

SUPPLEMENTARY GAZETTE



**THE SOUTH AUSTRALIAN
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STATE LOTTERIES ACT 1966

LOTTERIES (GENERAL) RULES

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1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (General) Rules.
- 1.2 The Rules made under the State Lotteries Act 1966, and published in the *Government Gazette* on 24 September 1998 are hereinafter referred to as “the Existing Rules”.
- 1.3 The Existing Rules are hereby revoked effective from midnight on the date specified in the Schedule to these Rules. These Rules will take effect immediately thereafter, except as provided in these Rules.
- 1.4 All lotteries conducted by the Commission current at the date of these Rules will be conducted pursuant to the Existing Rules as if these Rules had not been enacted. For this purpose each draw or competition in each type of lottery will be regarded as a separate lottery conducted by the Commission.
- 1.5 These Rules are to be read in conjunction with the Rules applicable to the different types of lotteries conducted by the Commission from time to time.

2. *Interpretation*

- 2.1 In these Rules and in each part of these Rules unless the contrary intention appears:

“Act” means the State Lotteries Act, 1966;

“Agent” means a party authorised by the Commission pursuant to the Act to sell entries in lotteries for the time being offered by the Commission for sale to the public;

“Agent's Service Fee” in relation to a lottery means an additional charge as determined by the Commission to be paid by a player to an Agent on an entry in the lottery being issued and may vary between different types of lotteries conducted by the Commission from time to time;

“application form” means an application form for the issue of an Easiplay Club membership card;

“Autopay period” in relation to any on-line lottery means the period nominated by the applicant on the Easiplay Club application form (being within such period as the Commission determines), commencing at midnight on the day of determination of the results of the draw or competition. If the final day of the period is a Saturday, Sunday or public holiday the period will end at the Commission's close of business on the immediately preceding working day;

“bearer” means:

- (a) in relation to a ticket, the holder of that ticket; or
- (b) in relation to an electronic entry, the player who submitted the request for that entry;

“Commission” means the Lotteries Commission of South Australia;

“conditions” means the conditions on which an entry is issued, including instructions printed on a coupon or a ticket in any lottery or available through electronic media;

“Consumer Syndicate” in relation to the Easiplay Club means a group of 2 or more members, one of whom must be nominated Syndicate Manager on the application form;

“coupon” means a form for requesting an entry in any on-line lottery;

“entry” means an entitlement to participate in a lottery on payment of its price as evidenced by the issue of a ticket for that lottery or by recording of the entry in electronic format;

“entry fee” in relation to a lottery means the cost of an entry in that lottery as determined by the Commission, excluding the Agent’s Service Fee, and the Commission may determine different entry fees for different lotteries;

“game” means:

(a) any one of the game panels of a coupon or other request for entry on which number selections may be made; or

(b) any one of the game panels of a ticket or electronic record of entry on which number selections are recorded,

as the case may be (and “panel” has a corresponding meaning);

“Head Office” means the Commission’s principal place of business;

“House Syndicate” in relation to the Easiplay Club means a group of 2 or more members, on behalf of whom an Agent must be nominated Syndicate Manager on the application form;

“lottery” means a lottery as defined by the Act and includes traditional lotteries, sports lotteries, Instant Scratchies, on-line lotteries and any other lotteries conducted by the Commission from time to time;

“Lottery Rules” means these Rules and the Rules applicable to the different types of lotteries conducted by the Commission from time to time;

“minor” means a person who is under the age of 16 years;

“on-line lottery” means a lottery in which the Commission generates a ticket through a terminal or accepts a request for entry in electronic format;

“player” means, in relation to an on-line lottery, a person who purchases and receives a ticket or confirmation of an electronic entry or, in relation to any other lottery, a person who purchases and receives a ticket;

“price” in relation to an entry means the entry fee and any Agent’s Service Fee paid on purchase of the entry. In the case of a share entry, the price of each share entry will be rounded up to the nearest 5 cents above the price that would otherwise be payable;

“regular wagers” in relation to the Easiplay Club means a regular selection of numbers for use by a player in connection with an on-line lottery;

“selling point” means the Commission’s office or any branch or department thereof or an Agent’s place of business where the entry fee may be received or paid;

“share entries” means, if the facility is available, such number of separate tickets of equal value, each evidencing an equal part of the one entry in the same draw as requested at the time of purchase;

“sports lottery” means a sports lottery as defined by the Act;

“symbol” includes an amount, picture, figure, letter or any other representation (but excludes any security code) appearing in an entry;

“terminal” means a retail terminal linked to the Commission’s central computer;

“ticket” means:

(a) in the case of an on-line lottery, a ticket generated by a terminal on acceptance of a coupon or a verbal or electronic request, including a request for an Easi-Pick entry. It will contain the following information, as applicable:

1. participating draw number or competition number (or range of draw numbers, dates or competition numbers).
2. lottery type (i.e. type of on-line lottery played).
3. Super 66 number(s).
4. forecast or number selection(s).
5. Agent number.
6. serial number.
7. cost of entry (\$ and c).
8. Easiplay Club member’s name.
9. prize validation bar code.
10. dollar value per game (Keno only).
11. date of purchase in Keno or, in any other case, date of the next draw in which the entry will participate.
12. share entry details.
13. information messages:
 - (a) Easi-Pick;
 - (b) top-up;
 - (c) other messages included at the Commission’s discretion; or

(b) an Instant Scratchies ticket, which may consist of one or more sections;

“traditional lottery” means a lottery wherein a prescribed number of entries is offered for sale and the prize winning entries are not determined until all entries in the lottery are sold;

“void” in relation to an entry means void under Rule 9 or otherwise determined by the Commission to be void and incapable of winning a prize.

