



5. Virtual Basketball League

Version 6.0 - June 2018



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.).