

# UOF - Bet settlement

If something happens in a match that defines the outcome of a specific odds type, you will receive a 'bet\_settlement' message that contains information about the outcome of bets. And, in some cases, whether the bet was voided or not. If the bet is (partly) voided, the voided part should be refunded to the customer.

The following list includes all possible combinations of *outcome (result)* and *void\_factor*:

- result="0" and no void\_factor: Lose entire bet
- result="1" and no void\_factor: Win entire bet
- result="0" and void\_factor="1": Refund entire bet
- result="1" and void\_factor="0.5": Refund half bet and win other half
- result="0" and void\_factor="0.5": Refund half bet and lose other half.

## Note



The evaluation of bet outcomes is the responsibility of the Client system.

## Void reasons

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<void_reasons_descriptions response_code="OK">
  <void_reason id="0" description="OTHER" />
  <void_reason id="1" description="NO_GOALSCORER" />
  <void_reason id="2" description="CORRECT_SCORE_MISSING" />
  <void_reason id="3" description="RESULT_UNVERIFIABLE" />
  <void_reason id="4" description="FORMAT_CHANGE" />
  <void_reason id="5" description="CANCELLED_EVENT" />
  <void_reason id="6" description="MISSING_GOALSCORER" />
  <void_reason id="7" description="MATCH_ENDED_IN_WALKOVER" />
  <void_reason id="8" description="DEAD_HEAT" />
  <void_reason id="9" description="RETIRED_OR_DEFAULTED" />
  <void_reason id="10" description="EVENT_ABANDONED" />
  <void_reason id="11" description="EVENT_POSTPONED" />
  <void_reason id="12" description="INCORRECT_ODDS" />
  <void_reason id="13" description="INCORRECT_STATISTICS" />
  <void_reason id="14" description="NO_RESULT_ASSIGNABLE" />
  <void_reason id="15" description="CLIENT_SIDE_SETTLEMENT_NEEDED" />
  <void_reason id="16" description="STARTING_PITCHER_CHANGED" />
</void_reasons_descriptions>
```

The client system will often receive two bet\_settlements for the same outcome – one immediately after the match ends caused by the live scout, and a second confirming one when the results have been officially confirmed. The two messages have different certainty-levels to indicate the difference. In almost all cases the outcome results will be the same. In extra-ordinary cases the results may differ and the Client system will have to decide how to handle this. (One type of client system may always wait for the official confirmed results; another type may primarily use the live results).

Element	Attribute	Description
bet_settlement		Root element
	event_id	The ID of the event this bet settlement refers to.
	product	The producer that generated this bet settlement information (1=LiveOdds, 2=MTS, 3=BetradarCtrl, 4=BetPal, 5=PremiumCricket).
	timestamp	When this message was generated.
	certainty	Is this bet-settlement sent as a consequence of scouts reporting the results live (1) or is this bet-settlement sent post-match when the official results have been confirmed (2)
market		Information about a specific market.
	void_reason	Describes the reason for voiding certain outcomes for a particular market. Only set if at least one of the outcomes have a void_factor.  <i>A list of void reasons can be found above this table or by using the API at <a href="https://iodocs.betradar.com/unifiedfeed#Betting-descriptions-GET-Void-reasons">https://iodocs.betradar.com/unifiedfeed#Betting-descriptions-GET-Void-reasons</a>.</i>
outcome		Outcome information about the match.
	result	Possible values: <ul style="list-style-type: none"> <li>• 0 = LOST</li> <li>• 1 = WON</li> <li>• -1 = UNDECIDED_YET</li> </ul> <p>In the case of a -1 it means that the settlement is still undecided and another update will follow once it has been settled.</p>
	void_factor	If the bet on an outcome should be refunded completely void-factor is set to 1.0. If half of the bet on an outcome should be refunded void_factor is set to 0.5.
	dead_heat_factor	A dead-heat factor may be returned for markets where a bet has been placed on a particular team/player to place and this particular player has placed but the place is shared with multiple players, reducing the <u>pa</u> <u>yout</u> .

#### XML example

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<bet_settlement certainty="2" product="3" event_id="sr:match:16807109"
timestamp="1547538073717">
  <outcomes>
    <market id="193">
      <outcome id="74" result="0"/>
      <outcome id="76" result="1"/>
    </market>
    <market id="204" specifiers="setnr=1|total=9.5">
      <outcome id="12" result="0"/>
      <outcome id="13" result="1"/>
    </market>
    <market id="201">
      <outcome id="863" result="0"/>
      <outcome id="864" result="0"/>
      <outcome id="861" result="1"/>
      <outcome id="862" result="0"/>
    </market>
  </outcomes>
</bet_settlement>
```

#### bet\_settlement and results

You should not use bet\_settlement messages as a signal that all results for a match are available. If the certainty is confirmed, you are guaranteed that the bet\_settlements are confirmed as stated. However, you are **not** guaranteed that all results are available just because you receive a bet\_settlement with certainty=2 (confirmed). For example: there might be additional result information that may come in later, but we may have enough results to send out bet\_settlement messages for the markets we have offered.

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