2.2 Unless the contrary intention appears:

2.2.1 headings are for convenient reference only and do not limit or extend the language of the provisions to which they refer;

2.2.2 words in the singular number include the plural and *vice versa*; and

2.2.3 words importing a gender include any other gender.

2.3 The Commission may at any time and from time to time make or vary any determination under these Rules.

3. *General*

- 3.1 The Commission may at any time amend or abrogate all or part of the Lottery Rules, whether or not an entry has been issued or prize winning entries have been determined.
- 3.2 The Lottery Rules will be available for perusal upon request at all selling points and may be made public by any other means as directed by the Commission.
- 3.3 By submitting a request for an entry (whether written, verbal or electronic), a player will be deemed to agree to be bound by the Lottery Rules and the relevant conditions. If the Commission issues an entry, it will be on the basis that the player is so bound.
- 3.4 The Lottery Rules are to be read in conjunction with and as part of any Bloc Agreement entered into by the Commission for the conduct of any Bloc lottery as such Agreement from time to time binds the Commission. If there is any variation or inconsistency between a Bloc Agreement and the Lottery Rules, the provisions of the Bloc Agreement will prevail.

4. *Agents*

- 4.1 The Commission:
- 4.1.1 may receive an application in such form as it determines from a party wishing to be appointed its Agent for the purpose of selling entries in lotteries conducted by the Commission.
- 4.1.2 will consider and accept or reject such application without being liable to give any reason for its decision.
- 4.1.3 may appoint an Agent on such terms as the Commission determines.
- 4.1.4 may terminate the appointment summarily, notwithstanding the provisions of any agreement, if the application is subsequently found to have been completed dishonestly, incorrectly or inadequately.
- 4.2 An Agent:
- 4.2.1 will be an Agent only for the purpose of selling entries in lotteries conducted by the Commission and will not have the power to pledge the Commission's credit.
- 4.2.2 must sign such agreement as the Commission specifies.
- 4.2.3 must comply with any directions or requirements issued by the Commission (in writing or otherwise) concerning conduct of the Agent's business, including sale and return of tickets, terminal operation, and provision of such details or returns of information or money or compliance with such performance criteria as the Commission requires.
- 4.2.4 who breaches the said agreement or the Lottery Rules may at any time;
- 4.2.4.1 have their appointment terminated by the Commission; or
- 4.2.4.2 be suspended for such period and on such terms and conditions as the Commission determines.

- 4.3 A player who requests an entry in a lottery must pay the entry fee and the Agent's Service Fee at the time of purchase of the entry.
- 4.4 Principal and Agent
- 4.4.1 An Agent who is paid an Agent's Service Fee will be the player's agent for the purpose of submitting their request for entry to the Commission.
- 4.4.2 The Commission may deal with a player as principal. A player who uses an Agent will be bound by all the Agent's acts or omissions.
- 4.4.3 Use of an Agent does not exempt a player from observing these Rules.
- 4.4.4 If the Commission sells or issues an entry to a player it will be deemed to be acting as an Agent for the purpose of these Rules in determining its relationship to the player.
5. *Liability*
- 5.1 The player:
- 5.1.1 will accept all risks, losses, delays, errors or omissions that might occur in the course of delivery to the Commission of any request for entry, whether by post, electronically, through an Agent or by any other means.
- 5.1.2 must ensure that any coupon or electronic request for entry submitted is completed in accordance with these Rules and acknowledges that the Commission or Agent has no responsibility to check the same when accepting it.
- 5.2 Receipt of an entry (whether issued as a result of a written, verbal or electronic request) constitutes an acknowledgment that the numbers, symbols and other details it contains are the player's selections. A player who does not immediately notify the terminal operator of any error will be deemed to have accepted that the numbers, symbols and other details are their selections. No coupon or other evidence will thereafter be valid for any of the purposes of the draw entered.
- 5.3 If particulars on a ticket or in a player's electronic record evidencing an entry in a lottery differ from the central computer record of that entry, the central computer record will be the sole determinant in identifying what prize (if any) is payable in respect of the entry.
- 5.4 The Commission will not be liable where an Agent has altered a coupon in any way without the player's authority.
- 5.5 Neither the Commission nor an Agent, nor an employee or agent of either, will be liable:
- 5.5.1 if a terminal fails to read a coupon and operator intervention is required to correctly process the coupon or if an operator incorrectly keys into the terminal from the player's verbal selections any number(s) not selected by the player; or
- 5.5.2 for any loss, damage, injury or expense sustained by a player by reason of any act, neglect, omission, delay or failure:
- 5.5.2.1 to forward to the Commission any request for entry in any lottery;

- 5.5.2.2 to properly validate, process or enter a request for entry in any particular draw;
- 5.5.2.3 for assistance given in completing an application form, coupon or other form; or
- 5.5.2.4 to properly or accurately process any request by a player to participate in any lottery conducted by the Commission,

and this Rule may be pleaded as a bar to any legal proceedings brought by any player alleging breach, default or non-performance of any contract or duty by the Commission or such Agent, employee or agent.

5.6 In respect of:

- 5.6.1 any representation made by an employee or any other person on the Commission's behalf;
- 5.6.2 loss or damage arising from an unlawful act by an employee or agent of the Commission or a third party;
- 5.6.3 fire, flood, tempest, storm, riot, civil commotion, lockouts or strikes in respect of which a claim is made;
- 5.6.4 failure of or malfunction in any equipment operated by the Commission, an Agent or any person on either's behalf, in respect of which a claim is made; or
- 5.6.5 (subject to Rule 6) a void entry,

the Commission's liability (if any) will be limited to refund, at the Commission's discretion, of the price of the entry on which the player is claiming a prize, in full and final settlement of any claim.

