# GENERAL RULES

## Virtual Football League #VFL#

The VFL provides 24/7/365 real money betting experience on virtual football.

### League Information

* 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.

### Season information

* One season lasts 141 minutes in total, separated into a ‘Pre League’ period, a ‘Matchday Loop’, and a
* ‘Post league’ period. The ‘Pre League’ period runs prior to the start of a season and lasts 2:30 minutes.
* All match days are summarized as the ‘Matchday Loop’ period with a total duration of 137:30. At the
* end of every season there is a 60 second ‘Post Season’ period.

### Match day information

* One match day lasts 4:35 minutes. It is separated into the ‘Pre Match’ period, ‘1st

Half’, ‘Halftime’, ‘2nd Half’, ‘Post Match’ period and ‘Post Matchday’ period**.**

* The ‘Pre Match’ period runs prior to the start of a match for 60 seconds. The match lasts 1:30 minutes
* for each half with a halftime break of 10 seconds in-between. Each match is then followed by a 10
* second ‘Post Match’ period and finally a 15 second ‘Post Matchday’ period.

### How to bet – Markets

* Betting on a VFL match is allowed up to 10 seconds before kick-off. Betting markets for future match days of the current season remain open. When a future match day from the ‘Select Matchday’ bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section.
* All markets work in the same way as the regular betting on pre-match soccer

## Virtual Horse Classics #VHC#

The Virtual Horse Classics show real money betting on continuous race days 24/7/365

### Race Day

* One overall race day duration is 30 minutes.
* Once race day covers 9 races
* There are always two race days running in parallel on different race tracks

### Race

* We offer races with 8, 10 or 12 horses
* One race lasts 3-5 minutes depending on the number of horses and the distance of the tracks

### Horses

* VHC horses derived from real existing horses reflecting real horse strength and performance parameters

### How to bet - Markets

You can bet on 6 different markets on every race

#### Win

You bet at the horse you selected to win

#### Place (Show)

You bet that the horse you selected finishes first, second or third

#### Lay Win

You bet that the horse you selected finishes NOT first

#### Lay Place

You bet that the horse you selected finishes NOT first, second or third

#### Straight Forecast

You bet on the 2 horses which you think will finish in first and second in the CORRECT order

#### Dual Forecast

You bet on the 2 horses which you think will finish in first and second in ANY order

#### Straight Tricast

You must select the 3 horses that you think will finish first, second and third in the CORRECT order

#### Dual Tricast

You must select the 3 horses that you think will finish first, second and third in ANY order