

Betradar Virtual Sports

Rules

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1. Virtual Football



1.1 How to play

The Virtual Football Modes provide 24/7/365 real money betting experience on virtual football. Competitions are generated continuously and bets can be placed at any time, even within a season. At the moment there are the following Virtual Football modes:

- **Virtual Football Bundesliga (VFB)**
- **Virtual Football League Mode (VFLM)**
- **Virtual Football Euro League (VFEC)**
- **Virtual Football World Cup (VFWC)**
- **Virtual Football Nations Cup (VFNC)**
- **Virtual Football Asian Cup (VFAS)**
- **Virtual Football Champions Cup (VFCC)**

Game Structure

Each mode has a different tournament structure:

Virtual Football Bundesliga (VFB), Virtual Football League Mode VFLM:

- 16 Teams
- Home & away matches
- 30 match days
- 8 concurrent matches per match day
- 240 matches per season

Virtual Football World Cup VFWC:

Group Stage

- 32 Teams (8 groups of 4 teams per group)
- 12 match day chunks (3 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 48 matches per group stage

Knock-Out-Stage

- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out-stage



**Virtual Football Euro Cup VFEC, Virtual Football Asian Cup VFAS,
Virtual Football Nations Cup VFNC:**

Group Stage

- 24 Teams (6 groups of 4 teams per group)
- 9 match day chunks (3 match days of 3 chunks per match day)
- 4 concurrent matches per match day chunk
- 36 matches per group stage

Knock-Out-Stage

- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out-stage

Virtual Football Champions Cup VFCC:

Group Stage

- 32 Teams (8 groups of 4 teams per group)
- 24 match day chunks (6 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 96 matches per group stage

Knock-Out-Stage

- 16 Teams
- 9 rounds (R16_Leg 1[1..4]; R16_Leg 1[5...8]; R16_Leg2[1..4]; R16_Leg2 [5..8];R8_Leg 1; R8_Leg 2; Semi Finals Leg1; Semi Finals Leg2; Final & 3rd Place.
- 4 concurrent matches (R16_Leg1[1..4]; R16_Leg1[5..8]; R16_Leg2[1..4];R16_Leg2[5..8])
- 2 concurrent matches (Semi Finals Leg 1; Semi Final Leg 2; Final & 3rd Place)
- 30 matches per knock-out-stage

1.2 Game Information

Most Virtual Football mode are provided as an online version and a retail version to serve the timing requirements of the different target groups.

In general, all Virtual Football modes share the same match day timings. The only difference is within the timings for the knockout stages for the cup modes (VFEC, VFNC, VFWC, VFAS and VFCC) as they might include overtime and penalty shootouts.



Duration overview

Virtual Football Bundesliga (VFB), Virtual Football League Mode VFLM:

VFB, VFLM Online	Duration
PreSeason	1:00 min
MatchDay BetStart Cycle	0:50 min
MatchDay BetStop Cycle	0:10 min
MatchDay Match Cycle	2:10 min
MatchDay Resulting Cycle	0:30 min
Total Matchday	3:40 min
Post Season	1:00 min
Whole Season (30 matchdays plus Pre & Post Season)	112:00 min

VFLM Retail	Duration
PreSeason	1:00 min
MatchDay BetStart Cycle	4:00 min
MatchDay BetStop Cycle	0:10 min
MatchDay Match Cycle	2:10 min
MatchDay Resulting Cycle	1:00 min
Total Matchday	7:20 min
Post Season	1:00 min
Whole Season (30 matchdays plus Pre & Post Season)	222:00 min

(VFB not available with Retail timing)

Virtual Football World Cup VFWC:

VFWC Online	Duration
PreSeason	01:00 min
GroupStage MatchDay BetStart Cycle	00:50 min
GroupStage MatchDay BetStop Cycle	00:10 min
GroupStage MatchDay Match Cycle	02:10 min
GroupStage MatchDay Resulting Cycle	00:30 min
Total GroupStage Matchday	03:40 min
Full GroupStage (12 matchdays)	44:00 min
Group Stage to Knock-Out Stage Transition	01:00 min
Knock-Out Stage MatchDay BetStart Cycle	00:50 min
Knock-Out Stage MatchDay BetStop Cycle	00:10 min
Knock-Out Stage MatchDay Match Cycle	02:10 min
Knock-Out Stage MatchDay Ticker	00:10 min
Knock-Out Stage MatchDay Resulting Cycle	00:30 min
Total Knock-Out Stage MatchDay	03:50 min
Full Knock-Out Stage (5 matchdays)	19:10 min
Post Cup	01:00 min
Whole Cup (GroupStage + Knock-Out Stage)	66:10 min



VFWC Retail	Duration
PreSeason	01:00 min
GroupStage MatchDay BetStart Cycle	03:00 min
GroupStage MatchDay BetStop Cycle	00:10 min
GroupStage MatchDay Match Cycle	02:10 min
GroupStage MatchDay Resulting Cycle	01:00 min
Total GroupStage Matchday	06:20 min
Full GroupStage (12 matchdays)	76:00 min
Group Stage to Knock-Out Stage Transition	01:00 min
Knock-Out Stage MatchDay BetStart Cycle	03:00 min
Knock-Out Stage MatchDay BetStop Cycle	00:10 min
Knock-Out Stage MatchDay Match Cycle	02:10 min
Knock-Out Stage MatchDay Ticker	00:10 min
Knock-Out Stage MatchDay Resulting Cycle	01:00 min
Total Knock-Out Stage MatchDay	06:30 min
Full Knock-Out Stage (5 matchdays)	32:30 min
Post Cup	01:00 min
Whole Cup (GroupStage + Knock-Out Stage)	111:30 min

Virtual Football Euro Cup VFEC, Virtual Football Asian Cup VFAS, Virtual Football

Nations Cup VFNC:

VFEC, VFNC & VFAS Online	Duration
PreSeason	01:00 min
GroupStage MatchDay BetStart Cycle	00:50 min
GroupStage MatchDay BetStop Cycle	00:10 min
GroupStage MatchDay Match Cycle	02:10 min
GroupStage MatchDay Resulting Cycle	00:30 min
Total GroupStage Matchday	03:40 min
Full GroupStage (9 matchdays)	33:00 min
Group Stage to Knock-Out Stage Transition	01:00 min
Knock-Out Stage MatchDay BetStart Cycle	00:50 min
Knock-Out Stage MatchDay BetStop Cycle	00:10 min
Knock-Out Stage MatchDay Match Cycle	02:10 min
Knock-Out Stage MatchDay Ticker	00:10 min
Knock-Out Stage MatchDay Resulting Cycle	00:30 min
Total Knock-Out Stage MatchDay	03:50 min
Full Knock-Out Stage (5 matchdays)	19:10 min
Post Cup	01:00 min
Whole Cup (GroupStage + Knock-Out Stage)	55:10 min



VFEC Retail	Duration
PreSeason	01:00 min
GroupStage MatchDay BetStart Cycle	04:00 min
GroupStage MatchDay BetStop Cycle	00:10 min
GroupStage MatchDay Match Cycle	02:10 min
GroupStage MatchDay Resulting Cycle	00:30 min
Total GroupStage Matchday	06:20 min
Full GroupStage (9 matchdays)	57:00 min
Group Stage to Knock-Out Stage Transition	01:00 min
Knock-Out Stage MatchDay Betstart Cycle	04:00 min
Knock-Out Stage MatchDay Betstop Cycle	00:10 min
Knock-Out Stage MatchDay Match Cycle	02:10 min
Knock-Out Stage MatchDay Ticker	00:10 min
Knock-Out Stage MatchDay Resulting Cycle	00:30 min
Total Knock-Out Stage MatchDay	06:30 min
Full Knock-Out Stage (5 matchdays)	32:30 min
Post Cup	01:00 min
Whole Cup (GroupStage + Knock-Out Stage)	92:30 min

