

Sports Gambling Terminology

Action: A wager of any kind

Against the Spread (ATS): Refers to taking or laying points (aka spread) as opposed to taking a game straight up.

Arbitrage: The simultaneous purchase and sale of the game in different markets to profit from unequal prices.

Bankroll: The available funds you have to bet with.

Bookmaker: A person who is licensed to create betting lines and take wagers.

Buying Points: Paying additional fee in order to get a game at a more attractive price. Often times bettors will buy points in football around key numbers such as 3 and 7.

Cover: In sports such as football and basketball, a bettor wins their bet if they cover the point spread. For example, if you bet a 7-point favorite and they win by nine, you have covered the spread.

Dime: A bet of \$1,000

Dog: Short for underdog, this is the team which bookmakers assume will lose the game.

Draw: Also known as a push. If a game falls exactly on the spread, there is no winner and bettors will receive their money back.

Edge: A bettor's advantage against the house. This will typically refer to an instance where you have a positive expected value.

Even Money: A bet where you are not paying any vigorish (percentage deducted from a gambler's winnings by the organizers of a game).

Favorite: The team bookmakers expect will win the game.

Field: In proposition (prop) bets, bettors are often allowed to bet the field. This refers to an accumulation of all the teams or players that are specifically listed.

Future: This refers to bets that come down in advance of an event. For example, one can bet a Super Bowl future prior to the beginning of the season by selecting which team(s) they believe will win the championship. A bettor receives payment at the end of the season if their selection did claim the title.

Hedging: Placing bets on the opposite side after you have already placed a wager on one side. This can be used to either cut your losses or guarantee a profit.

Hook: In spread based sports, the hook is an extra half-point that bettors can get. Oftentimes in football, bettors will buy the hook around key numbers like 3 to get a line of 3.5.

In-Play: Wagers that can be placed after the event start time. Lines and odds are updated throughout the event.

Fixed Odds: Wagering: Payout is fixed at the time the wager is placed.

Grand Salami: This typically refers to the over/under total for how many goals/runs will be scored across all games in a specific league.

Juice: This is the tax that sportsbooks create for placing a wager. Typically, books offer -110, which means that you need to win 52.38% of your bets to break even. Some books will offer reduced juice with lines between -104 and -107.

Key Numbers: This represents the most common margins of defeat and is used frequently in football where many games end with one team winning by a multiple of three or seven.

Limit: The most money a sportsbook will take on a single event.

Lines: Another term for the odds.

Live Betting: Live betting allows player to wager on games as they happen with updated lines that reflect the current score of the game.

Middle: This occurs when you bet on both sides of a game and have an opportunity to win both bets. For example, if you bet on Team A +10.5 and Team B -7.5. you will both bets if Team B win by 8-10 points.

Moneyline: In sports like baseball, soccer and hockey, there are so few runs/goals scored that it doesn't make sense to only offer a spread. Instead, these sports offer a moneyline in which you bet on whether or not a specific team is going to win straight-up.

Nickel: A bet of \$500.

Off the Board: A game or event that sportsbooks will not allow you to bet on. Oftentimes a game is taken off the board if there is uncertainty surrounding a player's injury status or weather.

Over/Under: Also known as the total, this refers to the total amounts of points/goals/runs that will be scored in the game. If both teams combine to score more than the total, the over wins. If they combine to score fewer, the under wins.

Parlay: A cumulative series of bets in which winnings accruing from each transaction are used as a stake for a further bet. This is a risk proposition but potentially very lucrative.

Pari-Mutual Wagering: Payout is calculated based on the number of pool entries. Example: Horse racing Win/Play/Show.

Pick 'Em: An instance in which neither team is favored. In spread based sports like basketball or football, this is a line of 0.

Point Spread: The spread is the forecasted point differential between the two teams. In other words, handicaps are assigned to either team and added or subtracted to the final score. A minus (-) indicates the favorite, while a plus (+) represents the underdog. The bettor must choose the winner after the handicap is considered.

Prop Bet: A bet on something other than the outcome of a game. Common prop bets include an over/under on points scored, passing yards, or strikeouts by an individual player.

Public Betting Percentage: Also referred to as public betting trends, we offer real betting percentages from seven contributing sportsbooks. These numbers represent real bets placed at real sportsbooks. These percentages are integral for betting against the public philosophy.

Push: When a contest ends without a winner. In a moneyline sport this happens if the game ended in a tie. In a spread sport, this happens if the favorite wins by the exact spread.

Real Time Odds: Live lines that update immediately as sportsbooks adjust their lines.

Reverse-Line Movement: Betting line movement that contradicts the public betting percentages. For example: if Team A is receiving 80% of the public bets as a 7-point favorite yet the line drops to -6.5, this is an example of reverse line movement. This indicates that sharp money is taking Team B.

Return on Investment (ROI): A performance measure used to evaluate the efficiency of an investment.

Run Line: In moneyline sports like baseball or hockey, you can take the equivalent of a spread — the run/puck line. This alternative allows you to add runs for the underdog or subtract them from the favorite. This means that a favorite has to win by at least two runs for you to win your bet, while an underdog could either lose by one run or win straight-up to win the bet. The benefit of this is that you can bet more lucrative lines on favorites, but because baseball and hockey are such low-scoring games, this can be a risky proposition.

Runner: An individual who places a bet on behalf of another person.

Steam Move: A sudden, drastic and uniform line movement across the entire sports betting marketplace.

Teaser: A special bet in which you are able to adjust the point spread or total for a game. The more you change the spread, the lower the payout becomes.

Tout: An individual who sells their picks or their sports betting expertise to others.

Vigorous: The percentage deducted from a gambler's winnings by the organizers of a game.

Wager: Any type of bet.



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