



THE ESPORTS BETTING GLOSSARY

A practical glossary of the terms that matter across esports betting, trading, risk, and performance. Written for sportsbook operators, not fans.

WHAT THIS GLOSSARY IS FOR

On the surface, esports betting looks a lot like traditional sports betting. Underneath, it works differently, and those differences shape everything from pricing and trading to product decisions and margin.

This glossary was built to help sportsbook operators, traders, and product teams get fluent in the terms that matter. It covers how esports is structured, how matches work, how the markets behave, and the commercial metrics that decide performance.

Each entry explains what a term means, then why it matters to your business.

GLOSSARY OF ESPORTS TERMS (Alphabetical)

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Ace
AFK (away from keyboard)
Agent / Champion / Hero
Always-on content
Arbitrage
ARPU (Average Revenue Per User)

B

Battle Royale
Best of (Bo1, Bo3, Bo5)
Bet frequency
BetBuilder / Same-game combo
Blacklist / DNO
Bots

C

Calendar gap
Cashout
Clutch
Correlation risk

D

Data feed
Data reliability
Draft / Pick-ban

E

Economy (CS2 / VALORANT)
ESIC
eSimulators / eSims
Esports
Event frequency

F

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First blood market
FPS (First-Person Shooter)

G

Game title
GG (good game)
GGR (Gross Gaming Revenue)

H

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Handle / Turnover
Hedging

I

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IGL (In-Game Leader)
Integrity monitoring

K

KDA
KYC (Know Your Customer)

L

Latency
League
Liability
Live betting / In-play

M

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Map betting
Map handicap
Map pool / Map veto
Margin
Margin efficiency
Market suspension
Match betting (moneyline)
Match-fixing
Meta
Microbetting / micromarkets
MMO / MMORPG
MOBA (Multiplayer Online Battle Arena)

N

NGR (Net Gaming Revenue)

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Odds
Odds efficiency
Odds feed (delivery model)
Odds modeling
Outright betting
Overround
Overtime

P

Patch
Pistol round
Player props
PvP (Player vs Player)

R

Retention
Risk factor
Risk management
RNG (Random Number Generator)
Round
Round betting
RTS (Real-Time Strategy)

S

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Smurf
Stake
Suspicious betting activity (SBA)

T

Tier (Tier 1 / 2 / 3)

Tilt

Total kills (over/under)

Total maps (over/under)

Tournament

V

Value bet

Virtual sports

Volatility

W

Wager adjustment

GLOSSARY OF ESPORTS TERMS (By Topic)

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 FPS (First-Person Shooter)
 Game title
 League
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 MMO / MMORPG
 MOBA (Multiplayer Online Battle Arena)
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Integrity, fairness, and regulation

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Commercial metrics

ARPU (Average Revenue Per User)
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FAQs

What is esports?



Esports is organized competitive gaming, but from a sportsbook's point of view it behaves less like one sport and more like several.

This section covers the building blocks: the titles, the formats, and the competitive structures that shape how betting works.

Esports

Esports refers to organized competitive video gaming, where players or teams compete in structured tournaments across titles like Counter-Strike 2, League of Legends, and Dota 2.

For sportsbooks, esports behaves less like a single category and more like multiple distinct sports under one umbrella. Each title has its own pace, match format, betting patterns, and risk profile.

Game title

A game title is a specific esports, such as CS2, League of Legends, or Dota 2. Each title operates like its own sport, with different rules, match structures, and betting dynamics. A CS2 match is round-based and fast-paced. A League of Legends match is objective-driven and longer in duration.

For operators, this means coverage, pricing, and trading need to be title-specific. What works for one title rarely transfers cleanly to another.

Tournament

A tournament is a structured competition where teams compete over a defined period, often with a bracket or elimination format. In esports, tournaments can vary widely in size, format, and importance. Some are global Tier 1 events, others are smaller regional competitions.

For operators, tournament structure affects betting volume, market depth, and integrity considerations. Not all tournaments should be treated equally.

League

A league is an ongoing competition where teams play across a season, often in a round-robin or scheduled format. Unlike tournaments, leagues provide more predictable match frequency and long-term storylines, which can support consistent betting activity.