VFNC Retail	Duration
PreSeason	1:00 min
GroupStage MatchDay BetStart Cycle	4:00 min
GroupStage MatchDay BetStop Cycle	0:10 min
GroupStage MatchDay Match Cycle	2:10 min
GroupStage MatchDay Resulting Cycle	0:30 min
Total GroupStage Matchday	6:50 min
Full GroupStage (9 matchdays)	61:30 min
Group Stage to Knock-Out Stage Transition	1:00 min
Knock-Out Stage MatchDay Betstart Cycle	4:00 min
Knock-Out Stage MatchDay Betstop Cycle	0:10 min
Knock-Out Stage MatchDay Match Cycle	2:10 min
Knock-Out Stage MatchDay Ticker	0:10 min
Knock-Out Stage MatchDay Resulting Cycle	0:30 min
Total Knock-Out Stage MatchDay	7:00 min
Full Knock-Out Stage (5 matchdays)	35:00 min
Post Cup	1:00 min
Whole Cup (GroupStage + Knock-Out Stage)	99:30 min

(VFAS not available with Retail timing)



Virtual Football Champions Cup VFCC:

VFCC Online	Duration
PreSeason	01:00 min
GroupStage MatchDay BetStart Cycle	00:50 min
GroupStage MatchDay BetStop Cycle	00:10 min
GroupStage MatchDay Match Cycle	02:10 min
GroupStage MatchDay Resulting Cycle	00:30 min
Total GroupStage Matchday	03:40 min
Full GroupStage (24 matchdays)	88:00 min
Group Stage to Knock-Out Stage Transition	01:00 min
Knock-Out Stage MatchDay BetStart Cycle	00:50 min
Knock-Out Stage MatchDay BetStop Cycle	00:10 min
Knock-Out Stage MatchDay Match Cycle	02:10 min
Knock-Out Stage MatchDay Ticker	00:10 min
Knock-Out Stage MatchDay Resulting Cycle	00:30 min
Total Knock-Out Stage MatchDay	03:50 min
Full Knock-Out Stage (9 matchdays)	34:30 min
Post Cup	01:00 min
Whole Cup (GroupStage + Knock-Out Stage)	125:30 min

VFCC Retail	Duration
PreSeason	01:00 min
GroupStage MatchDay BetStart Cycle	03:00 min
GroupStage MatchDay BetStop Cycle	00:10 min
GroupStage MatchDay Match Cycle	02:10 min
GroupStage MatchDay Resulting Cycle	01:00 min
Total GroupStage Matchday	06:20 min
Full GroupStage (24 matchdays)	152:00 min
Group Stage to Knock-Out Stage Transition	01:00 min
Knock-Out Stage MatchDay BetStart Cycle	03:00 min
Knock-Out Stage MatchDay BetStop Cycle	00:10 min
Knock-Out Stage MatchDay Match Cycle	02:10 min
Knock-Out Stage MatchDay Ticker	00:10 min
Knock-Out Stage MatchDay Resulting Cycle	01:00 min
Total Knock-Out Stage MatchDay	06:30 min
Full Knock-Out Stage (9 matchdays)	58:30 min
Post Cup	01:00 min
Whole Cup (GroupStage + Knock-Out Stage)	213:30 min



1.3 Betting

Betting on a match is allowed up to 10 seconds before kick-off. Outrights will be closed during the runtime of any match. Once a market is decided it'll be cleared and removed from the feed. Betting markets for future match days of the current tournament remain open. When a future match day is selected from the bar at the bottom of the iframe, the matches related to that day, along with the odds, will be displayed in the lower odds section. The following match related betting options are available:

Betting Market	Description (Possible Outcome)
Match Related Markets	
<u>Full Time 3 Way / 1X2</u>	Description Select the outcome after 90 minutes – Regular Match Time
	Possible Outcomes: <ul style="list-style-type: none">• Home wins• Draw• Away wins
<u>1st Half 3 Way / 1X2</u>	Description Select the result at halftime
	Possible Outcomes: <ul style="list-style-type: none">• Home leads• Draw• Away leads
<u>Total Goals</u>	Description Select whether the total number of goals scored in the regular match will be over or under a specified number X
	Possible Outcomes: <ul style="list-style-type: none">• Over X• Under X
<u>Handicap</u>	Description Select the result including the given handicap
	Possible Outcomes: (After handicap has been applied) <ul style="list-style-type: none">• Home wins• Draw• Away wins



<u>1st Goal</u>	Description Select the team that scores the first goal
	Possible Outcomes: <ul style="list-style-type: none">• Home• Away• None
<u>Correct Score</u>	Description Select the correct score after 90 minutes – Regular Match Time
	Possible Outcomes: <ul style="list-style-type: none">• 1-0• 2-0• 2-1• 3-0• 3-1• 3-2• 0-1• 0-2• 1-2• 0-3• 1-3• 2-3• 0-0• 1-1• 2-2• 3-3• Other Score
<u>Asian Handicap</u>	Description Disabled by default: -2 to 2 are calculated, three most balanced are broadcasted Please view section 1.4 Asian Handicap for more information
<u>Combo Half Time 3 Way and Full Time 3 Way</u>	Description Select a combination of outcomes of the markets “1 st Half 3 way” and “Full Time 3 way”
	Possible Outcomes: <ul style="list-style-type: none">• Home leads at Half Time & Home wins• Home leads at Half Time & Draw at Full Time• Home leads at Half Time & Away wins• Draw at Half Time & Home wins• Draw at Half Time & Draw at Full Time• Draw at Half Time & Home wins• Away leads at Half Time & Home win• Away leads at Half Time & Draw at Full Time• Away leads at Half Time & Away win
<u>Double Chance</u>	Description Select two of the possible three outcomes after 90 minutes



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Home wins or Draw • Home wins or Away wins • Away wins or Draw
<u>Double Chance Halftime</u>	<p><u>Description</u></p> <p>Select two of the possible three outcomes at half time</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Home wins or Draw • Home wins or Away wins • Away wins or Draw
<u>Both Teams to Score</u>	<p><u>Description</u></p> <p>Select whether both teams will score in regular match time</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Yes • No
<u>Teams to Score (Home / Away)</u>	<p><u>Description</u></p> <p>Select whether home or away team will score a goal in regular match time</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Only Home Team Scores • Only Away Team Scores • Both Teams • Neither Teams
<u>Highest Scoring Half</u>	<p><u>Description</u></p> <p>Select which half will have the highest number of goals scored in regular match time</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • First Half • Second Half • Equals
<u>Team Total Goals</u>	<p><u>Description</u></p> <p>Select whether the total number of goals scored in the match by named team will be over or under a specified number X</p>



	Possible Outcomes: (Applied to either Home or Away) <ul style="list-style-type: none">• Under X• Over X
<u>Number of team goals</u>	Description <p>Select the exact number of goals scored by named team (Home or Away) in the match</p> Possible Outcomes: <ul style="list-style-type: none">• 0• 1• 2• 3• 4+
<u>Number of goals</u>	Description <p>Select the exact number of total goals scored in the match</p> Possible Outcomes: <ul style="list-style-type: none">• 0• 1• 2• 3• 4• 5• 6+
<u>Odd/Even Number of Total Goals</u>	Description <p>Select the category of total number of goals scored in match (90 minutes)</p> Possible Outcomes: <ul style="list-style-type: none">• Odd• Even (applies if no goals are scored)
<u>Draw No Bet</u>	Description <p>Select the score after 90 minutes (stake will be refunded in case of draw)</p> Possible Outcomes: <ul style="list-style-type: none">• Home wins• Away wins
<u>1st Half Totals</u>	Description <p>Select whether the total number of goals scored in the first half will be over or under a specified number X</p>



	<p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Over X • Under X
<u>1st Half Asian Handicap</u>	<p>Description</p> <p>Disabled by default: -2 to 2 are calculated, three most balanced are broadcasted Please view section 1.4 Asian Handicap for more information</p>
<u>Asian Total Goals</u>	<p>Description</p> <p>Disabled by default: 0.5 to 5.5 are calculated, three most balanced are broadcasted Please view section 1.4 Asian Handicap for more information</p>
<u>1st Half Asian Total Goals</u>	<p>Description</p> <p>Disabled by default: 0.5 to 5.5 are calculated, three most balanced are broadcasted Please view section 1.4 Asian Handicap for more information</p>
<u>Combo Full Time 3 Way and Total Goals</u>	<p>Description</p> <p>Select a combination of outcomes of the markets “Full Time 3 way” and “Total Goals”</p>
	<p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Home wins & Over X • Home wins & Under X • Draw & Over X • Draw & Under X • Away wins & Over X • Away wins & Under X

