

Overview

BetUP is a sequential round-based competition Game played during live sports. Players who participate in the Game compete against each other to win cash Prizes that are pre-allocated from a Prize Pool.

Each Round starts with a new Challenge that is published simultaneously to all the participants. The Challenge is phrased as a multiple-choice question. You have 30 seconds to select one of the Options. Think fast and choose!

Immediately after the correct Option is confirmed, it is published. You either gain or lose points according your selection and immediately continue onto the next Round with a new Challenge published. At any time, you can see where you stand compared to other Players.

Missed a Round or disconnected - don't worry, we will consider the Default Option for you and you can keep on playing.

Your overall speed of selecting Options during the Game ("Speed Points") will be used as tie-breaker between other Players with similar achievements. If players are still tied, they will equally split the associated prizes.

Prize Pool

The Prize Pool amount will be published for each Game.

There are two types of Prize Pools:

1. Fixed – the Operator will allocate a fixed amount regardless of the number of participants in the Game.
2. Progressive - aggregate of all Ticket sales after deducting 20% commission (“rake”). The Operator will usually set a guaranteed minimum amount.

All Prizes will be allocated out of the Prize Pool. Every Game, the entire Prize Pool will be paid out in full (there are no rollovers). When a player joins the game, prizes will be re-calculated to reflect changes in the Prize Pool amount.

Game Formats & Ranks

Each Player's goal is to Rank higher in order to win a bigger Prize.

Ranks are determined according to the Game Format and the achievements attributed for the Player during the Game. The two basic Game Formats are “Tournament” (win by points) or “Survivor” (last-man-standing/elimination).

The Player's Rank is the final position achieved during the Game compared to other participants (1st place, 2nd place, 3rd place...). The speed of making selections ("Speed Points") will be used as tie-breaker.

Game Format – Tournament

In this Game each Player starts with zero points and play for the duration of the entire Game.

Following each Round, every Player who selected the correct answer will gain one point (plus any Boost Points), otherwise, they will remain with the same amount of points.

At the end of the Game, Players are ranked according to the number of points accumulated.

Players with similar amount of points will be ranked according to their total Speed Points (faster players will be favored).

Game Format – Survivor

This is an elimination Game in which every Player starts with an initial amount of life-points ("lives"), and can play for as long as they still have any life-points.

Following each Round, each Player who selected a wrong Option, will lose a life-point, otherwise, they will keep the same amount (or even gain Lives as Boost Points).

Upon losing all life-points, a Player will be "eliminated" and will no longer be eligible to participate in the Game.

At the end of the Game, Players are ranked according to the number of remaining life-points. Eliminated Players (no life-points) are ranked according to the number of Rounds they "survived" until eliminated.

Players with a similar number of life-points and who survived a similar number of Rounds will be ranked according to their total Speed Points (faster players will be favored).

Notice that eliminated Players may still win Prizes.

Boost Points

Players may gain additional "boost" points/life-points as indicated on the Option button.

For example, if "+2" is indicated on the Option button, and a Player selected it, and that Option was correct, then the Player will gain an extra 2 points/life-points in addition to the regular point adjustments.

Speed Points

Player gain Speed Points for every second they don't spend to make their final selection.

For example, a Player that made the final selection after 19 seconds will gain additional 11 (30 minus 19) Speed Points.

The accumulation of all Speed Points during the game will be used as tie-breaker for players with similar achievements.

Default Option (Answer)

For each Challenge a single Option (answer) will be defined as the Default Option.

If, for any reason, a Player did not manage to select any Option during the 30 seconds countdown, then the Default Option will be considered as the selected Option.

The Default Option for any round would be one of the following Options: No, No Card, No Corner, No Foul, No Free Kick, No Goal, No Goal Kick, No Offside, No Sub, No Throw-in, None, Zero or Equal; Otherwise, in case no such Option exists, the Default Option is the first Option (top-left).

You will not receive speed points with the Default Option.

Ticket Purchase

Players must purchase a Ticket in order to participate in a Game. For each Game the Ticket price (entry fee) is fixed and published.