For operators, leagues offer more stable coverage opportunities, but may generate less peak volume than major tournaments.

Patch

A patch is a game update that changes mechanics, balance, or features. In esports, patches can significantly alter how a game is played. They can change which strategies are effective, which characters are strong, and how matches unfold.

For operators, patches reduce the reliability of historical data. Odds models need to adjust quickly, or pricing becomes outdated.

Meta

The meta refers to the dominant strategies, tactics, or character selections used at a given time. The meta evolves with patches and player innovation. What works today may not work next month.

For operators, understanding the meta helps explain shifts in team performance and informs more accurate pricing.

MOBA (Multiplayer Online Battle Arena)

A team-based genre where players control unique characters and win through objectives rather than pure elimination.

For operators, this usually means longer matches, heavier objective control, and more meaningful live shifts than in round-based shooters.

FPS (First-Person Shooter)

A genre built around shooting from a first-person view, usually with fast rounds and high mechanical pace.

For operators, FPS titles often create short, volatile betting windows and strong demand for round-level markets.

Battle Royale

A last-player or last-team-standing format where the playable area shrinks over time.

For operators, this format creates different live-betting rhythms than traditional esports titles because survival and placement matter as much as direct combat.

RTS (Real-Time Strategy)

A genre focused on real-time decision-making, resource control, and strategic execution.

For operators, RTS is less common than MOBA/FPS, but it's still useful as a reference point for game structure and pacing.

MMO / MMORPG

A Massively Multiplayer Online game supports large numbers of players in a shared world, and MMORPG adds role-playing progression on top.

For operators, these terms help define the wider gaming ecosystem, even when the titles are not core betting products.

Best of (Bo1, Bo3, Bo5)

“Best of” defines how many maps are played in a match. For example, Bo3 means the first team to win two out of three maps wins the match. Shorter formats like Bo1 are more volatile, while longer formats like Bo5 reduce randomness and favor stronger teams.

For operators, match format directly affects pricing, market depth, and expected variance.

Tier (Tier 1 / 2 / 3)

Tier refers to the perceived level of competition, with Tier 1 being top-level professional play. Lower-tier matches may have less data, lower liquidity, and higher integrity risk compared to Tier 1 events.

For operators, tiering helps inform coverage decisions, risk controls, and market limits.

How do esports matches work?



Every betting market maps back to something happening in the game.

This section explains what matches are made of, from maps and rounds to the in-game moments that move live odds.

Map

A map is a single game within a match, similar to a set in tennis. Most esports matches are played across multiple maps, with the overall winner determined by map wins.

For operators, maps are a core betting unit. Many markets are offered at both match and map level.

Round

A round is a smaller unit within a map, especially in games like CS2 and VALORANT. Rounds are fast, often lasting under a minute, and are where many live betting opportunities occur.

For operators, round-level events drive microbetting and rapid odds updates.

Half

Maps are typically divided into two halves, with teams switching sides partway through. Performance can vary significantly between halves depending on side advantage.

For operators, this creates natural inflection points for live pricing.

Pistol round

The pistol round is the first round of each half, where players start with basic equipment. Winning the pistol round often leads to a short-term advantage in subsequent rounds due to the in-game economy.

For operators, pistol rounds are high-impact moments that influence early match pricing.

Economy (CS2 / VALORANT)

The economy system determines how much in-game money teams have to buy weapons and equipment. Strong economy leads to better loadouts and higher chances of winning rounds.

For operators, economy dynamics are key to understanding momentum and pricing live markets accurately.

First blood

First blood refers to the first kill of a map or round, depending on the title. A common betting market, especially in live and microbetting contexts.

For operators, it provides frequent, fast-resolving betting opportunities.

Clutch

A clutch occurs when a player wins a round despite being outnumbered. These moments are unpredictable and can shift momentum quickly.

For operators, clutch situations introduce short-term volatility in live markets.

KDA

KDA stands for kills, deaths, and assists, and is a key measure of player performance. It's often used in player prop markets and performance analysis.

For operators, KDA helps inform pricing for individual player markets.

Ace

An ace occurs when a single player eliminates the entire opposing team in one round. It's a rare but high-impact event.