Outright Betting - League Mode (VFLM)

Betting Market	Description (Possible Outcome)
Match Day related	
<u>Number of Goals on Match Day</u>	<p>Description</p> <p>Select whether the total number of goals scored in the round will be over or under a specified number X</p>



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over X • Under X
<u>Total Goals Home Teams</u>	<p><u>Description</u></p> <p>Select whether the total number of goals scored in the round by the home teams will be over or under a specified number X</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over X • Under X
<u>Total Goals Away Teams</u>	<p><u>Description</u></p> <p>Select whether the total number of goals scored in the round by the away teams will be over or under a specified number X</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over X • Under X
<u>Most Goals Home Teams or Away Teams</u>	<p><u>Description</u></p> <p>Select whether home or away teams will score more goals in the round</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Home • Away • Draw
<u>Number Home Team Wins</u>	<p><u>Description</u></p> <p>Select whether the total number of home team wins in the round will be over or under a specified number X</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over X • Under X
<u>Number Draws</u>	<p><u>Description</u></p> <p>Select whether the total number of draws in the round will be over or under a specified number X</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over X • Under X



<u>Number Away Team Wins</u>	Description Select whether the total number of away team wins in the round will be over or under a specified number X
	Possible Outcomes: <ul style="list-style-type: none">• Over X• Under X
League related (markets closed during matches)	
<u>Season Winner</u>	Description Select which team will win the league
	Possible Outcomes: Initially offered for all participating teams, once a team can't win the league anymore it'll be removed from the offer
<u>Top 5 Finisher</u>	Description Select whether a team will finish on table position 1, 2, 3, 4, or 5
	Possible Outcomes: <ul style="list-style-type: none">• Yes• No
<u>Bottom 3 Finisher</u>	Description Select whether a team will finish on table position 14, 15, or 16
	Possible Outcomes: <ul style="list-style-type: none">• Yes• No
<u>Head to Head</u>	Description Select which of two named teams will finish higher on the table at the end of the season (limited to 20 combinations)
	Possible Outcomes: <ul style="list-style-type: none">• Team 1• Team 2



Outright Betting - Cup Modes (VFEC, VFNC, VFWC, VFAS, VFCC)

Betting Market	Description (Possible Outcome)
Group Stage (markets closed during matches)	
<u>Cup Winner</u>	Description Select which team will win the cup
	Possible Outcomes: Initially offered for all participating teams; once a team is decided it'll be removed from the offer.
<u>Group winner</u>	Description Select which team will win the group
	Possible Outcomes: Initially offered for all teams within the group; once a team is decided it'll be removed from the offer
<u>Qualify to play offs</u>	Description Select which team will proceed to the knock out stage
	Possible Outcomes: Initially offered for all participating teams, once a team is decided it'll be removed from the offer.
<u>Exact order 1-2 per group</u>	Description Select two teams to qualify from their group and pick exact group placing.
	Possible Outcomes: Initially offered for all combinations of participating teams within the groups; Once a combination is decided it'll be removed from the offer
Knock Out Stage (markets closed during matches)	
<u>Cup Winner</u>	Description Select which team will win the cup
	Possible Outcomes: Initially offered for all participating teams; once a team is eliminated it'll be removed from the offer.
<u>To reach the final</u>	Description Select a team which will reach the final
	Possible Outcomes: Initially offered for all participating teams; once a team is eliminated it'll be removed from the offer.



<u>Exact order 1-2</u>	Description Select two teams to play the final and also select the winner of the match.
	Possible Outcomes: Initially offered for all combinations of participating teams within the cup; Once a combination is decided it'll be removed from the offer

1.4 Asian Handicap

Asian handicap betting applies a handicap to the favourite and reduces the possible number of outcomes from three (in traditional 1X2 wagering) to two by eliminating the draw outcome. The handicap, which is either a whole number, a half-number or a mix of those, is trying to balance the market. In the event that a whole number is used for the handicap, the handicap adjusted final score could result in a draw where all bettors have their original wagers returned as there is no winner while quarter ($\frac{1}{4}$) handicaps split the bet between the two closest $\frac{1}{2}$ intervals where the bettor can win and tie (win $\frac{1}{2}$ of wager) or lose and tie (lose $\frac{1}{2}$ wager). The stake is automatically divided equally and placed as 2 separate bets.

Please refer to the following examples regarding settlement of bets:

Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Win	Win	0	Win	Win
	Draw	Stake refund		Draw	Stake refund
	Lose	Lose		Lose	Lose
- 0.25	Win	Win	+ 0.25	Win	Win
	Draw	Half lose		Draw	Half win
	Lose	Lose		Lose	Lose
- 0.50	Win	Win	+ 0.50	Win	Win
	Draw	Lose		Draw	Win
	Lose	Lose		Lose	Lose
- 0.75	Win by 2+	Win	+ 0.75	Win	Win
	Win by 1	Half win		Draw	Win
	Draw	Lose		Lose by 1	Half Lose
	Lose	Lose		Lose by 2+	Lose
- 1.00	Win by 2+	Win	+ 1.00	Win	Win
	Win by 1	Stake refund		Draw	Win
	Draw	Lose		Lose by 1	Stake refund
	Lose	Lose		Lose by 2+	Lose
- 1.25	Win by 2+	Win	+ 1.25	Win	Win
	Win by 1	Half lose		Draw	Win
	Draw	Lose		Lose by 1	Half win
	Lose	Lose		Lose by 2+	Lose
- 1.50	Win by 2+	Win	+ 1.50	Win	Win
	Win by 1	Lose		Draw	Win
	Draw	Lose		Lose by 1	Win
	Lose	Lose		Lose by 2+	Lose



- 1.75	Win by 3+	Win	+ 1.75	Win	Win
	Win by 2	Half win		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose
	Lose	Lose		Lose by 3+	Lose
- 2.00	Win by 3+	Win	+ 2.00	Win	Win
	Win by 2	Stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Stake refund
	Lose	Lose		Lose by 3+	Lose

1.5 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the four available games or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the players are based on professional football players (e.g. in terms of number of goals, fitness, consecutive match-statistics, etc.).



2. Virtual Basketball League



2.1 How to play

The VBL provides 24/7/365 real money betting experience on virtual basketball. The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time – even within a season.

Virtual Basketball is provided as an online and a retail version to serve the timing requirements of the different target groups. The differences in timings will be explained in the following chapters.

2.2 Game Information

Virtual Basketball is provided as an online version and a retail version to serve the timing requirements of the different target groups.

The general match structure is the same for both versions. It is separated into a 'Pre Match' period, '1st Quarter', '2nd quarter', 'Half time', '3rd quarter', '4th quarter', Overtime (if the match result is a draw after the 4th quarter) and 'Post Match' period.

Duration overview

Virtual Basketball League VBL:

VBL Online	Duration
PreSeason	01:00 min
MatchDay PreMatch	00:20 min
MatchDay BetStop	00:10 min
MatchDay Match Cycle	02:30 min
MatchDay PostMatch	00:30 min
Total MatchDay	03:30 min
Post Season	00:30 min
Whole Season (30 matchdays plus Pre & Post Season)	106:30 min

VBL Retail	Duration
PreSeason	01:00 min
MatchDay PreMatch	04:00 min
MatchDay BetStop	00:10 min
MatchDay Match Cycle	02:35 min
MatchDay PostMatch	01:00 min
Total MatchDay	07:45 min
Post Season	00:30 min
Whole Season (30 matchdays plus Pre & Post Season)	234:00 min



2.3 Betting

Betting on a VBL match is allowed up to 10 seconds before tip-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section. The following match related betting options are available:

Betting Market	Description (Possible Outcome)
Match Related Markets	
<u>Match Winner, incl. Overtime</u>	Description Select the match winner including overtime
	Possible Outcomes: <ul style="list-style-type: none">• Home wins• Away wins
<u>Total Points, incl. Overtime</u>	Description Select whether the total number of points scored in the match will be over or under a specified number X
	Possible Outcomes: <ul style="list-style-type: none">• Over X• Under X
<u>Handicap, incl. Overtime</u>	Description Select the winner of the match after adjusting final scores with the selected handicap value
	Possible Outcomes: <ul style="list-style-type: none">• Home wins• Away wins
<u>Winning Margin, incl. Overtime</u>	Description Select the winning margin between the two teams at the end of match including overtime
	Possible Outcomes: <ul style="list-style-type: none">• Home wins with margin 1-5• Home wins with margin 6-10• Home wins with margin >10• Away wins with margin 1-5



