Betradar Virtual Sports

Rules

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1. Virtual Football

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1.1 Game Logic

The Virtual Football League Mode provides 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.

League Mode:

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

Euro Cup and Nations Cup:

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
- 32 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

World Cup:

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

1.2 Match Day / Cup Round Timing

League Mode:

- 01:00 minute online betting cycle
  03:00 minutes retail betting cycle
- 02:20 match cycle
- 00:20 minute online resulting cycle
  01:00 minute retail resulting cycle
- 03:40 minutes per online match day
- 06:20 minutes per retail match day

Euro Cup, Nations Cup and World Cup:

Group Stage

- 01:00 minute online betting cycle (including 00:10 minute bet stop)
  03:00 minutes retail betting cycle (including 00:10 minute bet stop)
- 02:20 match cycle
- 00:20 minute online resulting cycle
- 01:00 minute retail resulting cycle
- 03:40 minutes per online match day
- 06:20 minutes per retail match day

Knock-Out-Stage

- 01:00 minute online betting cycle (including 00:10 minute bet stop)
  03:00 minutes retail betting cycle (including 00:10 minute bet stop)
- 02:30 match cycle
- 00:20 minute online resulting cycle
- 01:00 minute retail resulting cycle
- 03:50 minutes per online cup round
- 06:30 minutes per retail cup round

1.3 Tournament Timing Information

League Mode:

- 01:00 minute pre-season
- Match day loop; 30 match days of
  - 03:40 minutes per online match day
  - 06:20 minutes per retail match day
- 01:00 minute post season
- 112 minutes per online season
- 192 minutes per retail season

Euro Cup and Nations Cup:

- 01:00 minute pre-cup
- Group stage loop; 9 match day chunks of
  - 03:40 minutes per online match day
  - 06:20 minutes per retail match day
- 01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of
  - 03:50 minutes per online match day
  - 06:30 minutes per retail match day
- 01:00 minute post cup
- 55:10 minutes per online cup tournament
- 92:30 minutes per retail cup tournament

World Cup:

- 01:00 minute pre-cup
- Group stage loop; 12 match day chunks of
  - 03:40 minutes per online match day
  - 06:20 minutes per retail match day
- 01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of
  - 03:50 minutes per online match day
  - 06:30 minutes per retail match day
- 01:00 minute post cup
- 66:10 minutes per online cup tournament
- 111:30 minutes per retail cup tournament

1.4 Betting Markets

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
Match Related Markets	
Full Time 3 Way / 1X2	Score after 90 minutes - Regular Match Time (1 - home team wins; X - draw; 2 - away team wins)
1st Half 3 Way / 1X2	Half time score (1 - home team leads; X - draw; 2 - away team leads)
Total Goals	Number of goals scored in match. 3 most valuable fix spreads for all matches: Under/Over 1.5, 2.5, 3.5 (U/O)
Handicap	Handicap points are added to the game's final score, and the winner is the team that wins with these additions (1 - home team wins; X - draw; 2 - away team wins) 4 most valuable fix spreads for all matches: Handicap 1:0; 0:1; 0:2; 2:0
1st Goal	First goal of match (1 - home team scores first; X - no team scores; 2 - away team scores first)
Correct Score	Correct score after 90 minutes (0:0 to 3:3; others)
Asian Handicap * (Details below)	Disabled by default: -2 to 2 are calculated, three most balanced are broadcasted
1st Half 3 Way / Full Time 3 Way	Combination of 'Full Time 3 Way / 1X2' and '1st Half 3 Way / 1X2' where you place a combined bet on both outcomes (XX;1X;11;X1;2X;22;X2)
Double Chance	Score after 90 minutes - Regular Match Time. Double Chance covers two out of three possible outcomes. We calculate and broadcast all 3 combinations: 1X; 2X; 12
Double Chance Halftime	Score after first half. Double Chance covers two out of three possible outcomes. We calculate and broadcast all 3 combinations: 1X; 2X; 12
Both Teams to Score	Score after 90 minutes - Regular Match Time (Yes - both teams will score at least one goal; No - at least one of the teams does not score a goal)
Teams to Score (Home / Away)	Score after 90 minutes - Regular Match Time (1 - home team scores at least one goal; 2 - away team scores at least one goal; both teams; neither teams)
Highest Scoring Half	Score after 90 minutes - Regular Match Time. Highest number of goals in what half or equal number of goals in both halves (1st Half; Draw; 2nd Half)
Team Total Goals	Score after 90 minutes - Regular Match Time. Number of goals scored by named team (home team; away team; calculate and distribute 3 most valuable fix spreads for both teams: Under/Over 0.5, 1.5, 2.5 (U/O)
Number of home goals	Exact number of goals scored by home team (0/1/2/3/4+)
Number of away goals	Exact number of goals scored by away team (0/1/2/3/4+)
Number of goals	Exact number of goals scored in match (0/1/2/3/4/5/6+)
Odd/Even Number of Total Goals	Score after 90 minutes - Regular Match Time (even; odd number of total goals) **Note:** Matches ending in zero goals will be resulted as even.