For operators, it represents a spike in volatility and engagement during a match.

Draft / Pick-ban

The draft is the pre-match phase where teams select and ban characters. It reveals strategic intent and can significantly influence expected match outcomes.

For operators, draft outcomes can justify adjustments in pre-match pricing.

Objective

Objectives are key in-game targets such as towers, Roshan, or planted spikes. Controlling objectives often determines match outcomes.

For operators, objective control is a strong signal for live odds movement.

Overtime

Overtime occurs when a map ends in a tie and additional rounds are played to determine a winner. It extends match duration and introduces additional betting opportunities.

For operators, it affects total markets and live trading conditions.

Map pool / Map veto

The map pool is the set of available maps, while the veto process determines which maps are played. Teams often have strengths and weaknesses on specific maps.

For operators, map selection directly impacts win probability and pricing.

Agent / Champion / Hero

These are the playable characters in different esports titles. Character selection shapes strategy and match dynamics.

For operators, character choices can influence both pre-match and live odds.

IGL (In-Game Leader)

The IGL is responsible for calling strategy during a match. Changes to the IGL can significantly affect team performance.

For operators, roster changes involving the IGL are important pricing signals.

Smurf

An experienced player using a lower-ranked account.

For operators, smurfing can distort competitive balance and reduce confidence in match quality.

AFK (away from keyboard)

A player who is inactive or not actively participating in the match.

For operators, it matters because inactivity can create unusual swings in performance and match outcomes.

Tilt

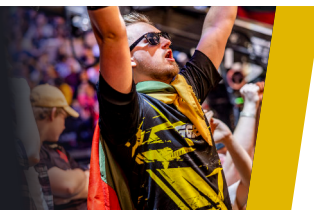
A state of frustration that negatively affects performance.

For operators, it helps explain momentum swings and unstable play patterns during a match.

GG (good game)

GG is short for good game. Players and fans use it at the end of a match as a sign of sportsmanship, and typing GG early is often a way of conceding that the result is already decided. It's one of the most recognizable terms in esports culture.

How does esports betting work?



Esports offers many of the market types operators already know, alongside some that only exist here.

This section covers them all, from simple match winners to the micromarkets where most live activity happens.

Match betting (moneyline)

Match betting is the simplest market, where bettors choose the overall winner of a match. In esports, match betting exists across all titles, but it's rarely the main driver of activity. Most engagement shifts toward live and more granular markets once the match begins.

For operators, match betting provides baseline liquidity, but it's not where most value is created. The real action happens deeper in the match.

Map betting

Map betting focuses on the winner of an individual map within a match. Since most esports matches are played across multiple maps, this allows bettors to engage with each stage of the match separately.

For operators, map markets increase engagement and extend betting activity beyond a single outcome.

Map handicap

Map handicap applies a virtual advantage or disadvantage to a team's map score, such as -1.5 maps. This is commonly used when there is a clear favorite, making markets more competitive.

For operators, handicap markets help balance betting activity and improve margin by reducing one-sided exposure.

Round betting

Round betting allows wagers on the outcome of individual rounds, particularly in titles like CS2 and VALORANT. Rounds are short and frequent, creating many betting opportunities within a single map.

For operators, round betting supports high-frequency engagement and drives live betting volume.

Total maps (over/under)

This market lets bettors predict whether the total number of maps played will go over or under a set line. It reflects expectations around how closely matched the teams are.

For operators, totals markets provide alternative entry points for bettors and help diversify betting patterns.

Total kills (over/under)

Total kills markets focus on the combined number of eliminations within a map or match. These markets are influenced by playstyle, tempo, and team tendencies.

For operators, kill-based markets add depth and attract bettors looking beyond simple win/loss outcomes.

Player props

Player props are markets based on individual player performance, such as total kills or assists. These are especially popular among bettors who follow specific players or teams closely.

For operators, player props increase engagement and allow more granular pricing, but require accurate data and modeling.

First blood market

First blood markets allow bettors to predict which team or player will secure the first kill. They resolve quickly and are often available repeatedly throughout a match.

For operators, first blood markets are ideal for microbetting and high-frequency wagering.

Outright betting

Outright betting involves wagering on the winner of a tournament or league. These bets are typically placed before or early in an event.