	<ul style="list-style-type: none"> • Away wins with margin 6-10 • Away wins with margin >10
<u>1st Half Winner</u>	<p>Description</p> <p>Select the team which is in the lead after the first two quarters</p>
	<p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Home leads • Draw • Away leads
<u>1st Half Total Points</u>	<p>Description</p> <p>Select whether the total number of points scored in the first two quarters will be over or under a specified number X</p>
	<p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Over X • Under X
<u>1st Half Handicap</u>	<p>Description</p> <p>Select the winner of the first two quarters after including handicap points</p>
	<p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Home wins • Away wins
<u>1st Half Winning Margin</u>	<p>Description</p> <p>Select the points margin between the two teams at the end of two quarters</p>
	<p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Home leads with margin 1-5 • Home leads with margin 6-10 • Home leads with margin >10 • Away leads with margin 1-5 • Away leads with margin 6-10 • Away leads with margin >10 • Draw (0)
<u>Race To x Points</u>	<p>Description</p> <p>Select which team will reach X points first</p>
	<p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Home • Away



<u>Highest Scoring Quarter</u>	Description Select the quarter that accrues the most points in the match
	Possible Outcomes: <ul style="list-style-type: none">• 1st Quarter• 2nd Quarter• 3rd Quarter• 4th Quarter• Equal (In the case of two or more quarters having identical highest total points, deadheat rules will not apply as the winning outcome is the betting selection "Equal")
<u>Home Team Total Points, incl. Overtime</u>	Description Select whether the total number of points scored by the home team in the match will be over or under a specified number X
	Possible Outcomes: <ul style="list-style-type: none">• Over X• Under X
<u>Away Team Total Points, incl. Overtime</u>	Description Select whether the total number of points scored by the home team in the match will be over or under a specified number X
	Possible Outcomes: <ul style="list-style-type: none">• Over X• Under X

2.4 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the eight available games per match day or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VBL players are based on professional basketball players (e.g. in terms of number of points, fitness, consecutive match-statistics, etc.).



3. Virtual Horses

powered by Kiron



3.1 How to play

The VHK provides 24/7/365 real money betting experience on virtual horse races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on all future races of the current race days at any time.

3.2 Game Information

Races are generated continuously - a new one will be started as soon as the current one has finished. Betting is possible in the next 10 upcoming races.

There are two different configurations dependent on the platform (online, retail):

Online schedule

- 2 minute total event cycle
- 40 seconds betting phase, 65 seconds event phase, 15 seconds results phase
- 2 grass and 1 dirt track with a 1000m race randomly scheduled
- 8, 10, 12, 14 runners randomly assigned

Retail schedule

- 5 minute event cycle
- 205 seconds - 160 seconds betting phase, 65 seconds - 110 seconds event phase, 30 seconds results phase
- 2 grass and 1 dirt track with all available distances (1000m, 1600m, 2000m) randomly scheduled
- 8, 10, 12, 14 runners randomly assigned

3.3 Betting

Betting on a VHK race is allowed up to 10 seconds prior to the race start. Betting markets for future races of the current race days remain open. When a future race from 'Race Calendar' is selected, the odds table at the bottom will automatically scroll to the corresponding position. The following race related betting markets are available:

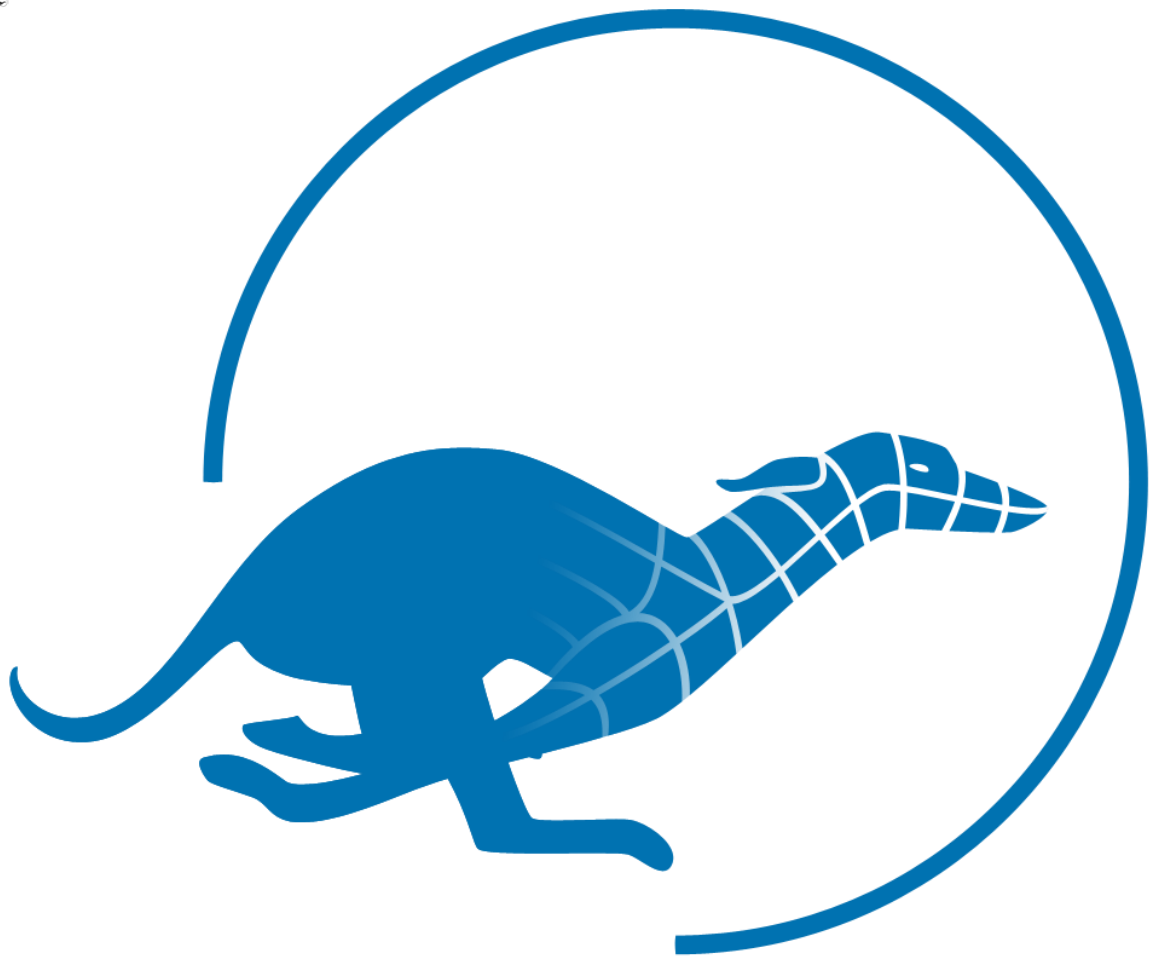
Betting Market	Description (Possible Outcome)
<u>Win</u>	Description Select the runner which will finish first
<u>Place</u>	Description Select the runner which will finish either 1 st , and 2 nd (7 Runners) Select the runner which will finish either 1 st , 2 nd and 3 rd (7+ runners)
<u>Forecast (Correct Order)</u>	Description



	Select the runners that will finish 1 st and 2 nd in the correct order
<u>Forecast (Any Order)</u>	Description Select the runners that will finish 1 st and 2 nd in any order
<u>Tricast (Correct Order)</u>	Description Select the runners that will finish 1 st , 2 nd and 3 rd in the correct order
<u>Tricast (Any Order)</u>	Description Select the runners that will finish 1 st , 2 nd and 3 rd in any order

3.4 Miscellaneous

All races are broadcast as live video streams through an integrated media player in your browser. The race simulations are created through a combination of Artificial Intelligence and independent random number generators. The performance parameters of the VHK horses are based on real horses' performance parameters (e.g. in terms of acceleration, speed and endurance consecutive race-statistics, etc.).