Draw No Bet	Score after 90 minutes - Regular Match Time (Punters will get their stake back if the game is a draw (1 - home team wins; 2 - away team wins)
1st Half Totals	Calculate and distribute 3 most valuable fix spreads for all matches: Under/Over 0.5, 1.5, 2.5 (U/O)
1st Half Asian Handicap	Disabled by default / -2 to 2 are calculated, **three most balanced** are broadcasted
Asian Total Goals	Disabled by default / 0.5 to 5.5 are calculated, **three most balanced** are broadcasted
1st Half Asian Total Goals	Disabled by default / 0.5 to 2.5 are calculated, **three most balanced** are broadcasted
Combo 1X2 and Total	Combination of 1X2 and Total Goals market (1U/1O/XU/XO/2U/2O)

Outright Betting

Betting Market	Description
League Mode	
Match Day related	
Number Of Goals on Match Day	Total number of goals scored by all teams (U/O)
Total Goals Home Teams	Total number of goals scored by all home teams (U/O)
Total Goals Away Teams	Total number of goals scored by all away teams (U/O)
Most Goals Home Teams or Away Teams	Who scores more goals - home teams or away teams (1 - home team wins; X - draw; 2 - away team wins)
Number Home Team Wins	Number of home team wins (U/O)
Number Draws	Number of draws (U/O)
Number Away Team Wins	Number of away team wins (U/O)
League related (markets closed during matches)	
Season Winner	Initially offered for all participating teams, once a team is eliminated it'll be removed from the offer.
Top 5 Finisher	Will the team finish on table position 1…5? (Yes/No)
Bottom 3 Finisher	Will the team finish on table position 14…16? (Yes/No)
Head to Head	What team will finish better at the end of the season? 12 market; limited to 20 combinations
Euro Cup, Nations Cup and World Cup	
Group Stage (markets closed during matches)	
Cup Winner	Same market as in Knock out stage but already offered during the group stage. Initially offered for all participating teams, once a team is decided it'll be removed from the offer.
Group winner	Initially offered for all participating teams, once a team is decided it'll be removed from the offer.
Qualify to play offs	Initially offered for all participating teams, once a team is decided it'll be removed from the offer.
Exact order 1-2 per group	All possible combinations offered, visualization in matrix style (as also used for the dogs straight forecast)
Knock Out Stage (markets closed during matches)	
Cup Winner	Initially offered for all participating teams, once a team is eliminated it'll be removed from the offer.
To reach the final	Initially offered for all participating teams, once a team is eliminated it'll be removed from the offer.
Exact order 1-2	All possible combinations offered, visualization in matrix style (as also used for the dogs straight forecast)

*** Asian Handicap details:**

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 (¼) handicaps split the bet between the two closest ½ intervals where the bettor can win and tie (win ½ of wager) or lose and tie (lose ½ 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 Horse Classics

2.1 How to play

The VHC provides 24/7/365 real money betting experience on virtual horse races. The VHC runs 2 independent race channels in parallel where each channel shows continuously generated race days.
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.