For operators, outrights help build early engagement and carry betting interest across longer timeframes.

Live betting / In-play

Live betting allows wagers to be placed while a match is in progress, with odds updating in real time. In esports, live betting is the main event, not the side offering. Most betting activity happens during the match rather than before it starts.

For operators, the quality of live betting defines the quality of the overall esports product. Slow updates or limited markets directly impact performance.

Microbetting / micromarkets

Microbetting, or micromarkets, focuses on very short-term outcomes within a match, such as the next round winner, next kill, or next objective.

In esports, these markets are naturally built into how matches unfold. A CS2 map can generate dozens of rounds. A single League of Legends game can produce multiple decision points around objectives and teamfights. Each one becomes a new betting opportunity.

For operators, microbetting is where bet frequency is created. It increases engagement and session length, but it also compresses pricing windows. Without fast data, low latency, and tight suspension logic, these markets become one of the quickest ways to leak margin.

Cashout

Cashout allows bettors to settle a bet before the event is finished, based on its current value. In esports, fast-changing match states can significantly alter cashout values in short periods.

For operators, cashout enhances user control but must be priced carefully to avoid unintended exposure.

BetBuilder / Same-game combo

BetBuilder allows multiple selections from the same match to be combined into a single bet. These combinations often involve related outcomes, such as match winner and total maps.

For operators, BetBuilder increases bet size and engagement, but requires accurate handling of correlation between outcomes.

Arbitrage

Arbitrage occurs when bettors exploit price differences across sportsbooks to guarantee profit regardless of the outcome. This typically happens when markets are mispriced or slow to update.

For operators, arbitrage is a signal of pricing inefficiency and can erode margin if not managed properly.

Trading, risk, and why esports is different

Esports isn't harder to trade than traditional sports, but it is different in ways that matter. Matches move faster, outcomes swing harder, and most of the activity happens live rather than before the match starts.

This section covers the terms behind pricing, risk, and trading, and where esports margins are actually won or lost.

Odds

Odds are the price offered on an outcome, reflecting its implied probability plus a built-in margin. In esports, odds need to update constantly during live play. A single round or teamfight can shift win probability within seconds.

For operators, odds are not just a display. They are the primary tool for controlling risk. Slow or inaccurate pricing is one of the fastest ways to lose margin.

Odds modeling

Odds modeling is the process of calculating probabilities and converting them into betting prices. Each esports title requires a different approach. CS2 is round-based and momentum-driven. League of Legends depends heavily on draft and objectives. Dota 2 introduces high variance through late-game swings.

For operators, there is no universal esports model. Title-specific modeling is essential for accurate pricing and consistent performance.

Volatility

Volatility refers to how much outcomes deviate from expectations. Esports is structurally more volatile than most traditional sports due to fast gameplay and frequent momentum shifts.

For operators, volatility increases both engagement and risk. It creates opportunities for betting but makes weak pricing more costly.

Latency

Latency is the delay between an in-game event and its reflection in odds or data systems. In esports, events happen quickly. If odds lag behind what bettors can already see, markets become exploitable.

For operators, latency isn't a technical issue. It's a pricing problem. Every delay increases exposure to stale-odds betting and reduces margin.

Data feed

A data feed provides real-time match data used to power odds and markets. Feeds vary in speed, accuracy, and depth depending on the source.

For operators, pricing quality depends on data quality. Slow or unreliable feeds lead to delayed updates and increased risk exposure.

Market suspension

Market suspension temporarily closes betting during key moments in a match. These moments include high-impact events where outcomes can be decided quickly.

For operators, suspension protects against bets placed on near-certain outcomes. Poor timing either exposes risk or disrupts the user experience.

Correlation risk

Correlation risk occurs when multiple outcomes in the same match are statistically linked. In esports, many events are connected. Early advantages can influence multiple downstream outcomes.

For operators, mispricing correlation leads to unfavorable combinations, especially in BetBuilder-style markets.

Liability

Liability is the amount a sportsbook stands to lose on a given outcome. In esports, liability can build quickly during live betting, especially around popular teams or skewed betting patterns.

For operators, managing liability in real time is essential for stable results.