4. Virtual Dogs

powered by Kiron



4.1 How to play

The VDK provides 24/7/365 real money betting experience on virtual dog races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on the ten future races at any time.

4.2 Game Information

Races are generated continuously - a new one will be started as soon as the current one has finished. There are two different configurations dependent on the platform (online, retail):

Online schedule

- 2 minute total event cycle
- 37 seconds or 67 seconds betting phase,
38 seconds or 68 seconds event phase,
15 seconds results phase
- night and day track with distance 360m and 720m randomly scheduled
- 6 or 8 runners randomly assigned

Retail schedule

- 4 minute event cycle
- 202 seconds or 142 seconds betting phase,
38 seconds or 68 seconds event phase,
30 seconds results phase
- night and day track with distance 360m and 720m randomly scheduled
- 6 or 8 runners randomly assigned

4.3 Betting

Betting on a VDK race is allowed up to 10 seconds prior to the race start. Betting markets for future races remain open. When a future race from 'Race Calendar' is selected, the odds table will automatically switch to the corresponding position. The following race related betting markets are available:

Betting Market	Description
<u>Win</u>	Description Select the runner which will finish first
<u>Place</u>	Description Select the runner which will finish either 1 st or 2 nd (7 Runners) Select the runner which will finish either 1 st , 2 nd and 3 rd (8 runners)
<u>Forecast (Correct Order)</u>	Description Select the runners that will finish 1 st and 2 nd in the correct order



<u>Forecast (Any Order)</u>	Description Select the runners that will finish 1 st and 2 nd in any order
<u>Tricast (Correct Order)</u>	Description Select the runners that will finish 1 st , 2 nd and 3 rd in the correct order
<u>Tricast (Any Order)</u>	Description Select the runners that will finish 1 st , 2 nd and 3 rd in any order

4.4 Miscellaneous

All races are broadcasted as live video streams through an integrated media player in your browser. The race simulations are created through a combination of Artificial Intelligence and independent random number generators. The performance parameters of the VDK dogs are based on real dogs' performance parameters (e.g. in terms of acceleration, speed and endurance consecutive race-statistics, etc.).



5. Virtual Tennis In-Play



5.1 How to play

Virtual Tennis In-Play provides a 24/7/365 real money betting experience on virtual tennis matches. Competitions are generated continuously and bets can be placed at any time, even within a game on points, games, sets and the whole match.

5.2 Game information

Matches are generated continuously - a new one will be started as soon as the current one has finished. There are always four unrelated and asynchronous matches in parallel.

As every match is a live simulated event, there is determined match schedule. The following average timings can be used as a guideline:

- Avg. point duration (event cycle time): 35 seconds
- Avg. 2 sets match: ~ 75 min. / 1400 betting opportunities
- Avg. 3 sets match: ~ 115 min. / 2000 betting opportunities

5.3 Betting

Bets can be placed on point, game, set and match events. Once an outcome is decided the settlement process occurs. Betting markets are closed 5 seconds prior to the start of a rally and upon conclusion of the rally, markets will be re-activated. The following betting options are available:

Betting Market	Description (Possible Outcome)
Point Related Markets	
<u>Set X, Game X – Point X Winner</u>	Description Select the winner of the listed point
	Possible Outcomes: <ul style="list-style-type: none">• Player A• Player B
Game Related Markets	
<u>Set X, Game X – Winner</u>	Description Select the winner of the listed game
	Possible Outcomes: <ul style="list-style-type: none">• Player A• Player B



<p><u>Set X, Game X – To Deuce</u></p>	<p>Description</p> <p>Select whether the listed game will reach Deuce (40:40)</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Yes • No
<p><u>Set X, Game X – Correct Score</u></p>	<p>Description</p> <p>Select the correct score of the listed game</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Player A – 0 • Player A – 15 • Player A – 30 • Player A – 40 • Player B – 0 • Player B – 15 • Player B – 30 • Player B – 40
<p><u>Set X, Game X – Number of Points</u></p>	<p>Description</p> <p>Select the total number of points scored in the listed game from both players</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 4 • 5 • 6 • 7+
<p>Set Related Markets</p>	
<p><u>Game Handicap</u></p>	<p>Description</p> <p>Select the winner of the set taking into account a game handicap. This can involve adding or subtracting games to/from one of the players</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Player A – (+3.5) • Player A – (-3.5) • Player A – (+2.5) • Player A – (-2.5) • Player A – (+1.5) • Player A – (-1.5) • Player B – (+3.5) • Player B – (-3.5) • Player B – (+2.5) • Player B – (-2.5) • Player B – (+1.5) • Player B – (-1.5)
<p><u>Set X – Winner</u></p>	<p>Description</p> <p>Select the winner of the listed set</p>



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Player A • Player B
<u>Set X – Correct Score</u>	<p><u>Description</u></p> <p>Select the correct score of the listed set</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Player A – (6-0) • Player A – (6-1) • Player A – (6-2) • Player A – (6-3) • Player A – (6-4) • Player A – (7-5) • Player A – (7-6) • Player B – (0-6) • Player B – (1-6) • Player B – (2-6) • Player B – (3-6) • Player B – (4-6) • Player B – (5-7) • Player B – (6-7)
<u>Set X – Total Games</u>	<p><u>Description</u></p> <p>Select the total number of games scored in the listed set</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over 6.5 • Over 7.5 • Over 8.5 • Over 9.5 • Over 10.5 • Over 12.5 • Under 6.5 • Under 7.5 • Under 8.5 • Under 9.5 • Under 10.5 • Under 12.5
Match Related Markets	
<u>Match Winner</u>	<p><u>Description</u></p> <p>Select the winner of the listed match</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Player A • Player B
<u>Set Betting</u>	<p><u>Description</u></p> <p>Select the winner and the score in sets won (best of 3 sets)</p>



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Player A – (2-0) • Player A – (2-1) • Player B – (0-2) • Player B – (1-2)
Tie Break Markets	
<u>Set X – Tie Break – Point Winner</u>	<p><u>Description</u></p> <p>Select the winner of the current point in the tie break</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Player A • Player B
<u>Tie Break – Correct Score</u>	<p><u>Description</u></p> <p>Select the final score of the tie break</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Player A – (7-0) • Player A – (7-1) • Player A – (7-2) • Player A – (7-3) • Player A – (7-4) • Player A – (7-5) • Player A – (Any other) • Player B – (0-7) • Player B – (1-7) • Player B – (2-7) • Player B – (3-7) • Player B – (4-7) • Player B – (5-7) • Player B – (Any other)
<u>Tie Break – Total Points</u>	<p><u>Description</u></p> <p>Select the total amount of points accrued in Tie Break from both players</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over 11.5 • Under 11.5

5.4 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the eight available games per match day or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VTI players are based on professional tennis players (e.g. in terms of number of points, fitness, consecutive match-statistics, etc.).



6. Virtual Baseball In-Play



6.1 How to play

The Virtual In-Play Baseball provides 24/7/365 real money betting experience on virtual baseball. Competitions are generated continuously and bets can be placed at any time, even within a game on individual pitches, upcoming half-innings including individual batter, innings and the whole game.

6.2 Game information

Games are generated continuously - a new one will be started as soon as the current one has finished.

As every game is a live simulated event, there is no determined game schedule. The following average timings can be used as a guideline:

- Avg. pitch duration (event cycle time): ~31 seconds
- Avg. half-inning duration: ~10 minutes
- Avg. inning duration: ~19 minutes
- Avg. game duration: ~172 minutes

The average game duration mainly depends on the performance of the teams and the score in the 8th / 9th inning. The game will be continued until it is decided.

In total, a season contains 2100 games and will take an approximated 262 days to complete.

Total Games

15 Home Teams x 14 Away Teams x 2 (NL & AL) x 5 games = 2100 games

Total Days

2100 x 3 (approx. hours per game) = ~6300 hours = 262 days

6.3 MLB Disclaimer

The Customer is obliged to follow the MLB guidelines, which read that a general notice must be displayed in any instance where the Virtual Baseball In-Play Services are used.

To make this easy for the customer, Betradar will display an MLB disclaimer for approximately 6 seconds each time a user launches the Virtual Baseball In-Play product. Should the customer provide MLB trademarked material on their website that **doesn't** contain our video, a general notice must be provided.

