are the supplied 1xBet sports-market definitions and calculation examples. They concern that operator’s sportsbook, not original Tower Rush mechanics. Source examples, including arithmetical inconsistencies, retain their original values rather than silently changing the record. Dynamic fixture observations are preserved separately in volume 10.

Goal, result and period markets

Market	Recorded settlement condition
Half/full	Predict first-half result and final match result.
First scoring team	No regular-time goal loses; an own goal counts for the team credited with it.
Goal-time interval	Inclusive minute range for either team; no goal loses.
Both score	Yes if each scores at least one goal/puck; No if at least one does not.
Period comparison	Compare equal scoring or identify the highest-scoring half, period, quarter or inning.
Match winner	Final goals/points/sets including extra time, overtime and shootouts where present.
First kickoff	Which team first starts from the centre.
First substitution	Which team substitutes first; identical official times refund at 1.
Time of first substitution	Which half or halftime; none refunds at 1.
Penalty Yes/No	Whether a penalty is awarded.
Dismissal Yes/No	Only on-field players and goalkeeper count.
First caution	First team’s yellow; simultaneous official times refund.
Last caution	Last team’s yellow; second caution causing automatic dismissal excluded; simultaneous official times refund.
Three-way handicap	Whole-number adjustment only, with P1, Draw and P2 after applying it.
Team scoring comparison	Which offered team scores more goals or points.
Basketball/volleyball player total	Points, rebounds, assists or other selected measure; overtime/golden set included; non-participation refunds.
Handball/futsal/bandy player total	Player goals in regular time; non-participation refunds.
Which happens first	E.g. yellow card versus goal; if neither occurs, refund.
Brace / hat-trick / four goals	Exactly two / exactly three / exactly four by one athlete; own goals excluded.
Player card	Only on-field players/goalkeeper count; a player absent from starting lineup refunds.
Official added time	Over/under the announced compensation added to each half.

Comeback Win uses regular time plus stoppage: the eventual winner must have trailed; a draw loses Yes. The separately worded “Any team will trail and not lose” source says a team must never have led and must finish with a win or draw. That wording is retained without silently replacing its criterion.

First Goal Header No wins if there are no goals or the first is an own goal, even a headed own goal. Score First and Win uses regular time for NHL, KHL and all international competitions in the supplied clause; no goals loses Yes. A clean-sheet match means at least one side conceded none. Team 2 Win to Nil Yes wins at 0:1, 0:2, etc.; No wins at every other score. This same definition appears twice in the source and is consolidated here.

For the team’s first awarded penalty, Yes to scoring or Yes to failing to score both lose if no penalty occurs. The later Convert Penalty Yes/No clause likewise makes both selections lose without an awarded penalty. Team 2 Score a Penalty No wins only where its awarded penalty is missed; no penalty or a successful penalty loses.

First/Last Goal interval includes stoppage time. Example: First Goal 10:00–14:59 wins when the first goal falls in that interval. Next Goal / How Goal Scored lose if the numbered goal never occurs. A three-outcome interval-winner market requires the interval to finish for P1/P2 to win; if not, Nobody wins.

Lead-duration and score examples

Lead/draw-duration markets use regular time without stoppage and whole minutes only. The source hockey example gives team 1 goals at minutes 16 and 36, and team 2 at 21. It records tied time as “15 + 14 (36 − 21) = 29” and team 1 lead time as “(21 − 16) + (60 − 36) = 4 + 24 = 28”. The component subtractions as written do not match ordinary arithmetic; the supplied whole-minute method is not further resolved. The recorded outcomes are Under 19.5 minutes tied loses, and Over 13.5 minutes team-1 lead wins.

Exact Score Any Other wins when the result is outside the bookmaker’s offered list. Leader After X Points compares teams after that many points: at 6:4 after ten, team 1 leads and the team-1 selection wins; at 3:7 it loses. If the specified points are never reached, the game-winning team/player is used. An unlisted actual outcome in Special/Special Bets does not void those bets; results still settle them.

No Draw in Any Period wins only when no period is tied: (1–0; 0–0) loses, while (1–0; 0–1) wins. At a 2:1 match result, handicap [0:1] P2 loses and [0:1] Draw wins because adjusted score is 2:2; [1:0] P1 wins at adjusted 3:1.

Match-flow markets pair the first team to lead with the final win/draw/loss, regardless of later changes of leader, in regular time plus stoppage. Any/Both Goalkeepers Touch Within N Minutes count actual touches even when the ball is out of play. An unshown touch, such as a goal kick during replay, is timed at return of live coverage.

Single, accumulator and system arithmetic

A single is stake × odds. Milan–Bayern, Milan win at 2.0 for RUB 100, pays RUB 200 gross and RUB 100 net. An accumulator requires all independent outcomes; 2.0 × 2.1 × 2.9 = 12.18, so RUB 100 pays RUB 1,218 gross / 1,118 net. Any losing leg loses the accumulator. Only one dependent outcome is permitted; lower-odds dependent events are removed from an accumulator/system. Dependence means one leg's result affects another.

A system is every accumulator combination of a chosen size from selected events; its return is the sum of winning accumulators. Limits are 184,756 combinations and 20 events. The calculator accepts event count, stake and odds and displays the combinations. A 2/3 needs at least two winners and has three pairs; 2/4 has six. RUB 150 in 2/3 divides equally into three RUB 50 stakes.