Hedging

Hedging involves placing offsetting bets to reduce exposure. It's typically used when liability becomes too concentrated or market conditions shift.

For operators, hedging is a risk-control tool, but it can't replace strong pricing and trading discipline.

Overround

Overround is the amount by which the implied probabilities across all outcomes in a market exceed 100%. It's how margin is built into the odds.

For operators, overround is where margin starts, but live betting dynamics decide how much of it is actually realized.

Wager adjustment

Wager adjustment refers to automatic changes in odds based on incoming bets and liability shifts. As betting activity increases, odds adjust to reflect new exposure.

For operators, effective adjustment helps balance markets and reduce one-sided risk.

Risk management

Risk management is the overall process of controlling exposure across markets and bettors. It includes pricing, limits, suspension logic, and monitoring.

For operators, risk management is what turns betting volume into sustainable revenue.

Managed trading service

A managed trading service is where a provider handles odds, pricing, and risk on behalf of the operator. This is common in esports, where title-specific expertise is required.

For operators, the choice between in-house and managed trading affects performance, cost, and scalability.

Odds feed (delivery model)

An odds feed is how pricing data is delivered to a sportsbook. It can be provided as raw odds or as part of a fully managed solution.

For operators, this determines how much control and responsibility sits internally versus with a provider.

Scout / Title expert

A scout or title expert is a specialist focused on a specific esports title. They monitor matches and provide context that models alone may not capture.

For operators, human expertise still plays a role in improving trading decisions, especially in complex or fast-changing situations.

24/7 content



The traditional esports calendar has gaps, and those gaps cost revenue.

This section covers the content formats that keep betting available around the clock, and how they differ from one another.

eSimulators / eSims

eSimulators, often shortened to eSims, are continuous head-to-head matches played in a live studio. They are designed to provide continuous betting content, independent of the traditional esports calendar.

For operators, eSimulators solve a structural problem. Without always-on content, sportsbooks are effectively inactive for large parts of the esports calendar.

PvP (Player vs Player)

PvP refers to human-versus-human competition. In esports and eSimulators, outcomes are driven by player skill, decision-making, and real gameplay.

For operators, PvP creates more natural betting behavior. Bettors engage with matches in a similar way to traditional sports, rather than treating outcomes as purely random.

Bots

Computer-controlled players used in some game modes or simulated content.

For operators, bots matter because they are not the same as PvP: they can affect how realistic the match feels, how the product is positioned, and how engagement differs from true human-versus-human play.

RNG (Random Number Generator)

RNG is the system used to generate outcomes in virtual sports, where results are determined algorithmically without human input. In esports slang, RNG also refers to in-game luck or randomness.

For operators, RNG-based content behaves differently from esports. Betting patterns are less influenced by form, strategy, or analysis.

Virtual sports

Virtual sports are simulated events powered by random number generation (RNG). They are often used to fill content gaps when no live events are available.

For operators, virtual sports provide consistent availability but typically generate different engagement patterns compared to skill-based esports or eSimulators.

Always-on content

Always-on content refers to betting events that are available continuously, without reliance on external schedules. This includes eSimulators and lower-tier esports coverage.

For operators, always-on content supports consistent engagement, reduces downtime, and creates more predictable revenue streams.

Calendar gap

The calendar gap refers to periods between major tournaments when high-tier esports content is limited. These gaps can last days or weeks depending on the title.

For operators, relying only on Tier 1 events means missing a significant portion of potential betting activity.

Event frequency

Event frequency describes how often bettable events occur. In eSimulators, matches and rounds happen continuously, often generating hundreds of betting opportunities per day.

For operators, higher event frequency drives increased bet volume, longer sessions, and more consistent engagement compared to traditional sports schedules.

Integrity, fairness, and regulation



Integrity risk in esports is real, but it's also well understood and manageable.

This section covers the terms behind monitoring and prevention, and the industry bodies operators work with.

Integrity monitoring

Integrity monitoring refers to the systems and processes used to detect suspicious activity in betting and match outcomes. This includes analyzing betting patterns, odds movements, and match performance.

For operators, integrity monitoring is essential for identifying risks early and protecting both revenue and reputation.