This general notice shall be included (i.e., in a reasonable and ordinary location): "Major League Baseball trademarks and copyrights are used with permission of Major League Baseball. Visit MLB.com."



6.4 Betting

Betting markets are closed 5 seconds prior to the start of a pitch. Furthermore, bets can be placed on at-bat, half-inning, inning and game level. Once an outcome is decided it should be settled. However, once a pitch is over, markets will be re-activated. A pitch is only counted when the pitcher pitched a ball to the batter. Therefore a pick-off (which can result in a half-inning change or game end) is not counted as pitch.

Betting Market	Description (Possible Outcome) ➤ All markets include extra innings unless otherwise stated
Match Related Markets	
<u>Result – 1x2</u>	Description Select which team will be leading the game after 9 innings have been completed (8.5 innings if the home team is leading) (<u>excludes</u> extra innings)
	Possible Outcomes: <ul style="list-style-type: none"> • Competitor 1 • Draw • Competitor 2
<u>Winner (incl. extra innings)</u>	Description Select the outright result of the game. Includes extra innings.
	Possible Outcomes: <ul style="list-style-type: none"> • Competitor 1 • Competitor 2
<u>Winner & Total Runs (incl. extra innings)</u>	Description Select outright result of the game and total runs scored in entire game. A run is counted each time a player reaches home base legally and safely.
	Possible Outcomes: <ul style="list-style-type: none"> • Competitor 1 + under x.5 runs • Competitor 1 + over x.5 runs • Competitor 2 + under x.5 runs • Competitor 2 + over x.5 runs
<u>Handicap (Includes Asian handicap)</u>	Description Select the outright result of the game where the team with a "+" handicap receives a specified number of runs start from the team with a "-" handicap. Includes extra innings.



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 + hcp • Competitor 2 + hcp
<p><u>Winning Margin</u> (incl. extra innings)</p>	<p><u>Description</u></p> <p>Select the margin by which the specified team wins the game. Extra innings are included.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 by 1 • Competitor 1 by 2 • Competitor 1 by 3+ • Competitor 2 by 1 • Competitor 2 by 2 • Competitor 2 by 3+
<p><u>Total Runs (incl. extra innings)</u></p>	<p><u>Description</u></p> <p>Select whether the combined runs scored for each team will be over or under a specified number of runs in entire game. Extra Innings are included. A run is counted each time a player reaches home base legally and safely.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<p><u>Competitor1 Total Runs</u> (incl. extra innings)</p>	<p><u>Description</u></p> <p>Pick the total runs scored by the home team in entire game. A run is counted each time a player reaches home base legally and safely.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 over x.5 • Competitor 1 under x.5
<p><u>Competitor2 Total Runs</u> (incl. extra innings)</p>	<p><u>Description</u></p> <p>Pick the total runs scored by the guest team in entire game. A run is counted each time a player reaches home base legally and safely.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 2 over x.5 • Competitor 2 under x.5
<p><u>Total Hits (incl. extra innings)</u></p>	<p><u>Description</u></p> <p>Select total hits by both teams in entire game.</p>



	<p>A hit is scored when the batter bats the ball and reaches a base safe because of a batted fair ball without error by the defense, all runners advance at least the same number of bases and no Fielder's Choice is signaled by the umpire.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<p><u>Competitor1 Total Hits (incl. extra innings)</u></p>	<p>Description</p> <p>Pick total hits by the home team in the entire game.</p> <p>A hit is scored when the batter bats the ball and reaches a base safe because of a batted fair ball without error by the defense, all runners advance at least the same number of bases and no Fielder's Choice is signaled by the umpire.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Competitor 1 over x.5 • Competitor 1 under x.5
<p><u>Competitor2 Total Hits (incl. extra innings)</u></p>	<p>Description</p> <p>Pick total hits by the guest team in the entire game.</p> <p>A hit is scored when the batter bats the ball and reaches a base safe because of a batted fair ball without error by the defense, all runners advance at least the same number of bases and no Fielder's Choice is signaled by the umpire.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Competitor 2 over x.5 • Competitor 2 under x.5
<p><u>Exact Home Runs</u></p>	<p>Description</p> <p>Select exact number of Home Runs in entire game by both teams. A home run is defined by hits on which the batter successfully touches all four bases, without the contribution of a fielding error.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 0 • 1 • 2 • 3 • 4 • 5+



<p><u>Will there be an extra Inning?</u></p>	<p>Description</p> <p>Select if there will be any extra innings in the game (in case of a tie at end of 9 innings)</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Yes • No
<p><u>Competitor1 to bat in 9th Inning?</u></p>	<p>Description</p> <p>Select whether home team bats in 9th inning after the away team has completed 9 innings.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Yes • No
<p><u>When will the Game be decided?</u></p>	<p>Description</p> <p>Select in which inning the game ends</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Top of the 9th inning • Bottom of the 9th inning • Any extra inning
<p><u>Run Range (incl. extra innings)</u></p>	<p>Description</p> <p>Select the total combined runs scored by each team for the entire game. Extra Innings are included. A run is counted each time a player reaches home base legally and safely.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 0-4 • 5-6 • 7-8 • 9-10 • 11-13 • 14+
<p><u>Odd/Even (incl. extra innings)</u></p>	<p>Description</p> <p>Select whether the total combined runs scored for each team will be an odd or even number at the end of the game. Extra Innings are included. A run is counted each time a player reaches home base legally and safely.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Odd • Even



<p><u>Team to Win Most Innings</u></p>	<p><u>Description</u></p> <p>Select which team will win the most innings in a game after 9 innings have been completed (excludes extra innings). For a team to win a innings they must score more runs than the opposing team did in the same innings in the same game.</p> <p>Examples:</p> <p>Game 1. Innings 1 2 3 4 5 6 7 8 9 Away 0 0 0 0 1 0 0 1 1 Home 3 0 0 0 2 0 0 0 - Away team scores in the 9th innings but Home team leads after 8.5 innings and does not bat.</p> <p>Outcome: Draw</p> <p>Game 2. Innings 1 2 3 4 5 6 7 8 9 Away 2 0 0 0 1 0 0 1 2 Home 4 0 0 0 2 0 0 0 1 Away team scores more in the 9th innings but Home team wins match after runner scores in the 9th.</p> <p>Outcome: Draw</p> <p>Game 3. Innings 1 2 3 4 5 6 7 8 9 Away 2 0 1 0 1 0 0 1 0 Home 3 0 0 0 2 0 0 0 1 Home team wins in the 9th, and wins the 9th innings.</p> <p>Outcome: Home</p> <p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 • Draw • Competitor 2
<p><u>Team with highest scoring Inning</u></p>	<p><u>Description</u></p>



	<p>Select which team scores the highest number of runs in a single inning within the first 9 innings. A run is counted each time a player reaches home base legally and safely.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Competitor 1 • Draw • Competitor 2
<p><u>Highest scoring Inning</u></p>	<p>Select which innings will have the highest combined number of runs scored in the first 9 innings of the game (excludes extra innings). A run is counted each time a player reaches home base legally and safely.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 1st • 2nd • 3rd • 4th • 5th • 6th • 7th • 8th • 9th • Equal
<p><u>Exact Runs in Highest Scoring Inning</u></p>	<p>Description</p> <p>Select the exact number of runs in the highest scoring inning (combined Home and Away) within the first 9 innings of the game (excludes extra innings). A run is counted each time a player reaches home base legally and safely.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 0 • 1 • 2 • 3 • 4 • 5+
<p><u>Maximum consecutive Runs by either Team</u></p>	<p>Description</p> <p>Select the maximum number of consecutive runs achieved by either team (runs scored in succession without the opposition scoring) within the first 9 innings of the game. A run is counted each time a player reaches home base legally and safely.</p> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 0 • 1 • 2 • 3 • 4 • 5+
<p><u>Total Scoreless Innings</u></p>	<p>Description</p>