5.7 Except as required by law, the Commission will use its best endeavours to respect any request by a prize winning player for Not For Publication (NFP) status and will not reveal any details of the prize that will identify the player without their consent. If the Commission releases a prize winning player's name and address contrary to their instructions it will not be liable for any inconvenience, loss, damage or injury thereby suffered by any person.

5.8 Any decision made by the Commission concerning any lottery conducted by it (including eligibility of entries, determination of prize winners, the amount and distribution of prize money and the meaning and effect of these Rules) will be final and binding on all players in that lottery and on every person making a claim in respect of that lottery.

6. *Entry*

- 6.1 A coupon or verbal or electronic request for an entry may be delivered or forwarded to the Commission by a player or an Agent.
- 6.2 The price of an entry must be paid in money of legal tender, by bank cheque or by electronic funds transfer or such other means as the Commission determines. Payment must accompany or be made with transmission of a coupon or other request for entry. In the case of payment by bank cheque, the Commission may decline to issue an entry until the cheque has been cleared by the bank on which it is drawn.

- 6.3 The Commission or Agent will refuse to accept, or reject after acceptance, any coupon or other request for entry that has not been duly completed or is not accompanied by full payment of the price for the number of games to be played.
- 6.4 Subject to Rule 5.3 the printing and issue of a ticket by a terminal will constitute acknowledgment by the Commission of acceptance of the request for entry in any on-line lottery referred to on the ticket.
- 6.5 If the Commission or an Agent decides that an issued entry is defective and the prize winners in the draw to which it relates have not been determined, the Commission or Agent may cancel the entry and at its discretion either:
- 6.5.1 replace the entry with another entry, in which event the player will be taken to have authorised an employee of the Commission or Agent to determine their selections and, if necessary, to complete a request for entry on their behalf that will then be accepted for participation in the appropriate lottery; or
 - 6.5.2 refund the price of the entry to its bearer or the player.
- 6.6 If a player considers that an issued ticket is illegible or defective in any way, the ticket may be cancelled. No duplicate ticket will be provided.
- 6.7 A player who wishes to surrender an entry in an on-line lottery for any other reason may apply to the Commission or an Agent within the selling period for the draw(s) to which the entry relates. The Commission or Agent may at its absolute discretion accept or reject surrender of the entry. On surrender of an entry, a player will be entitled at their option to:
- 6.7.1 if the facility is available, a full refund of the price of the entry or, in the case of a multi-week entry, the price of the undrawn portion of the entry; or
 - 6.7.2 a further entry in exchange for the surrendered entry.
- 6.8 An entry must not be altered. Any alteration will have no validity for any purpose.
- 6.9 No cash refund will be made except as provided under these Rules.

7. *Postal or Electronic Request for Entry*

- 7.1 A player who sends a request for entry to the Commission or an Agent by post or electronic means must:
- 7.1.1 do so in time for it to be processed for participation in the draw of the lottery to which it relates;
 - 7.1.2 comply with all laws of any applicable jurisdiction regulating lotteries of the type in which the player wishes to participate;
 - 7.1.3 in the case of a coupon sent by post, ensure that it is not bent, creased or marked so that the terminal is unable to determine the player's selections; and
 - 7.1.4 in the case of a request for entry submitted by electronic means:

- 7.1.4.1 first establish an account for use in connection with the player's participation in the lottery; and
 - 7.1.4.2 have sufficient funds held in credit in the account to pay the price of any entry requested.
 - 7.2 The Commission or an Agent may refuse to accept a request for entry received by post or electronic means that:
 - 7.2.1 does not comply with the Lottery Rules; or
 - 7.2.2 is not accompanied by full payment of the price.
 - 7.3 A request for entry received by post or electronic means may, at the absolute discretion of the Commission or Agent, as the case may be:
 - 7.3.1 be entered in the draw nominated by the player;
 - 7.3.2 if not received in time for it to be processed for participation in a particular draw, be entered in the next draw of the same type;
 - 7.3.3 if accompanied by payment other than in cash or equivalent, be entered in the next available draw of the lottery for which it is intended after full payment is credited to the account of the Commission or Agent, as the case may be; or
 - 7.3.4 in any other case, be entered in the draw current at the date of dispatch of the entry by the Commission or Agent.
 - 7.4 If:
 - 7.4.1 a coupon received by post is bent, creased or marked so that the terminal is unable to determine the player's selections;
 - 7.4.2 a posted request for entry is not accompanied by a coupon; or
 - 7.4.3 a request for entry received by post or electronic means is incomplete or indecipherable,

the player will be taken to have authorised an employee of the Commission or Agent to determine their selections and, if necessary, to complete a request for entry on their behalf that will then be accepted for participation in the appropriate lottery.
 - 7.5 If a request for entry received by post or electronic means is accompanied by less than full payment of the price, entries equivalent only to the amount paid will be issued, provided that at least the relevant minimum sum is paid. Any balance may be refunded to the player.
- 8. *Easiplay Club*
 - 8.1 To become an Easiplay Club member, an applicant must complete an application form and forward it to the Commission either directly or through any selling point.
 - 8.2 An applicant who completes an application form must specify whether the membership applied for is to be:
 - 8.2.1 Personal – to the applicant;
 - 8.2.2 Joint – with one other person;