Match-fixing

Match-fixing is the deliberate manipulation of a match outcome for financial gain. It's the primary integrity concern in esports, particularly in lower-tier competitions.

For operators, understanding where match-fixing risk is higher helps inform which events to cover and how to apply limits or restrictions.

ESIC

The Esports Integrity Commission (ESIC) is an independent body that works to prevent and investigate integrity issues in esports. It collaborates with tournament organizers, teams, and betting stakeholders.

For operators, alignment with recognized integrity bodies helps ensure safer market coverage and supports regulatory compliance.

IBIA

The International Betting Integrity Association (IBIA) is a not-for-profit association that monitors regulated betting markets for suspicious activity.

For operators, IBIA is relevant because it supports integrity monitoring, alert-sharing, and broader market protection across licensed betting activity.

Suspicious betting activity (SBA)

SBA refers to unusual patterns in betting behavior, such as unexpected spikes in volume or irregular bet timing. These patterns may indicate potential manipulation or insider information.

For operators, identifying SBA quickly is critical for taking action, such as suspending markets or investigating events.

Blacklist / DNO

Blacklist or “Do Not Offer” refers to teams, matches, or events that are excluded from betting markets. This is usually due to integrity concerns, lack of reliable data, or low competitive quality.

For operators, maintaining a clear blacklist helps reduce exposure to high-risk events.

KYC (Know Your Customer)

KYC is the process of verifying the identity of bettors. It’s a standard regulatory requirement across all betting verticals.

For operators, KYC supports fraud prevention, compliance, and responsible gambling practices.

Data reliability

Data reliability refers to the accuracy, consistency, and timeliness of match data. In esports, unreliable data can come from delayed feeds, incorrect inputs, or incomplete coverage.

For operators, poor data reliability increases both trading risk and integrity risk. Accurate data is the foundation of both pricing and trust.

Commercial metrics



Betting volume alone doesn't tell you whether esports is working for you.

This section covers the metrics that show what's actually being earned, kept, and put at risk.

GGR (Gross Gaming Revenue)

GGR is the total amount wagered minus total payouts to bettors. It represents the top-line revenue generated by a sportsbook.

For operators, GGR shows overall performance, but on its own it doesn't reflect profitability.

NGR (Net Gaming Revenue)

NGR is GGR minus bonuses and betting taxes. It reflects the revenue an operator actually retains from betting activity.

For operators, NGR is the more accurate measure of commercial performance.

Margin

Margin is the theoretical profit built into betting odds across a market. It's determined when odds are set and reflects expected return.

For operators, margin defines the baseline profitability of a market, but it's only meaningful if realized in practice.

Margin efficiency

Margin efficiency measures how much of the theoretical margin is actually realized after bets are settled. In esports, factors like volatility, live betting dominance, and uneven betting patterns can reduce realized margin.

For operators, margin efficiency is one of the clearest indicators of trading performance. High volume with low efficiency is a warning sign.

Odds efficiency

Odds efficiency reflects how accurately prices match real-world probabilities. Inefficient odds create opportunities for sharp bettors to exploit pricing errors.

For operators, improving odds efficiency helps protect margin and reduce unnecessary risk exposure.

Handle / Turnover

Handle, or turnover, is the total value of bets placed. It measures activity rather than profitability.

For operators, high handle is useful, but it only matters when paired with strong margin efficiency.

Stake

Stake is the amount wagered on a single bet. It varies based on bettor profile, market type, and confidence.

For operators, stake size influences both risk exposure and revenue per bet.

Retention

Retention measures whether bettors keep coming back over time. Esports bettors tend to be younger and more digitally engaged than traditional sports bettors, which often supports stronger retention.

For operators, retention is a key driver of long-term value, especially in live and high-frequency betting environments.

Bet frequency

Bet frequency refers to how often a bettor places wagers. In esports, live betting and microbetting can significantly increase frequency compared to traditional sports.

For operators, higher bet frequency leads to more engagement and more opportunities to generate revenue.

ARPU (Average Revenue Per User)

ARPU measures the average revenue generated per active bettor. It's influenced by stake size, bet frequency, and retention.

For operators, ARPU helps evaluate the quality of engagement, not just the quantity.

