

# BATTLE BALL

# Blockchain application for disputes on sports events.



# BATTLEBALL SPORTS DISPUTE



[www.battleball.io](http://www.battleball.io)

## In an abstract way

According to international analysts, the world market of sports betting will have grown up to more than one trillion dollars a year. The current turnover of gambling business in this area is about \$ 550 billion a year. Taking into account contemporary trends, this figure will be at least twice as large by 2021.

The study also showed that the most active players are betters who bank, make the bets with the help of mobile applications. The mobile rates are expected to become the main factor for increasing the turnover of the gambling market.

We offer a new solution in this market, this is a blockchain peer to peer - an application for sports betting. The advantages of this model are undeniable: the absence of an intermediary; all disputes occur directly between the players, and only their bet and the outcome of the event are important, all the records of the bets go to the blockchain. So the result of the dispute cannot be falsified, and so on. And the technical ability to make the application decentralized and autonomous allows you to minimize the cost of maintenance.



## The Need

*"A dispute is a natural need of a person. By arguing a person asserts himself"*

Sports events are the subject of controversy more often than anything else. Most fans have their favorite teams, and they carefully watch their game. Fans attend sports events, spending billions of dollars at the infrastructure level (hotels, bars, different sports stuff).

And, of course, almost any fan at least once in his life has betted for the outcome of the game of his favorite team. All these moments contributed to the formation of the market of betting services.

In order to understand what quantitative indicators we are talking about, we will give some data on the number of fans, using football as an example. You may ask why football? Because this sport remains the most popular one on the planet, more than 3 billion people are interested in it.



### The Need

The greatest contribution to the real fan audience of the national European championships was made by the following countries:

- Germany 21 million people;
- Great Britain 18.5 million people;
- Turkey 16 million people;
- Italy 15 million people;
- France 12 million;
- Spain 11.5 million;
- Russia 9.5 million people;
- Ukraine 7.5 million people;
- Poland 7.5 million people;
- Holland 6 million people;
- Romania 5.5 million;
- Belgium 5.5 million;
- Greece 3 million people;
- Portugal 3 million people.



### The Need

Here are the figures that appear if we take the number of top club fans around the world (in total these 12 clubs have about 3.6 billion fans, according to the official data):

- Liverpool 580 million people;
- Manchester United 659 million people;
- Barcelona 349 million people;
- Real 750 million people;
- Bavaria 292 million people;
- Inter 260 million people;
- Juventus 170 million people;
- Milan 140 million people;
- Tottenham 179 million people;
- Arsenal 119 million people;
- Manchester city 18 million people;
- Newcastle 6 million people

The audience of this market is simply huge, and there is a problem that we can solve.

## Solution

The BattleBall sport dispute application is aimed at a diverse audience of fans. Now our solution covers 3 types of sport. These are football, basketball, and baseball, and it makes it easy to enter into single and group disputes.

### **Basic Functions:**

By using the BattleBall application, any person on the planet can create a dispute with certain conditions or find a dispute by particular criteria and enter into it by accepting the terms and placing the appropriate bet. Disputes in the application are of two types:

**Single disputes.** Players place their bets, by accepting the terms of the dispute, and argue against each other (there can be only one winner, or it can be a draw)

**Group disputes.** The players place their bets, accepting the terms of the dispute, and argue with each other (there can be one or several winners, it depends on the terms and conditions of the dispute. For example, a person creates a group dispute with an unlimited number of participants and with a fixed rate, under conditions it is indicated that the one who guesses the score more accurately than the others, will be the winner. If there are several such players, the winning should be equally divided).



## Solution

### Additional functions:

**Interactive maps.** This is an application section with a map on which there are displayed pubs, bars, hotels, as well as other players. The user can make a route to the selected destination point, book a table or a hotel room, place a personal status, and also start a chat with the person selected on the map.

**News.** The news section is a provider of news from the world of sports.

**Communication.** In this section, users can communicate with each other. A user can make calls, videoconferences, and send files. Besides, he can create group and secret chats.



## Business model

The BATTLE BALL application is an autonomous decentralized organization on the ETHEREUM Blockchain. All calculations within the application are carried out in BBT tokens of ERC20 standard. Tokens can be freely bought or sold at a fixed price for ETH within the application.

Whenever a dispute occurs, the smart contract stops the participants' bets, recording all the data into the blockchain.