- 8.2.3 Consumer Syndicate; or
- 8.2.4 House Syndicate.
- 8.3 In the case of a Consumer Syndicate or a House Syndicate, the application form must specify the name and address of the Syndicate Manager.
- 8.4 Every Easiplay Club membership in existence at the commencement date of these Rules, with the exception of individual or joint memberships and subject to the Commission's discretion, will be deemed to be a Consumer Syndicate. The Syndicate Manager will be deemed to be the person so nominated in the Commission's records or, if no Syndicate Manager has been nominated, will be the first person whose name appears in the Commission's records or, in any other case, will be such other person as the Commission determines.
- 8.5 The Commission will be entitled to assume that any applicant for Easiplay Club membership is not a minor. An applicant for membership must provide such evidence of their age as the Commission requires. If the Commission subsequently ascertains that Easiplay Club membership has been issued to a minor, the Commission may cancel such membership and, in accordance with these Rules, decline to pay any prize that would otherwise have been payable.
- 8.6 An Agent to whom a duly completed application form is submitted will forthwith issue an Easiplay Club temporary membership voucher that the applicant will be able to use immediately. The Autopay facility will not be available to the holder of an Easiplay Club temporary membership voucher until such time as the application form is processed and accepted.
- 8.7 Once a duly completed application form has been processed and accepted by the Commission, the member's personal details will be included in the Easiplay Club file and an Easiplay Club card will be issued and forwarded to the member. Subject to the conditions printed on it the card will be evidence of membership.
- 8.8 An Easiplay Club member must ensure that the Commission is advised of any changes to information held in the Easiplay Club membership file by signing and sending a change of details form through any selling point or directly to Head Office. Neither the Commission nor any Agent will be liable to make good any loss incurred in respect of any prize forwarded to an address shown in the Easiplay Club membership file at the time of expiration of the relevant claim period.
- 8.9 The Commission will maintain a record of the information provided by each Easiplay Club member and will be permitted to use that information for the purpose of distributing advertising material and the like, but will value protection of the member's privacy and treat the information with the utmost confidentiality. An Easiplay Club member who does not wish to receive such material must so advise the Commission in writing.
- 8.10 Once the Commission has paid a prize won on a ticket purchased on presentation of an Easiplay Club card, there will be no further claim to that prize.
- 8.11 If a player who complies with the requirements of these Rules reports that a winning ticket is lost, the Commission may decline to pay the prize to the ticket's bearer.
- 8.12 If:
- 8.12.1 a person ("the bearer") lodges with the Commission, for payment of a prize, a ticket that bears the name of an Easiplay Club member ("the

member”), but the bearer fails to produce a matching Easiplay Club membership card; and

8.12.2 the Commission has not received a report under Rule 8.11 that the ticket is lost,

then:

8.12.3 The Commission will not pay the prize to the bearer until satisfied they are the ticket’s rightful owner in accordance with Rules 8.12.4 and 8.12.5.

8.12.4 If, within 7 days of the ticket’s lodgement, the Commission does not receive a report under Rule 8.11 that the ticket is lost, it will invite the bearer to provide a statutory declaration within 28 days of the draw to which it relates declaring the bearer to be the ticket’s owner. If the bearer provides that declaration the Commission will pay the prize to the bearer and neither the member nor any other person will have any claim in respect of the ticket.

8.12.5 If, within 7 days of the ticket’s lodgment, the Commission receives a report under Rule 8.11 to the effect that the member has lost possession of a ticket purchased on the relevant date, the Commission will invite the bearer and the member to provide within 28 days of the draw to which it relates such evidence and submissions in relation to the ticket’s ownership as the Commission requires. The Commission will determine on the basis of the evidence and submissions (if any) so provided, which of the bearer or the member is the ticket’s owner, and pay the prize to that person. Thereafter, all claims in respect of the ticket by any person whatsoever will be extinguished.

8.12.6 A decision by the Commission under this Rule is final and without appeal. The Commission has no obligation beyond the strict requirements of this Rule to provide a right to be heard in relation to its decision.

8.13 The procedure under Rule 8.12 is not available to a ticket’s bearer after expiration of the minimum Autopay period as determined by the Commission. After expiration of that period any prize payable in respect of the ticket will only be paid to the member whose name appears on the application form.

8.14 If:

8.14.1 a prize is won on a ticket purchased on presentation of an Easiplay Club card in respect of which an Autopay period has been nominated; and

8.14.2 the ticket’s bearer has not claimed the prize at the expiry of the Autopay period,

the Commission will pay the prize by cheque posted to the address or into the bank account nominated by the member. Thereafter the ticket’s bearer will have no claim to the prize.

9. *Payment of Prizes*
- 9.1 The Commission's records as to payment of prizes in respect of an entry will be conclusive.
- 9.2 No prize will bear interest as against the Commission.
- 9.3 Any prize won on a share entry will be payable to the bearer of the share entry to the extent of the bearer's entitlement as appears on the share entry, rounded down to the nearest 5 cents below the player's share of the actual prize otherwise payable, with any resulting surplus being paid into the Prize Reserve Fund.
- 9.4 Payment of prizes equal to or greater than \$10,000 or such other amount as the Commission determines may be made by electronic funds transfer, by the Commission's cheque or by such other means as the Commission determines.
- 9.5 Payment of prizes less than \$10,000 or such other amount as the Commission determines (either generally or in relation to a particular lottery) may be made in cash, by electronic funds transfer or by cheque drawn on the Commission's or an Agent's bank, as the Commission determines.
- 9.6 Payment of prizes may be made personally, by post, through a bank account or in such manner as the Commission determines.
- 9.7 The drawing of a cheque by the Commission will not be deemed payment until that cheque is paid by the Commission's bank.
- 9.8 A handling fee including postage costs and a processing fee will be charged in each case as the Commission determines for payment of prizes by post or electronic funds transfer. The handling fee may be deducted from a prize.
- 9.9 A non refundable claim administration fee as determined by the Commission is required to accompany a claim for an ex gratia payment under section 16D of the Act.
- 9.10 The applicant for payment of a prize must provide their name and address:
- 9.10.1 for payment of a prize equal to or greater than \$10,000 (or such other amount as provided by law) in any on-line lottery;
- 9.10.2 for payment of any prize to be paid by cheque; or
- 9.10.3 in any other case as required by the Commission.
- 9.11 A ticket or record of electronic entry forwarded by post to collect a prize must:
- 9.11.1 have the winner's name and address completed on its reverse; and
- 9.11.2 be accompanied by a self-addressed envelope bearing the correct postage.
- 9.12 A player who does not wish their name and address to be published must, at the time of lodging the application for a prize, place a cross in the Not For Publication (NFP) square provided for this purpose.
- 9.13 A prize claim incomplete in any detail required by the Commission may be rejected.
- 9.14 The Commission may decline to pay a prize in respect of any ticket or record of electronic entry presented as evidence of a winning entry if, in the Commission's opinion:

- 9.14.1 the entry was purchased by a minor or an Easiplay Club membership card issued to a minor was submitted at the time of purchase of the entry;
- 9.14.2 any number or security marking on the ticket has been tampered with in any way; or
- 9.14.3 the ticket has been stolen, mutilated, altered, defaced or is counterfeit, misprinted, illegible, incomplete or defective in any way.
- 9.15 An entry that has been recorded as void on the magnetic tape or other storage system of the Commission's central computer will be void and of no validity in claiming a prize. The player will have no claim against the Commission (whether such void recording is at the player's request or due to a computer system malfunction, operator error or otherwise). An entry incorrectly recorded on the magnetic tape or other storage system of the Commission's central computer will be deemed void. The Commission will determine whether an entry has been correctly recorded.
- 9.16 A ticket identified by the central computer as a prize winning ticket must, after evaluation by a terminal and payment of the prize, be retained by the Commission or Agent for such period as the Commission determines.
- 9.17 Where a prize winning ticket processed in accordance with these Rules is acknowledged by the central computer to contain an entry in any on-line lottery that has not yet been drawn or conducted, the selling point operator will issue an exchange ticket to the bearer. The exchange ticket will contain the same selections and specify the remaining numbers of the draws in which it will be entered.
- 9.18 Subject to Rule 8.12, an Easiplay Club member who has not claimed a prize within the Autopay period will be paid by electronic funds transfer or issued with a cheque for the prize by post from the Commission in favour of the name and address on the Easiplay Club membership file at the time of issue, provided that:
- 9.18.1 in the Commission's opinion, the name and address are adequate to ensure safe delivery; and
- 9.18.2 the net amount of the payment payable to the player exceeds such amount as the Commission determines.
- 9.19 No claim for a prize not already admitted by the Commission will be received outside the relevant claim period. The Commission will not accept or recognise any reason for late lodgment or receipt of a claim.
- 9.20 Prizes not collected within 12 months of the date of the draw or such other date as the Commission determines will be forfeited in accordance with the Act.
10. *Syndicates and Payment of Prizes to Bearer*
- 10.1. Except as otherwise provided by these Rules, the bearer of a ticket that is evidence of a winning entry will be regarded as its owner and will be paid the prize upon the ticket's surrender, notwithstanding:
- 10.1.1. any name on the ticket;
- 10.1.2. any name on an application form for an Easiplay Club membership card submitted at the time of purchase of the ticket;

- 10.1.3. any name and address in the membership file for an Easiplay Club membership card submitted at the time of purchase of the ticket;
- 10.1.4. that a person has reported the ticket's loss to the Commission;
- 10.1.5. that the Commission has had notice that someone other than the ticket's bearer may have a claim in respect of the prize won by the ticket; or
- 10.1.6. that payment is made to a person not named on an application form for an Easiplay Club membership card submitted at the time of purchase of the ticket.

Payment to the bearer of any prize won on the ticket will be deemed a full and final discharge of the Commission's liability in respect of the ticket.

- 10.2. If an Easiplay Club membership card in the name of a House Syndicate is submitted at the time of purchase of an entry in any on-line lottery:
 - 10.2.1. any prize will be payable to the bearer of the entry or share entry to the extent of that member's entitlement as appears on the share entry; and
 - 10.2.2. any prize or part thereof not collected within 12 months of the date of the draw or such other date as the Commission determines will be paid into the Unclaimed Prizes Reserve in accordance with the Act.
- 10.3. If an Easiplay Club membership card in the name of a Consumer Syndicate is submitted at the time of purchase of an entry in any on-line lottery:
 - 10.3.1. during the Autopay period, any prize will be payable to the bearer of the entry or share entry to the extent of that member's entitlement as appears on the share entry; and
 - 10.3.2. at the expiry of the Autopay period any prize or unclaimed part thereof will be paid to the Syndicate Manager, and if posted will be sent to the address stated on the application form.
- 10.4. The Commission will not be bound:
 - 10.4.1. by any agreement made between any syndicate or group entrants; or
 - 10.4.2. to take notice or to see to the execution of any trust whether express, implied or constructive to which a ticket may be subject.

11. *Cancellation of Lottery or Entry*

- 11.1. The Commission may in respect of any lottery conducted by it:
 - 11.1.1. cancel the lottery;
 - 11.1.2. cancel any entry without cancelling the lottery to which it relates; or
 - 11.1.3. recall any Instant Scratchies and cancel the remainder of the series of which they are part,

if it considers that doing so is necessary for the fair conduct of the lottery or for such other reason as the Commission in its absolute discretion determines. Such cancellation may be effected either before or after the draw or payment of prizes in any lottery.