2.2 Race day information

Race days are generated continuously - a new one will be started as soon as the current one has finished. The single race day covers 9 races on the same race track (turf or dirt) with an average total duration of a race day of 35 minutes.

2.3 Race information

Dependent on the number of participating horses (8, 10 or 12 horses) and the race distance (3 different distances per track) the single race has a total duration of approx. 3 to 5 minutes and, separated into a 'Race Begin' (15 seconds), 'Horse Introduction' (6 seconds per horse), 'Bet stop' (10 seconds), 'Race' (70 to 160 seconds, dependent on race distance) and 'Race End' (10 seconds) period.
At the beginning/end of the race day there's also a 'Raceday Begin'/ 'Raceday End' (30 seconds each) period.

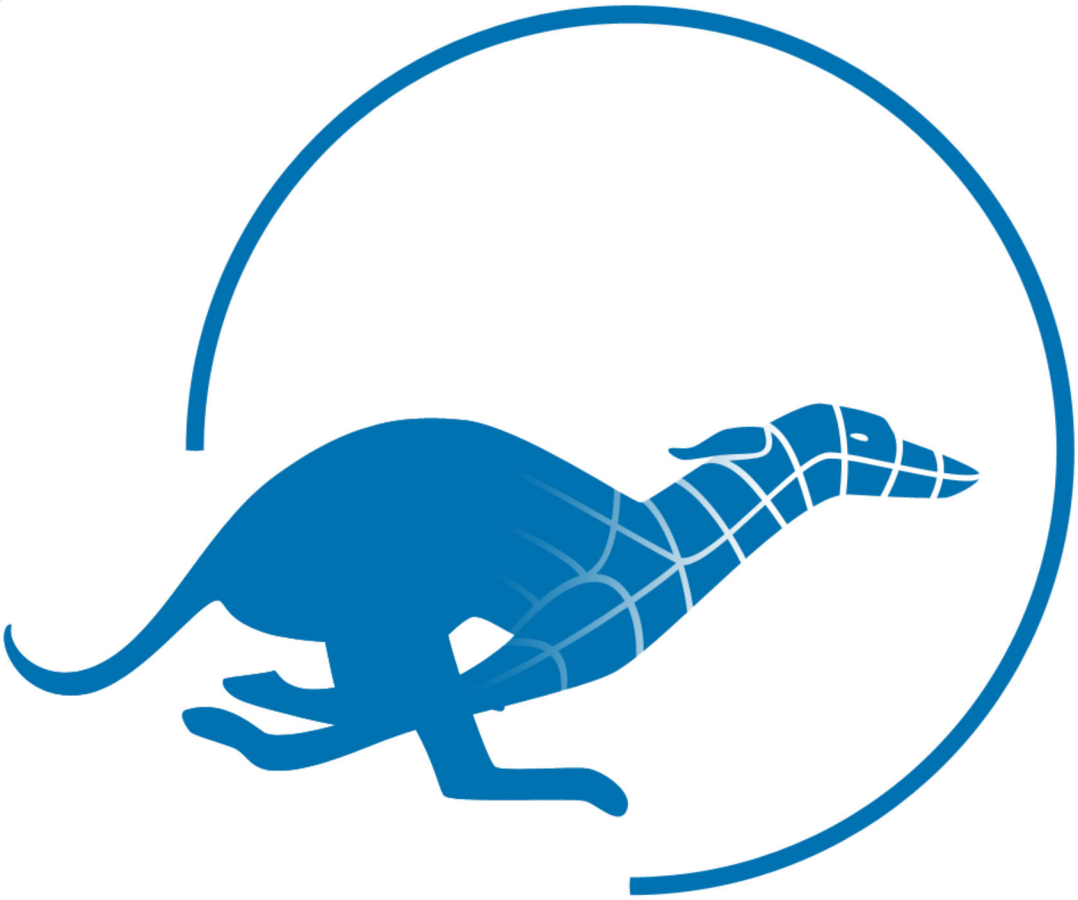
2.4 Betting

Betting on a VHC race is allowed up to 10 seconds prior to the race start. Betting markets for future races of the current race days (race channel 1 and race channel 2) 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:

Market	Description
Winner	You bet that the horse you selected will win.
Place	You bet that the horse you selected finishes first, second or third.
Straight Forecast / Dual Forecast	With straight forecast bets you bet on the 2 horses which you expect to finish first and second **in the correct order**. You may also bet on a dual forecast that enables you to bet upon the first and second placed horses **in any order**. Therefore your total stake will be 2 times your original stake. As long as the two horses you select come in the first 2 positions, you will win your bet. **Output limited to the 20 most likely.**
Straight Tricast / Dual Tricast	With a straight tricast bet you must select the 3 horses that you think will finish first, second and third **in the correct order**. A dual tricast bet enables you to bet upon the first, second and third placed horses **in any order**. Therefore your total stake will be 6 times your original stake. As long as the three horses you select come in the first 3 positions, you will win your bet. **Output limited to the 20 most likely.**

2.5 Miscellaneous

All races are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the two independent race channels or alternatively only follow your favorite channel. The race simulations are created through a combination of Artificial Intelligence and independent random number generators. The performance parameters of the VHC horses are based on real horses' performance parameters (e.g. in terms of acceleration, speed and endurance consecutive race-statistics, etc.).



3. Virtual Dog Racing

3.1 How to play

The VDR provides 24/7/365 real money betting experience on virtual dog races. The VDR continuously generate meetings on alternating tracks, where each meeting consists of 12 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 meeting at any time.

3.2 Meeting information

Meetings are generated continuously - a new one will be started as soon as the current one has finished. The single meeting covers 12 races on the same race track (day or night track) with a total duration of 26 minutes and 15 seconds.

3.3 Race information

Dependent on the race distance (3 different distances) the single race has a total duration of approx. 1.5 to 4 minutes and, separated into a 'Race Begin' (65 seconds), 'Bet stop' (10 seconds), 'Race' (22 , 36 or 48 seconds, dependent on race distance) and 'Race End' (15 seconds) period. At the beginning/end of the meeting there's also a 'Meeting Begin'/ 'Meeting End' (45/30 seconds) period.

3.4 Betting

Betting on a VDR race is allowed up to 10 seconds prior to the race start. Betting markets for future races of the current meeting 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:

Market	Description
Winner	You bet that the dog you selected will win
Place	You bet that the dog you selected finishes first or second
Show	You bet that the dog you selected finishes first, second or third
Straight Forecast / Dual Forecast	With straight forecast bets you bet on the 2 dogs which you think will finish first and second in the correct order. You may also bet on a dual forecast that enables you to bet upon the first and second placed dogs in any order. As long as the two dogs you select come in the first 2 positions, you will win your bet. Output limited to the 20 most likely dog combinations and 'OTHER' for Straight Forecast. Dual Forecast includes all 15 combinations.
Straight Tricast / Dual Tricast	With a straight tricast bet you must select the 3 dogs that you think will finish first, second and third in the correct order. A dual tricast bet enables you to bet upon the first, second and third placed dogs in any order. As long as the three dogs you select come in the first 3 positions, you will win your bet. Output limited to the 20 most likely dog combinations and 'OTHER' for Straight Tricast. Dual Tricast includes all 20 combinations.

3.5 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 VDR dogs are based on real dogs' performance parameters (e.g. in terms of acceleration, speed and endurance consecutive race-statistics, etc.).

4. Virtual Tennis Open

4.1 How to play

The VTO provides 24/7/365 real money betting experience on virtual tennis where we're continuously running 2 knock out cup tournaments in parallel. Each tournament consists of 4 rounds starting with 16 players (round 16, round 8, semi finals, final). In order to ensure sufficient time to betting the GUI always alternates between the 2 tournaments on a round base, means a grass cup round is always followed by a hard court cup round and vice versa. Bets can be placed on all matches of the next available cup round.