A Player may buy only one single Ticket for any specific Game.

In Tournament Game Format, Players can buy a Ticket also after the game has started and up to (and including) the 3rd Round. In Survivor Game Format, Players are not allowed to buy a Ticket after the game has started.

A Player may cancel any purchased Ticket up to 2 minutes before the published Game start time. In such case, the paid entry fees will be fully refunded.

The Operator may also decide to give away some of the Tickets for free (“free ticket”) as part of a promotion to participate in a game.

Game Duration & Scope

The Game will start when the associated sports event (or period) starts.

Each Game will be set to run during 1st-half, 2nd-half or full-time (inclusive of any stoppage time).

A Survivor Game may end even before the planned duration, if all the participating Players have been eliminated.

Game Flow

A Game consists of a sequence of Rounds. The first Round begins when the Game starts and the basic Round cycle repeats itself, Round after Round, until the Game ends.

The basic Round cycle is: Select, Pending and Results:

I – Select

A new Challenge is published simultaneously to all participating Players. The Challenge is phrased as a multiple-choice question (or implied) with 2-6 Options to choose from.

Players have 30 seconds to select an Option after the Challenge has been published.

A Player can change the selected Option freely during the 30 seconds selection time.

If, for any reason, a Player did not manage to select any Option, then the Default Option will be considered as the selected Option.

II – Pending

Immediately after the 30 second selection time ends, the Round will enter the “pending” state.

The final Option selected by the Player and received by the system will be indicated.

During this time Players can watch the live action as it unfolds and wait for the correct Option to be published.

Players can also see statistics of what other Players have selected.

III – Results

As soon as the correct Option is confirmed it is published to the Players.

Players will be able to see how they did and where they stand compared to the other Players.

In a Survivor Game – the Player will be notified when eliminated.

The Game will stay in this state for about 5 seconds so that Players can see what has happened. After that, the Game will continue onto the next Round (new Challenge).

In some rare cases, more than a single Option may be settled and published as Correct.

Cancelled Round

At any time during Round's "Select" or "Pending" state, we may decide to cancel (void) the Round for various reasons (technical, weather, event related etc.). In such cases, Players will be notified of the Round cancellation and the entire Round will be disregarded.

Unless paused (put on hold) or ended, the Game will immediately continue onto the next Round.

Game Paused

After successful completion of a Round (or cancellation), we may decide to Pause the Game for various reasons (technical, weather, event related etc.). In such cases, Players will be notified of the pause and the reason.

Disconnection

The Player's Game Interface is programmed in such a way that if connection is lost, it will attempt to promptly reconnect to the system. However, for technical reasons related to the device, ISP or network, it may fail to re-connect.

After successful re-connection, the Player's Game Interface will refresh itself and display the updated Game state.

If the Player failed to transmit the selected Option during the 30 seconds selection time, it will be considered as if the Player never made a selection (or change of selection).

A disconnection will not directly cause the Player to be removed from the Game but may prevent from selecting an Option. Players may still win Prizes even if they were completely or partially disconnected during the Game.

If, for any reason, a Player did not manage to select any Option, then the Default Option will be considered as the selected Option.

Game Settlement & Payment

Promptly after the Game ends, we will check and verify the results for each Round to approve the Game settlement.

Once verified, the Game will be settled, actual Prizes will be calculated and paid to the Players' account.

We will notify all the affected Players about any resulting mistake that was found.

In any case, the Game will be fully settled and paid no later than 3 hours after it was ended.

Game Cancellation

The Operator may decide to cancel (void) a Game (after it was paused, stopped or suspended) for various reasons (technical, weather, Event related etc.). Players will be notified of the Game being cancelled (voided) and all Tickets would promptly be refunded.

If a Game was stopped, for any reason, it will be settled as if it was normally ended only if at least 10 Rounds were completed; otherwise, the Game will be cancelled. This rule applies for any Game Format and Scope.

Football Specifics

General

Occurrences will be taken into account only if sanctioned and/or acknowledged by the referee.