- 11.2. If the Commission cancels a lottery it may:
- 11.2.1. pay anyone issued with an entry in the lottery the price of the entry;
 - 11.2.2. conduct another lottery (“the second lottery”) and issue to anyone to whom an entry was issued in the cancelled lottery an entry in the second lottery. The price of an entry and the value and number of prizes in the second lottery will not differ from the price of an entry and the value and number of prizes in the cancelled lottery; or
 - 11.2.3. deal with the entries in the cancelled lottery in such manner as the Commission considers fair and reasonable in all the circumstances.
- 11.3. If the Commission cancels an entry in a lottery it may:
- 11.3.1. repay the price of the entry; or
 - 11.3.2. issue another entry with another number in the same lottery,
- and in either case the cancelled entry will not be included with other entries in determining the prizes of the lottery to be won.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of revocation of Existing Rules:

Saturday the 26th day of June 1999.

STATE LOTTERIES ACT 1966**LOTTERIES (SA LOTTO) RULES**

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Schedule

Date of commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (SA Lotto) Rules.
 - 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
 - 1.3. These rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
 - 1.4. These Rules apply only to the lottery known as "SA Lotto".

2. *Interpretation*
 - 2.1 In these Rules and in each part of these Rules unless the contrary intention appears:

"claim period" means the period commencing at midnight on the day of determination of the draw results ("relevant day") and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission's close of business on the immediately preceding working day;

"drawing equipment" means equipment operated as the Commission determines for ascertaining the winning numbers;

"SA Lotto" means a lottery drawn at such intervals as the Commission determines in which a player is required to forecast 6 numbers to be drawn from the range of numbers 1 to 45 inclusive.

3. *Ordinary Entry*
 - 3.1. To create an ordinary entry, a player must forecast or cause to be forecast 6 numbers.
 - 3.2. An ordinary entry will participate in 1 draw only for the number of games paid for and selected.
 - 3.3. The minimum number of games to be completed will be 4.
 - 3.4. There will be no limit to the maximum number of games that can be played, save that in any one draw:
 - 3.4.1 the Commission may decline to issue more than 1,000 entries to a player; and
 - 3.4.2 a player may be issued with entries costing no more than \$99,999.00.
 - 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks after the Commission's receipt of the request.
 - 3.6. Subject to Rule 6, a player must submit only:
 - 3.6.1 the coupon provided for that purpose from time to time by the Commission;

- 3.6.2 an Easiplay Club card in respect of which regular wagers have been nominated; or
- 3.6.3 an electronic request for entry in such format as the Commission determines.
- 3.7. In the case of a coupon, a player's forecast must be marked by hand with a vertical mark in the centre of the square or by such other mark as the Commission or Agent requires. All marks on a coupon must be legible and made by pencil or dark blue pen. No other mark will be accepted. A coupon must not be marked in red or black.
- 3.8. The "system entry" box must be left blank.
- 3.9. A player who marks the "top up panel" or "top up coupon" box will be taken to have authorised the terminal to generate a random forecast of a sufficient quantity of numbers to complete the panel or coupon, as the case may be.
- 3.10. If a player marks more than the specified number of squares in any panel, a ticket will not issue until the player has either nominated the number(s) to be deleted or opted for a system entry. The player may be required to complete another coupon.
- 3.11. If a player marks fewer than the specified number of squares in any panel and does not mark the relevant "top up" box, a ticket will not issue until the player has either nominated the number(s) to be added or opted for a top up entry or a system entry.
4. *Multi-Week Entry*
- 4.1. A player may enter their number selections for a series of consecutive draws by marking the appropriate square in the "weeks" box or by verbally requesting such an entry. The number of consecutive draws that may be entered in this way is up to 52 weeks.
- 4.2. The Rules governing ordinary entries will apply to every multi-week entry.
5. *System Entry*
- 5.1. A player may create a system entry by selecting or causing to be selected 4, 5 or from 7 to 20 numbers, rather than the 6 to be selected in the case of an ordinary entry.
- 5.2. In the case of a coupon a system entry must be completed by marking the "system entry" box and selecting or causing to be selected the quantity of numbers corresponding to the system to be entered by the player. (Thus, to play system 7, 7 numbers are selected; to play system 8, 8 numbers are selected and so on to a maximum of 20 numbers selected to play a system 20 entry.) In the case of verbal entry, a system entry must be completed by requesting the terminal operator to complete such an entry. Ordinary and system participation will not be accepted if completed on the one coupon and only one system entry type can be played on the one coupon.

- 5.3. If more numbers are marked in any panel than the requested system requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in any panel than the requested system requires and the relevant "top up" box is not marked, a ticket will not issue until the player has nominated either the number(s) to be added or a top up entry.
- 5.4. Systems 4 and 5 are a particular type of system entry whereby the quantity of numbers selected is less than the forecast objective.
- 5.5. A system 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

$$\frac{(45 - S)!}{39! \times (6 - S)!} \quad (\text{where } S = \text{system number})$$

- 5.6. A player who wishes to enter a system 4 entry must select or cause to be selected any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining numbers. This system entry will be equivalent to playing 820 games of 6 numbers.
- 5.7. A player who wishes to enter a system 5 entry must select or cause to be selected any 5 numbers. These 5 numbers will be combined with each of the remaining numbers in turn. This system entry will be equivalent to playing 40 games of 6 numbers.
- 5.8. A player who wishes to enter a system 7 to 20 inclusive must select or cause to be selected the quantity of numbers according to the system number to be entered. These numbers will be combined with one another in all possible combinations of 6 numbers. This system entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:
- $$\frac{S!}{6! \times (S - 6)!} \quad (\text{where } S = \text{system number}).$$
- 5.9. Subject to Rule 3.4., a player may enter up to 12 of the same type of system entry on the one coupon.
- 5.10. A system entry may be entered for multi-week participation, in which case the Rules relating to multi-week and Easi-Pick entry will also apply.
- 5.11. The price of a system entry will be as published by the Commission from time to time.