The 3/6 example creates 20 three-event accumulators, such as 1+2+3 and 1+2+4. RUB 60 / 20 = RUB 3 each. Events 1, 4, 5 and 6 win, producing four winning triples. The source says at least three results must match for a non-total-loss system; it does not guarantee profit.

Winning triple calculation	Source recorded gross, RUB
1.6 × 1.3 × 1.45 × 3	9.05
1.6 × 1.3 × 1.85 × 3	11.54
1.85 × 1.3 × 1.45 × 3	10.45
1.6 × 1.85 × 1.45 × 3	12.88
Recorded total	43.92

These rounded values and the 43.92 total are the supplied example values. They are preserved as source arithmetic rather than treated as a newly verified payout formula.

Asian handicaps and totals

A +1.25 handicap divides equally between +1 and +1.5. The combined return is the two returns; the source lists both-win, win-plus-refund and both-loss possibilities. Villarreal +0.75 divides into +1 and +0.5; Real Madrid −0.75 into −0.5 and −1. An Asian handicap in an accumulator/system doubles its combinations.

Quarter totals not divisible by 0.5 split the stake equally at the same odds between nearest whole/half totals. In the two-event RUB 100 Over 3.25 example, both matches end 3–0. Four RUB 25 accumulators result: >3/>3, >3/>3.5, >3.5/>3 and >3.5/>3.5. Only the first refunds RUB 25; the other three lose.

The supplied Under example divides RUB 100 into RUB 50 Under 1.5 and RUB 50 Under 2 at odds 1.4. At 0:0 or 0:1 both win, paying 100 × 1.4 = RUB 140. At 1:1 or 0:2, Under 1.5 loses and Under 2 refunds RUB 50. The corresponding Over 1.5 / Over 2 split at 1:1 or 0:2 returns 50 × 1.4 + 50 = RUB 120.

Complete sequential-chain examples

The sample event labels include South Korea women–Myanmar women, first team to win point 15 in game 1 at 1.45, and ITF K. Onishi/Yonemura–Kato/Hiroko Kuwata, game 18 deuce No at 1.36. The following chain narrative calls its first winning selection Myanmar and names Navy for leg two; these are retained as the narrative's labels rather than silently reconciled to the earlier card.

Scenario	Every recorded balance calculation, RUB
All four win	10×1.45=14.5; (14.5−10)+10×1.62=4.5+16.2=20.7; (20.7−10)+10×1.36=10.7+13.6=24.3; (24.3−10)+10×1.45=14.3+14.5=28.8.
Legs 1, 3, 4 win	10×1.45=14.5; losing leg 2 leaves 14.5−10=4.5; 4.5×1.36=6.12; 6.12×1.45=8.87 as recorded.
Legs 1, 2, 4 win	10×1.45=14.5; (14.5−10)+10×1.62=20.7; losing leg 3 leaves 20.7−10=10.7; (10.7−10)+10×1.45=0.7+14.5=15.2.

Betslip, interface and general conditions

The site instructs a first-time visitor to register, then select an odds quote to add its event to the slip. With several events, offered types are single, accumulator, singles, system and constructor. A saved slip can be reopened or shared. A live esports label reads map 3, Group B, lower bracket, quarterfinal, best of three maps. Registration confirmation accepts rules/privacy and adulthood; telephone marketing consent is a separate choice. A cookie banner treats continued site use as consent. A release banner advertises a 10,000× multiplier, a separate promotional claim rather than Tower Rush's limit.

The general terms govern acceptance, winnings, disputes, sport-specific conditions and other company–client relationships, online and at betting shops. Bet means a risk-based agreement for potential winnings tied to an undetermined event. Outcome is its result. Cancellation treats the agreement as not concluded and returns the stake without winnings. Regular time includes officials' added time but excludes extra time, overtime and shootouts.

Registration declares personal action and ultimate beneficial ownership of account/funds, not acting as trustee. Under-18s or below any higher local age, direct event participants/influencers and their representatives, and persons legally prohibited from contracting may not participate. Examples of potentially prohibited jurisdictions include USA, UK, Cyprus and Netherlands; the site is not intended for unlawful local use.

The company may reject non-compliant customers or breaches of public conduct/order, and may reject any bet without reasons. Settlements use its processing centre. Winnings are stated payable within 30 calendar days after the slip's final event result. Later changes to odds/handicaps/totals/limits do not alter accepted conditions. Live-esports transmission/technical failure yields refund only if the event never occurred or its markets were not settled. A connection failure while receiving confirmation does not itself cancel a bet.

Obvious staff/list/acceptance errors may void at 1; obvious odds errors use actual correct odds for the market’s final result. Suspected unsporting play may block bets without waiting for the international body; confirmation permits voiding at 1 without disclosed proof. The source links anti-manipulation work to Council of Europe convention CETS No. 215 and defines dishonest play to include intentional favourite losses for financial/competitive/other reasons and sport-rule breaches.

One change notice applies amended conditions only to bets after the announced date, preserving earlier bets. Other source sections have immediate-publication and two-week amendment language; those retain their own scope in the accompanying policy volume. A bet evidences acceptance. Indirect, consequential and incidental losses including lost profit are disclaimed, even where the customer was warned; the site states customers are informed of win probability and loss risk.