Value bet

A value bet occurs when the odds on offer imply a lower probability than the outcome's true chance. In other words, the price is more generous than it should be.

For operators, frequent value bets signal weaknesses in odds modeling or market adjustment.

Risk factor

Risk factor is a multiplier used to adjust bettor limits based on behavior and profile. Sharp bettors may have reduced limits, while recreational bettors may have higher allowances.

For operators, risk factors help control exposure and protect margin without limiting overall activity.

FAQs



The questions operators ask most often, answered with the same commercial lens as the rest of this guide.

Why does live betting dominate in esports?

Live betting dominates because of how esports matches are structured. Rounds are short, events happen frequently, and outcomes can shift quickly. This creates more decision points per minute than most traditional sports.

For operators, this means the majority of betting activity happens during the match, making live trading quality critical to performance.

Which esports titles generate the most consistent betting volume?

Counter-Strike 2 and League of Legends typically generate the most consistent volume due to their structured competitive calendars and global audience.

Dota 2 often produces high-value betting around major events, while standout titles VALORANT and Mobile Legends: Bang Bang continue to grow rapidly.

For operators, consistency matters because it supports predictable coverage, resource planning, and steady revenue.

Why do esports margins vary more than traditional sports?

Esports margins are affected by higher volatility, shorter pricing windows in live betting, and frequent game updates that shift performance patterns. These factors make it harder to maintain stable pricing compared to sports with more predictable structures.

For operators, margin stability depends on strong modeling, fast data, and effective risk management.

What makes esports harder to trade than football or tennis?

Esports isn't necessarily harder to trade, but it is less standardized. Each title behaves differently, event frequency is higher, and match dynamics change quickly.

For operators, success depends on title-specific expertise rather than applying a single trading approach across all esports.

How do sportsbooks manage integrity risks in esports?

Integrity risks are managed through a combination of betting-side monitoring and collaboration with industry bodies. This includes tracking suspicious betting activity, applying restrictions to high-risk events, and working with organizations like ESIC.

For operators, effective integrity management protects both financial performance and long-term trust.

What is the difference between eSimulators and virtual sports in betting terms?

The key difference is how outcomes are determined. eSimulators are driven by PvP performance, while virtual sports rely on random number generators.

For operators, this leads to different betting behavior, engagement levels, and risk profiles.

Why do some operators struggle to scale esports profitably?

Common issues include treating esports as a single category, underinvesting in live trading, and relying on low-quality data. Offering too many low-tier markets without proper controls can also increase risk.

For operators, profitability comes from focused coverage, strong execution, and understanding how each title behaves.

How does esports betting content work outside of major tournament schedules?

Outside major events, betting activity is supported by lower-tier competitions and always-on content such as eSimulators. These provide continuous betting opportunities even when Tier 1 events are not running.

For operators, relying only on major tournaments means missing a large portion of available betting volume.

ABOUT ODDIN.GG

Oddin.gg provides esports betting infrastructure for sportsbooks. That covers odds, data, trading, risk management, and always-on content, built specifically for how esports actually behaves.

Operators use Oddin.gg to launch, scale, and run esports as a profitable vertical without building title-specific expertise in-house.

Team 2 ☆

Season 26 10:03 TODAY **LIVE**

Players

Winner

Team 1	Team 2
1.17	2.40

Correct score

Team 1	Team 2
1:17	1:2
1.17	7.20

Map 3 | Winner

Team 1	Team 2
1.17	4.40

Map 3 | Winner Three way

Draw	Team 2
7.00	5.30

Map 3 | Round Handicap

Team 1	Team 2
5.30	1.17

BetBuilder **Stats Hub**

Ticket 8

Combo

OGC Nice (Rafael) vs Olympique de Marseille (Spike)

Selections

BetBuilder

Winner Three way

Team 1	Draw	Team 2
2.40	Locked	Locked

Overtime

yes	no
2.40	Locked

Number Of Rounds Parity

odd	even
Locked	2.40

Selections: 3 **Total odds: 2.40**



ODDIN.GG

Ready to talk esports?

If you're evaluating esports as a vertical,
or trying to make an existing one perform,
we should talk.

LET'S TALK →

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