6. *Easi-Pick Entry*

- 6.1. A player can play by means of an Easi-Pick selection at the selling point. The Commission or Agent must enter the information nominated by the player into the terminal and cause it to generate a forecast of the type nominated by the player.
- 6.2. Easi-Pick entries will be limited to 25 games (of 6 numbers) for an ordinary entry, up to 12 panels of the same type of system entry, or such other number as the Commission determines.
- 6.3. An Easi-Pick entry can be nominated using the terminal keyboard.

- 6.4. The Easi-Pick forecast will be printed on a ticket generated by the terminal, and the printed selections will be deemed to be those selections nominated to the Commission or Agent as if they were marked on a coupon by the player in accordance with these Rules.

7. *Determination of Winning Numbers*

- 7.1. Each draw will be identified by a number.
- 7.2. Each draw will be conducted using drawing equipment as the Commission determines.
- 7.3. For each draw the Commission will cause 8 numbered balls to be drawn from the drawing equipment.
- 7.4. The first 6 balls drawn will be the winning numbers and the additional 2 balls will be the supplementary numbers.
- 7.5. There will be 6 prize winning divisions in each draw as follows:

Division 1—player(s) who correctly forecast the 6 winning numbers in any one game.

Division 2—player(s) who correctly forecast any 5 of the 6 winning numbers and either one of the supplementary numbers in any one game.

Division 3—player(s) who correctly forecast any 5 of the 6 winning numbers in any one game.

Division 4—player(s) who correctly forecast any 4 of the 6 winning numbers and either one of the supplementary numbers in any one game.

Division 5—player(s) who correctly forecast any 4 of the 6 winning numbers in any one game.

Division 6—player(s) who correctly forecast any 3 of the 6 winning numbers and either one of the supplementary numbers in any one game.

8. *Supervision of Draw*

- 8.1. The drawing of winning numbers will be supervised by a representative of the Auditor-General's Department of South Australia and will be final for the purpose of determining the prize winners for that draw.

9. *Prize Pool Allocation*

- 9.1. Only one prize can be won by any one entry in a game.
- 9.2. 60 % of the total entry fees received for each draw (or such greater amount as the Commission determines) will be allocated as the prize pool.
- 9.3. The amount of the prize pool will be announced at each draw.

9.4 The prize money allocated to each division will be apportioned in equal shares between the winners in that division.

9.5 If there is no winner in any of Divisions 2, 3, 4 or 5, the prize money allocated to that division will be added to the prize money allocated to the next lower division where there is a winner. If there is no winner in any lower division, that prize money will be allocated to the next higher division in which there is a winner.

10. *Prize Structure*

10.1 The total prize pool will be distributed as follows:

Division 1—26.5 % of the prize pool.

Division 2—7 % of the prize pool.

Division 3—13 % of the prize pool.

Division 4—11 % of the prize pool.

Division 5—20 % of the prize pool.

Division 6—22.5 % of the prize pool.

10.2 Notwithstanding any other Rule, the Commission may at its discretion round out the amount of any prize other than a Division 1 prize to the nearest 5 cents above or below the actual prize otherwise payable. To the extent necessary to give effect to this Rule, the above percentages will be varied and the resulting surplus or deficit will be added to or deducted from the prize pool payable in respect of that draw or from the Prize Reserve Fund.

11. *Prize Reserve Fund*

11.1 From time to time, the Commission may set aside a proportion of the total amount received from entry fees to any draw and, in respect of that draw, the distribution of prize money will be reduced *pro rata* in all prize winning divisions. The amounts set aside will be accumulated by the Commission to constitute a pool called the Prize Reserve Fund.

11.2 The Prize Reserve Fund will be distributed from time to time as additional prize money in respect of such draws and in such amounts as the Commission determines.

11.3 An amount may be distributed as an additional prize notwithstanding that the results of the draw have been determined.

11.4 An amount may be paid to such player(s) as the Commission in its absolute discretion determines and whether or not any such player is otherwise entitled to any prize under these Rules.

12. *Jackpots*

12.1 If there is no Division 1 prize winner, that portion of the prize pool that would have been payable to a single Division 1 winner will be added to or jackpotted with the Division 1 prize money in the next draw. This jackpoting will continue until there is a Division 1 winner.

12.2 If the Commission guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Commission thereby augments the portion of the prize pool allocated to Division 1 in that draw will not be taken into account in determining the amount of any jackpot subsequently paid in respect of that division.

13. *Publication of Results*

- 13.1 The Commission will publish the results as soon as practicable after each draw.
- 13.2 The information published may include:
- 13.2.1 the winning numbers;
 - 13.2.2 the amount of the prize pool allocated to each division;
 - 13.2.3 the number of prize winners or provisional prize winners in each division;
 - 13.2.4 the value or provisional value of each prize in each division;
 - 13.2.5 the dates when prizes will be paid; and
 - 13.2.6 the date the claim period expires.