When the dispute is completed, the smart contract receives information about the results from the external environment (the data is collected automatically from 25 authoritative sources, processed according to a certain algorithm, and transferred to the smart-contract in a certain way) and pays the money to the winner or winners according to the terms of the dispute.

If a draw occurs or the event does not take place, the bets automatically return to the users after deduction of the commission.



## Business model

As we have said above, the application is DAO. It has no center and no owner. The application's owners are all the token holders: BATLLE BALL COIN.

### **What does the BBC token give to its holders?**

100% of the application income is distributed between the token holders. Once a week there is an automatic distribution of profits to ETH purses that have BBC tokens, the profits are equivalent to the number of tokens available at the wallet address.

Thus, the business model of the BBC token suggests the continuous rise of value in ETH.

Having developed this business model, we hope that we will encourage other developers to do the same. After all, if we look at things globally, we do all this to make the world better and people richer and happier.



## Why Ethereum?

ETHEREUM, in contrast to most other platforms, was originally made specifically for the development of decentralized applications focused on working with smart contracts.

Another attractive factor is the low cost of transactions combined with a high level of security. As for the economic component, let's take a look at the figures.

In the year of entering the market in August 2015, the cost of one unit of ETH currency was \$ 2.83. Today, the upper level of the currency rate is more than \$ 400. It means that the growth for the two last years was more than 14000%. According to the industry analytical agency CoinMarketCap, the capitalization of Ethereum's blockchain-platform in June 2017 exceeded \$ 20 billion.

For comparison: Bitcoin's market capitalization is about \$ 36 billion, and as for Twitter social service, according to the New York Stock Exchange, the current estimate is only \$13,68.



## Why Ethereum?

The global blockchain alliance Enterprise ETHEREUM Alliance (EEA), established in February 2017, included such well-known corporations as Microsoft, Intel, JP Morgan, CreditSuisseGroup and others.

ETHEREUM is supported by joint projects at the state level in China, Singapore, Russia, the United Kingdom, the United States of America, Canada and a number of other countries.

That serves as a certain sign of quality and high perspectives for its development.

Thus, by investing in BattleBall, you get a double benefit: on the one hand this is the income from monetizing of the application, and on the other hand - this is a continuous growth of the cost of ETH



## Monetization

The application is monetized in several ways:

- Commission or transaction fee (charged from the rate of each participant at the time of entering into a dispute);
- Advertisers pay to have their ads in the application (pubs, bars, hotels and others). For them, a function is realized, with the help of which, when a user passes the place, he receives a PUSH notification in the application about promotions, discounts, etc.



# BATTLEBALL

SPORTS DISPUTE

ICO

Token BATTLE BALL COIN is an asset of the new economy, holders of the token receive 95% of the ICO profit of the application Battle Ball.

Emission of the tokens is limited, the release was made once in the amount of 210,000,000 BBC. During the ICO company, 10% of the total amount of BBC tokens will be sold.

The crowd funding company will last for 2 months. Only 21 000 000 of tokens will be sold. Until the end of the company we will release a working prototype of the application. 95% of the raised funds cover the marketing and application promotion expenses.



### ICO

ICO will be held when the minimum goal of 1000 ETH is reached, this is the first control point of the project, after which we will do the following:

#### **First point is 1000ETH:**

- Web application;
- Desktop application;
- Mobile application in AppStore and GooglePlay;
- Technical support and assistance to users.

#### **The second point is 5000 ETH:**

- Web application;
- Desktop application;
- Mobile application in AppStore and GooglePlay;
- Extensive advertising company online;
- Technical support and assistance to users;
- Guaranteed buy-back of tokens in 1.5 year at a price 1.5 times higher than sell price.

#### **The third point is 100 000 ETH:**

- Web application;
- Desktop application;
- Mobile app in AppStore and GooglePlay;
- Extensive advertising company online and offline;
- Technical support and assistance to users;
- Guaranteed buy-back of tokens in 1.5 year at a price 2 times higher than sell price;



ICO

## Fourth point is 210 000 ETH:

- Web application;
- Desktop application
- Mobile application in AppStore and GooglePlay;
- Extensive advertising company online and offline;
- Technical support and assistance to users;
- Guaranteed buy-back of tokens in a 1,2 at a price 3 times higher than sell price.

ICO is closed and there are no tokens in the sale.

**Buy tokens and see the project  
you can on our website**

[www.battleball.io](http://www.battleball.io)

