

Virtual Matches

“Virtual matches” are imaginary matches between teams not actually playing against each other. Results are determined on one team scoring more goals in their match against their actual opponents than the team they are “virtually” matched against manage to score against their actual opponents.

For Example:

England are playing against Slovenia and Germany are playing against South Africa but odds are offered in the virtual match of England v Germany. If England beat Slovenia 3-1 and Germany beat South Africa 2-0 then the score for the England v Germany “virtual” game would be England 3 Germany 2.

Bets are accepted on a singles and upwards basis but can only be combined with other virtual matches. No extra markets will be offered on these virtual matches excepting double chance.

When one of the teams in a virtual match has their game postponed, or abandoned before full regular time is completed, all bets on that virtual match are void, irrespective of the number of goals scored by either team.