Football GameBet App

Pool Rules

The following are general game rules observed in the processing of the bets sent from GameBet to the GamePool host-

Bets

1. A Game bet consists of two parts, the team to win and by how many points. Game bet can be entered directly in the app or as a GameBet file as long as the betting stage is OPEN. Only one Game bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game

2. The Score bet is the bet on the combined score of the two teams at the end of the game. Only one Score bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game

3. The Lucky Square bet request should be for a specific number of squares. The host may set a limit on the maximum number of squares allowed to a player. This limit is set to 10 as the initial app default.
   GamePool assigns the Lucky Squares at random from the pool of remaining squares that have not yet been assigned to other players. A maximum of 100 Lackey Squares are available in a game. All squares are considered assigned when the game is closed to prepare for scoring. All unassigned squares at that point are assigned (sold) to the host (represented as House).
   Lucky Squares cannot be changed once they are assigned to a player. Players can increase the number of Lucky Squares in their bet but they cannot be decreased.

Winner Distributions

GamePool distributes the sum of all the amounts bet in each bet category.

The Game winning pot contains the sum of all bets made for the Game bet.

The Score winning pot contains the sum of all bets made for the Score bet.

The total amount considered available for all winners of the Lucky Squares and Super Cross is 100 times the cost of one square as set for this pool. The specific amounts payable to winners in each quarter is based on the distribution criteria established under Settings. The host (House) is assigned the remaining squares that were not assigned to other players. Thus the host should have the funds for 100 square bets available to be distributed to the winners of Lucky Squares and Super Crosses.
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Lucky Square winner

There is a Lucky Square winner in each quarter of the match. The declaration of the winner depends on the team scores at the end of a quarter. The player who has been allocated the Lucky Square corresponding to team scores (Team1,Team2) is the Lucky Square winner in the quarter. Only the last digit of the score is significant in this selection.

For example, let us assume the score in a game quarter is: Team1 7 & Team2 14. The Lucky Square will be 7,4. The player who has 7,4 square will be the winner. This player will receive the pre-established winner payout for this quarter.

Super Cross winners

The squares that surround a Lucky Square horizontally and vertically are Super Cross squares. Each quarter of the match produces two to four Super Cross squares depending on the position of the Lucky Square on the 10x10 game grid.

For example, the Lucky Square 7,4 will produce 4 Super Cross squares whereas the Lucky Square 0,9 will produce 2 Super Cross squares and the Lucky Square 0,4 will produce 3 Super Cross squares.

There is a pre-established amount for each quarter which gets equally divided among all Super Cross square holders of the quarter.

Game winner

GamePool looks for the player or players that picked the winning team with the exact points at the end of the game. The sum of all Game bet amount is equally divided if there more than one such winner. In case of no exact point winner GamePool looks for the player or players that had bet the closest points for the winning team. Equal weight is given to plus and minus variation, e.g. 2 points above the winning spread is treated the same as 2 points below.

Score winner

The final score of both teams is added to get the perfect Score winning amount. Player or players who had bet the combined score to be this number share the Score bet pot. In case of no bet was made for the exact score number GamePool looks for the player or players that had bet the closest score points. Equal weight is given to plus and minus variation, e.g. 2 points above the perfect score is treated the same as 2 points below.

What happens when no one had picked the winning team?

In such rare circumstances the player(s) with the lowest winning points for the other team will be the Game winner(s).

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