Change of the referee's decision during the match will override any previous decision.

The game may continue into any additional stoppage time.

A Round cannot span across different match periods (half-time/overtime). If a Round is still pending when the period ends, we will either settle or cancel it.

Card

Time of occurrence: **Card shown to player by the referee.**

Only cards shown to players, who at that moment are on the pitch, will be taken into account. Cards, disciplinary actions, suspensions, imposed on any other individual which at the moment of the sanction is not, or should not, be actively playing on the pitch, will be disregarded.

Each card is counted as one card, regardless of colour (red/yellow).

Example: yellow card shown to a player and immediately followed by a red card (because it was the player's 2nd yellow card) – it will be counted as two cards.

Corner

Time of occurrence: **Ball crossed the line.**

The corner will be taken into account only if it was actually kicked.

Example: the ball rolled out on 68:51, then the game stopped because of injured player and to make few substitutions, the corner was actually kicked on 71:33. The time of corner occurrence will be taken into account as 68:51 (when the ball rolled out).

Foul

Time of occurrence: **Awarded by the referee.**

Handball and disciplinary sanctions during the match (e.g. insulting the referee) will be taken into account as fouls.

Offside will not be taken into account as foul.

Example: a player commits foul on 25:56, initially the referee gives the advantage but then on 26:02 the referee decides to award a foul, blows the whistle and signals a foul. The time of the foul occurrence will be taken into account as 26:02 (the time it was awarded).

Free Kick

Time of occurrence: **Awarded by the referee.**

A goal will be considered as a “direct result” of a free-kick only if a direct shot was made (not a pass), and even if it was deflected from a player or woodwork.

If the ball is touched by a second player just before the kick, it will still be considered as a direct shot – as long as the touch is amongst the players on the ball at the moment of the free kick.

Goal

Time of occurrence: **Ball crossed the line.**

Any reference to goals scored by specific players will not count if they are defined as “own goal”.

Goal Kick

Time of occurrence: **Ball crossed the line.**

The goal kick will be taken into account only if actually kicked.

Offside

Time of occurrence: **Awarded by the referee.**

Penalty Kick

Time of occurrence: **Awarded by the referee.**

The penalty kick will be taken into account only if actually kicked.

Shot

Time of occurrence: **Shot taken.**

The shot will be acknowledged according to the definition with which the official governing body issues shots statistics. Unless backed by un-contradictory evidence, we will not acknowledge any complaints which derive from a personal interpretation of such terms.

Stoppage Time

The amount of time displayed by the designated official will be taken into account as stoppage time, not the actual time played.

In case of no stoppage time displayed by the designated official, the actual time played will be taken into account (rounded to nearest minute).

Example: no stoppage time displayed by the designated official and the referee blows the whistle and ends the 1st half on 47:23. The stoppage time will be taken into account as 2 minutes.

Substitution

Time of occurrence: **Substituting player allowed to enter the pitch by an official.**

The substitution will be taken into account only if actually made.

Throw-in

Time of occurrence: **Ball crossed the line.**

The Throw-in will be taken into account once awarded, regardless if actually taken and/or results in a foul throw (this would still count as one throw-in).

Touch the Ball

Time of occurrence: **Touch**

A touch will be taken into account only if the ball was in-play.

Glossary

Game - a series of Rounds played during a live football match by Players to win Prizes.

Player – a user who participates in Games and may win Prizes.

Ticket – a Player should buy a Ticket (entry fee) to participate in a Game.

Prize – the Player's winnings from participating in a Game.

Prize Pool – the total amount of funds committed for Prizes in a specific Game.

Prize Table – the allocation of the Prize Pool among all Ranks.

Rank – the final position (“place”) of a Player in a Game (1st, 2nd, 3rd etc.).

Round – the basic cycle of a Game. Associated with a specific Challenge.

Challenge – a multiple-choice question relating to the match with two or more possible Options.

Option – answer for a specific Challenge and will result in being ‘Correct’ or ‘Wrong’.