4.2 Tournament information

Due to the parallel tournament approach one complete cup lasts for 25:30 minutes separated into a 'Tournament Introduction' period of 15 seconds prior to the cup start , the 'Cup Round' loop of 3:30 per cup round and a 'Cup Celebration' period of another 15 seconds at the end of each cup.

4.3 Cup round information

One cup round lasts 3:30 minutes. Dependent on the cup round, all available matches are fully broadcasted (round 16 = 8 matches, round 8 = 4 matches, semi finals = 2 matches, final = 1 match) where it's up to the customer to switch the videos between the matches.

4.4 Betting

Betting on a VTO match is allowed up to 10 seconds prior to the match start. Betting is offered on game- set- and match level. Betting markets are always opened for at least 3:30 minutes prior to the match (betting on the next available grass round while the hard court round is in progress and vice versa). The following match related betting options are available:

Game level betting

- Winner of game 1 in set 1 (1 - home team wins; 2 - away team wins)
- Correct score of game 1 in set 1 (game-0; game-15; game-30; game-40 - 0-game; 15-game; 30-game; 40-game)

Set level betting

- Winner of set 1 (1 - home team wins; 2 - away team wins)
- Correct score of set 1: (6:0; 6:1; 6:2; 6:3; 6:4; 7:5; 7:6 – 0:6; 1:6; 2:6; 3:6: 4:6; 5:7; 6:7)
- Total number of games in set 1: (Over / Under, 3 different offers)
- Odd/even number of games in set 1: (Odd / Even)

Match level betting

- Winner of the match (1 - home team wins; 2 - away team wins)
- Final Result (in sets - best of 3) (2:0; 2:1 – 0:2; 1:2)
- Total number of games in match: (Over / Under, 1 offer)

4.5 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between all available matches per cup round 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 VTO players are based on professional tennis players (e.g. in terms of number of goals, fitness, consecutive match-statistics, etc.).

5. Virtual Basketball League

5.1 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.

5.2 Season information

One season lasts 106:30 minutes in total, separated into a 'Pre League' period, a 'Match day Loop', and a 'Post league' period. The 'Pre League' period runs prior to the start of a season and lasts 60 seconds.
All match days are summarized as the 'Match day Loop' period with a total duration of 105:00. At the end of every season there is a 30 second 'Post Season' period.

5.3 Match day information

One match day lasts 3:30 minutes. 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.
The 'Pre Match' period runs prior to the start of a match for 30 seconds. The match lasts 2:30 minutes in total, with a halftime break of 10 seconds in-between. Each match is followed by a 20 second 'Post Match' period. The match day switch takes 10 seconds.

5.4 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:

- **Match Winner, incl. OT**: Score after 4 quarters (+ Overtime) (1 - home team wins; 2 - away team wins)
- **Total Points, incl. OT**: Number of points scored by both teams in match, incl. overtime (over; under)
- **Handicap, incl. OT**: Handicap points are added to the game's final score, and the winner is the team that wins with these additions (1 - home team wins; 2 - away team wins)
- **Winning Margin, incl. OT**: Margin between the points scored of both teams at the end of the match, incl. overtime
- **1st Half Winner**: Winner of the first two quarters (1 - home team wins; x - draw, 2 - away team wins)
- **1st Half Total Points:** Number of points scored in first half (1 - home team wins; 2 - away team wins)
- **1st Half Handicap:** Handicap points are added to the game's half time score, and the winner is the team that wins with these additions (1 - home team wins; 2 - away team wins)
- **1st Half Winning Margin:** Margin between the points scored of both teams at the end of the first half (1 - home team wins; 2 - away team wins)

- **Race To x Points:** Which team scores X points first (1 - home team wins; 2 - away team wins)
- **Highest Scoring Quarter:** The quarter of the match in which the most points (both teams combined) are scored in. 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 "Equals". (1st, 2nd, 3rd, 4th, equals)
- **Home Team Total Points, incl. OT:** Number of points scored by home team in match, incl. overtime (over; under)
- **Away Team Total Points, incl. OT:** Number of points scored by away team in match, incl. overtime (over; under)

5.5 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.).