	<p>Select the number of innings that remain scoreless within the first 9 innings of the game (excludes extra innings).</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<p><u>Xth Run</u> (incl. extra innings)</p>	<p><u>Description</u></p> <p>Select the team that will score the next run. A run is counted each time a player reaches home base legally and safely. Extra Innings are included.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 • No-one • Competitor 2
<p><u>Race to X Runs</u> (incl. extra innings)</p>	<p><u>Description</u></p> <p>Select the team to score the specified number of runs in the game first. If no team scores the specified number of runs the bet is cancelled and stake refunded. Extra Innings are included. A run is counted each time a player reaches home base legally and safely.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 • Competitor 2
<p><u>Any Team to win to Nil?</u></p>	<p><u>Description</u></p> <p>Select whether any team will remain scoreless throughout the entire game. Extra Innings are included.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Yes • No
<p>Inning Related Markets</p>	
<p><u>Xth Inning – 1x2</u></p>	<p><u>Description</u></p> <p>Select the winner of an individual specified inning. For a team to win a innings they must score more runs than the opposing team did in the specified innings in the same game.</p>



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 • Draw • Competitor 2
<u>Xth Inning - Handicap</u>	<p><u>Description</u></p> <p>Select the winner of an individual specified inning where the team with a "+" handicap receives a specified number of runs start from the team with a "-" handicap. For a team to win a innings they must score more runs than the opposing team did in the specified innings in the same game, with the specified handicap applied.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 + HCP • Competitor 2 + HCP
<u>Xth Inning - Total Hits</u>	<p><u>Description</u></p> <p>Select whether the total hits by both teams will be over or under a specified number of hits in an individual specified innings.</p> <p>A hit is scored when the batter bats the ball and reaches a base safe because of a batted fair ball without error by the defense, all runners advance at least the same amount of bases and no Fielder's Choice is signaled by the umpire.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Xth Inning - Total</u>	<p><u>Description</u></p> <p>Select whether the combined runs scored for each team will be over or under a specified number of runs in an individual specified inning. A run is counted each time a player reaches home base legally and safely.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Xth Inning – Most Strikes</u>	<p><u>Description</u></p> <p>Select the team with the most strikes conceded whilst batting in an individual specified inning</p>



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 • Draw • Competitor 2
<u>Xth Inning – Most Balls</u>	<p><u>Description</u></p> <p>Select the team with the most balls conceded whilst batting in an individual specified inning</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 • Draw • Competitor 2
<u>Xth Inning – Most Hits</u>	<p><u>Description</u></p> <p>Select the team that will have the most hits in an individual inning. A hit is scored when the batter bats the ball and reaches a base safe because of a batted fair ball without error by the defense, all runners advance at least the same amount of bases and no Fielder's Choice is signaled by the umpire.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 • Draw • Competitor 2
<u>Xth Inning – Both Teams to Score</u>	<p><u>Description</u></p> <p>Select whether both teams will score a run in an individual specified inning. A run is counted each time a player reaches home base legally and safely.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Yes • No
<u>Xth Inning – Exact Home Runs</u>	<p><u>Description</u></p> <p>Select the total number of Home Runs scored by both teams in an individual specified inning. A home run is defined by hits on which the batter successfully touches all four bases, without the contribution of a fielding error.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • 0 • 1 • 2+



<u>Xth Inning – Total Pitches</u>	<u>Description</u>
	Select whether the total number of pitches completed by both teams will be over or under a specified number in an individual specified inning. A pick-off is not counted as a pitch.
<u>Xth Inning - Competitor1 Total Hits</u>	<u>Possible Outcomes:</u>
	<ul style="list-style-type: none"> • Over 24.5 • Under 24.5
Half-inning Related Markets	
<u>Xth Inning - Competitor2 Total Hits</u>	<u>Description</u>
	Select the number of hits completed by the home team in an individual specified inning
<u>Xth Inning - Competitor1 Total</u>	<u>Possible Outcomes:</u>
	<ul style="list-style-type: none"> • Competitor 1 over x.5 • Competitor 1 under x.5
<u>Xth Inning - Competitor2 Total Hits</u>	<u>Description</u>
	Select the number of hits completed by the guest team in an individual specified inning
<u>Xth Inning – Competitor2 Total</u>	<u>Possible Outcomes:</u>
	<ul style="list-style-type: none"> • Competitor 2 over x.5 • Competitor 2 under x.5
<u>Xth Inning - Competitor1 Total</u>	<u>Description</u>
	Select the number of runs completed by the home team in an individual specified inning
<u>Xth Inning – Competitor2 Total</u>	<u>Possible Outcomes:</u>
	<ul style="list-style-type: none"> • Competitor 1 over x.5 • Competitor 1 under x.5
<u>Xth Inning - Competitor1 Total</u>	<u>Description</u>
	Select the number of runs completed by the guest team in an individual specified inning
<u>Xth Inning – Competitor2 Total</u>	<u>Possible Outcomes:</u>
	<ul style="list-style-type: none"> • Competitor 2 over x.5 • Competitor 2 under x.5



<p><u>Xth Inning - Competitor1 to score</u></p>	<p>Description</p> <p>Select whether the home team will score a run in an individual specified inning</p> <hr/> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Yes • No
<p><u>Xth Inning – Competitor2 to score</u></p>	<p>Description</p> <p>Select whether the guest team will score a run in an individual specified inning</p> <hr/> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Yes • No
<p><u>Xth Inning – Competitor1 exact Home Runs</u></p>	<p>Description</p> <p>Select the number of runs the home team will score in an individual specified inning</p> <hr/> <p>Possible Outcomes:</p> <p style="padding-left: 40px;">Competitor 1</p> <ul style="list-style-type: none"> • 0 • 1 • 2+
<p><u>Xth Inning – Competitor2 exact Home Runs</u></p>	<p>Description</p> <p>Select the number of runs the guest team will score in an individual specified inning</p> <hr/> <p>Possible Outcomes:</p> <p style="padding-left: 40px;">Competitor 2</p> <ul style="list-style-type: none"> • 0 • 1 • 2+
<p><u>Xth Inning - Competitor1 Total Pitches thrown</u></p>	<p>Description</p> <p>Select the number of pitches the home team's pitcher will throw in an individual specified inning</p>



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 over 12.5 • Competitor 1 under 12.5
<p><u>Xth Inning – Competitor2 Total Pitches thrown</u></p>	<p><u>Description</u></p> <p>Select the number of pitches the guest team's pitcher will throw in an individual specified inning</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 2 over 12.5 • Competitor 2 under 12.5
<p><u>Xth inning – Competitor1 exact Strikeouts thrown</u></p>	<p><u>Description</u></p> <p>Select the number of strikeouts the home team's pitcher will throw in an individual specified inning</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • 0 • 1 • 2 • 3
<p><u>Xth inning – Competitor2 exact Strikeouts thrown</u></p>	<p><u>Description</u></p> <p>Select the number of strikeouts the guest team's pitcher will throw in an individual specified inning</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • 0 • 1 • 2 • 3
<p><u>Xth Inning – Competitor1 to record a Double or Triple Play</u></p>	<p><u>Description</u></p> <p>Select whether the home team will record a Double or Triple Play in an individual specified inning</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Competitor 1 Yes • Competitor 1 No



<p><u>Xth Inning – Competitor2 to record a Double or Triple Play</u></p>	<p>Description</p> <p>Select whether the guest team will record a Double or Triple Play in an individual specified inning</p> <hr/> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • Competitor 2 Yes • Competitor 2 No
<p><u>Result of {\$player} {!appearancnr} Time at Bat</u></p>	<p>Description</p> <p>Select a batter (from the first 3 batters of the specified inning) and what their outcome will be when they are next at bat.</p> <hr/> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • On Base • Home Run • Out
<p><u>Pitch Range of {\$player} {!appearancnr} Time at Bat</u></p>	<p>Description</p> <p>Select a batter (from the first 3 batters of the specified inning) and the number of pitches they will face when they are next at bat.</p> <hr/> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 1-3 • 4-5 • 6+
<p><u>Exact Strikes of {\$player} {!appearancnr} Time at Bat</u></p>	<p>Description</p> <p>Select a batter (from the first 3 batters of the specified inning) and the number of strikes they will accrue when they are next at bat.</p> <hr/> <p>Possible Outcomes:</p> <ul style="list-style-type: none"> • 0 • 1 • 2 • 3
<p><u>Exact Balls of {\$player} {!appearancnr} Time at Bat</u></p>	<p>Description</p> <p>Select a batter (from the first 3 batters of the specified inning) and the number of balls they will face when they are next at bat.</p>



	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • 0 • 2 • 4 • 1 • 3
Pitch/Bat Related Markets	
<u>Result of Pitch</u> {!pitchnr}	<p><u>Description</u></p> <p>Select the outcome of the next pitch (pick-off is not counted as a pitch & foul ball is counted as a strike). If no further pitch occurs the bet will be cancelled.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Strike • Hit • Ball • Other
<u>Result of Hit</u> {!hitnr}	<p><u>Description</u></p> <p>Select the outcome for the next hit by either team in the entire game.</p> <p>A hit is scored when the batter bats the ball and reaches a base safe, all runners advance at least the same number of bases and no Fielder's Choice is signaled by the umpire.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Single • Triple • No Further Hit • Double • Home Run
<u>Hit on Pitch</u> {!pitchnr}	<p><u>Description</u></p> <p>Select whether a hit will be scored.</p> <p>A hit is scored when the batter bats the ball and reaches a base safe, all runners advance at least the same number of bases and no Fielder's Choice is signaled by the umpire.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Yes • No
<u>Total Speed of Pitch</u> {!pitchnr}	<p><u>Description</u></p> <p>Select the total speed of the next pitch. If there is no further pitch the bet is cancelled.</p>



	<p>Possible Outcomes:</p> <ul style="list-style-type: none">• Over x.5 mph• Under x.5 mph
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6.5 Miscellaneous

Virtual Baseball In-Play uses registered trademarks of the Major League Baseball (MLB). The use of the trademarks is limited to this product and related initiatives like marketing campaign or general advertisement.

Team names and logos are taken from the real MLB. To shorten the overall season duration, the tournament system is simplified. Every team plays each other team from the same league (American League and National League) twice (home and road). Players performances are derived from real players of those teams but the players are replaced using random appearances and different names.

All games are broadcast as live video streams through an integrated media player in your browser. The game simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VBI players are based on professional baseball players (e.g. in terms of batting average, on base percentage, etc.).



7. Virtual Cricket In-Play



7.1 How to play

The Virtual Cricket In-Play provides 24/7/365 real money betting experience on virtual cricket. competitions are generated continuously, and bets can be placed at any time, even within a match on individual deliveries, innings including individual batsmen, overs, and the whole match.

7.2 Match information

Matches are generated continuously - a new one will be started as soon as the current one has finished.

As every match is a live simulated event, there is no determined match schedule. The following average timings can be used as a guideline:

- Avg. delivery duration (event cycle time): ~38 seconds
- Avg. match duration: ~3 hours

The average match duration mainly depends on the strength of the teams and the score in the 1st innings. The match will be continued until it is decided.

In total, a season is played in double round-robin mode, contains of 56 matches, and takes approximately 7 days to complete.

- Total matches: 8 Home Teams x 7 Away Teams = 56 matches
- Total days: 56 matches x 3 hours = ~168 hours = 7 days

7.3 Betting

Betting markets are closed 5 seconds prior to the start of a delivery. Furthermore, bets can be placed on deliveries, overs, innings and match level. Once an outcome is decided it should be settled. However, once a delivery is over, markets will be re-activated.

Betting Market	Description (Possible Outcome)
Match Related Markets	
<u>Match Winner (incl. Super Over) *</u>	Description Select the result of the game. Includes Super Over. (will be the only market which will be available in the Super Over)
	Possible Outcomes: <ul style="list-style-type: none">• Competitor 1• Competitor 2



<u>Toss Winner</u> *	<u>Description</u> Select the result of the coin toss.
	<u>Possible Outcomes:</u> <ul style="list-style-type: none"> • Competitor 1 • Competitor 2
Over Related Markets	
<u>Over X Total Competitor</u> <u>1</u> *	<u>Description</u> Select whether the total runs by Competitor 1 will be over or under a specified number of runs in the specified over.
	<u>Possible Outcomes:</u> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Over X Total Competitor</u> <u>2</u> *	<u>Description</u> Select whether the total runs by Competitor 2 will be over or under a specified number of runs in the specified over.
	<u>Possible Outcomes:</u> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Over X Competitor 1</u> <u>Odd/Even</u> *	<u>Description</u> Select if the total number of runs in the specified Over X of Competitor 1 is odd or even.
	<u>Possible Outcomes:</u> <ul style="list-style-type: none"> • Odd • Even
<u>Over X Competitor 2</u> <u>Odd/Even</u> *	<u>Description</u> Select if the total number of runs in the specified Over X of Competitor 2 is odd or even.
	<u>Possible Outcomes:</u> <ul style="list-style-type: none"> • Odd • Even



<u>Competitor 1 loses Wicket in Over X *</u>	<p><u>Description</u> Select if there will be a dismissal of a batsman of Competitor 1 in Over X.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Yes • No
<u>Competitor 2 loses Wicket in Over X *</u>	<p><u>Description</u> Select if there will be a dismissal of a batsman of Competitor 2 in Over X.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Yes • No
Innings Related Markets	
<u>Competitor 1 Total Runs *</u>	<p><u>Description</u> Select whether the total runs by Competitor 1 will be over or under a specified number of runs in an individual innings.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Competitor 2 Total Runs *</u>	<p><u>Description</u> Select whether the total runs by Competitor 2 will be over or under a specified number of runs in an individual specified innings.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Batsman Runs - Player X Total Runs *</u>	<p><u>Description</u> Select whether the total runs by player X will be over or under a specified number of runs.</p>
	<p><u>Possible Outcomes:</u></p> <ul style="list-style-type: none"> • Over x.5 • Under x.5



<u>Method of Xth Dismissal</u>	Description Select the method of dismissal of the next wicket. If there is no further dismissal before the end of the innings the bet is declared void.
	Possible Outcomes: <ul style="list-style-type: none"> • Caught • Bowled • LBW • Run Out • Stumped • Others
<u>Player X Dismissal Method</u>	Description Select the method of dismissal of player X. If player X is not dismissed before the end of the innings the bet is declared void.
	Possible Outcomes: <ul style="list-style-type: none"> • Fielder Catch • Bowled • Keeper Catch • LBW • Run Out • Stumped • Other
<u>Competitor 1 - Fours Total *</u>	Description Select whether the total number of Fours by Competitor 1 will be over or under a specified number. Excludes super over.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Competitor 2 - Fours Total *</u>	Description Select whether the total number of Fours by Competitor 2 will be over or under a specified number. Excludes super over.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Competitor 1 - Sixes Total *</u>	Description Select whether the total number of Sixes by Competitor 1 will be over or under a specified number. Excludes super over.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5



<u>Competitor 2 - Sixes Total *</u>	Description Select whether the total number of Sixes by Competitor 2 will be over or under a specified number. Excludes super over.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>After Over X Competitor 1 Total Runs *</u>	Description Select whether the total number of runs scored by Competitor 1 will be over or under a specified number after the specified over number is completed. If the innings ends before the specified over is completed, then the Competitor 1 final score is used for determining the outcome.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>After Over X Competitor 2 Total Runs *</u>	Description Select whether the total number of runs scored by Competitor 2 will be over or under a specified number after the specified over number is completed. If the innings ends before the specified over is completed, then the Competitor 2 final score is used for determining the outcome.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5
Delivery Related Markets	
<u>Over X - Nth Delivery Competitor 1 Total Runs *</u>	Description Select whether the total number of runs off the Nth delivery in the specified over by Competitor 1 will be over or under a specified number of runs.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5
<u>Over X - Nth Delivery Competitor 2 Total Runs *</u>	Description Select whether the total number of runs off the Nth delivery in the specified over by Competitor 2 will be over or under a specified number of runs.
	Possible Outcomes: <ul style="list-style-type: none"> • Over x.5 • Under x.5

(Markets marked with a "*" can be visualized in Back & Lay format, explained in section 1.4 below)



7.4 Back & Lay market visualization

Due to the importance of Back & Lay betting market visualization in the Indian market, this format has been specifically incorporated into the development of the Virtual Cricket In-play product and is fully supported by the Betradar RGS (Remote Game Server).

This format can be displayed on markets that are marked with a '*' in the betting market overview table above.

7.5 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. The game simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VCI players are based on professional cricket players (e.g. in terms of batting average, runs percentage, etc.).