14. *Prize Claims*

- 14.1 In the case of Division 1 and 2 prizes:
- 14.1.1 prize money will be distributed after the claim period has elapsed;
 - 14.1.2 claims lodged within the claim period and determined by the central computer to be prize winning entries and any entries subsequently identified within the claim period as prize winning entries will share equally in the prize pool available to winners in their respective division; and
 - 14.1.3 any player who claims to be entitled to a prize must lodge a claim with the Commission.
- 14.2 In the case of prizes other than Division 1 and 2 prizes;
- 14.2.1 prize money will be paid as soon as practicable after the draw either at the Commission or through any selling point terminal on presentation of the ticket or record of electronic entry and evaluation by a terminal subject to these Rules;
 - 14.2.2 if a ticket or record of electronic entry includes a game that has won a prize in Division 3 or a lower division in addition to a Division 1 or 2 prize, the lower division prize will not be paid until the Division 1 or 2 prize is payable; and
 - 14.2.3 any player who claims to be entitled to a prize but:
 - 14.2.3.1 whose entry has not been identified by the central computer as a prize winning entry;
 - 14.2.3.2 considers that their entry has been incorrectly evaluated by the Commission; or

- 14.2.3.3 has not on application to a selling point terminal obtained confirmation that their ticket has won the prize,
must lodge a claim with the Commission.
- 14.3 A claim under Rule 14.1.3 or 14.2.3:
- 14.3.1 may be lodged with the Commission either personally or by registered mail;
- 14.3.2 must reach the Commission within 12 months of the relevant day;
- 14.3.3 must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address; and
- 14.3.4 if posted, must be accompanied by a self-addressed envelope bearing the correct postage.
- 14.4 The Commission:
- 14.4.1 will not be obliged to recognise any claim not identified as a prize winning entry by the central computer within 12 months of the relevant day; and
- 14.4.2 may in its absolute discretion accept or refuse to accept any claim in whole or in part.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of operation of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966

LOTTERIES (OZ LOTTO) RULES

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 - 14.3. Requirements for lodging claim under Rule 14.1.3 or 14.2.3
 - 14.4. Commission's discretion

Schedule

Date of commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (Oz Lotto) Rules.
 - 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
 - 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
 - 1.4. These Rules apply to the lottery known as "Oz Lotto".

2. *Interpretation*
 - 2.1. In these Rules and in each part of these Rules unless the contrary intention appears:

"Bloc members" means the parties from time to time to a certain National Lotto Bloc Agreement entered into by the Commission with other parties for the conduct of Oz Lotto on a joint basis with a common draw and a declaration of common dividends based on the equal participation of all players in the aggregated prize pool;

"claim period" means the period commencing at midnight on the day of determination of the draw results ("relevant day") and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission's close of business on the immediately preceding working day;

"drawing equipment" means equipment operated as determined from time to time by the Bloc members for ascertaining the winning numbers;

"Oz Lotto" means a lottery drawn at such intervals as the Bloc members determine in which a player is required to forecast 6 numbers to be drawn from the range of numbers 1 to 45 inclusive.

3. *Ordinary Entry*
 - 3.1. To create an ordinary entry a player must forecast or cause to be forecast 6 numbers.
 - 3.2. An ordinary entry will participate in 1 draw only for the number of games paid for and selected.
 - 3.3. The minimum number of games to be completed will be 1.
 - 3.4. There will be no limit to the maximum number of games that can be played, save that in any one draw:
 - 3.4.1. the Commission may decline to issue more than 1,000 entries to a player; and
 - 3.4.2. a player may be issued with entries costing no more than \$99,999.00.
 - 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks after the Commission's receipt of the request.

- 3.6. Subject to Rule 6, a player must submit only:
 - 3.6.1. the coupon provided for that purpose from time to time by the Commission;
 - 3.6.2. an Easiplay Club card in respect of which regular wagers have been nominated; or
 - 3.6.3. an electronic request for entry in such format as the Commission determines.
 - 3.7. In the case of a coupon, a player's forecast must be marked by hand with a vertical mark in the centre of the square or such other mark as the Commission or Agent requires. All marks on a coupon must be legible and made by pencil or dark blue pen. No other mark will be accepted. A coupon must not be marked in red or black.
 - 3.8. The "system entry" box must be left blank.
 - 3.9. A player who marks the "top up panel" or "top up coupon" box will be taken to have authorised the terminal to generate a random forecast of a sufficient quantity of numbers to complete the panel or coupon, as the case may be.
 - 3.10. If a player marks more than the specified number of squares in any panel, a ticket will not issue until the player has either nominated the number(s) to be deleted or opted for a system entry. The player may be required to complete another coupon.
 - 3.11. If a player marks fewer than the specified number of squares in any panel and does not mark the relevant "top up" box, a ticket will not issue until the player has either nominated the number(s) to be added or opted for a top up entry or a system entry.
4. *Multi-Week Entry*
- 4.1. A player may enter their number selections for a series of consecutive draws by marking the appropriate square in the "weeks" box or by verbally requesting such an entry. The number of consecutive draws that may be entered in this way is up to 52 weeks.
 - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.
5. *System Entry*
- 5.1. A player may create a system entry by selecting or causing to be selected 4, 5 or from 7 to 20 numbers, rather than the 6 to be selected in the case of an ordinary entry.
 - 5.2. In the case of a coupon, a system entry must be created by marking the "system entry" box and selecting or causing to be selected the quantity of numbers corresponding to the system to be entered by the player. (Thus, to play system 7, 7 numbers are selected; to play system 8, 8 numbers are selected and so on to a maximum of 20 numbers selected to play a system 20 entry.) In the case of verbal entry, a system entry is created by requesting the terminal operator to complete such an entry. Ordinary and system participation will not be accepted if completed on the one coupon and only one system entry type can be played on the one coupon.

- 5.3. If more numbers are marked in a panel than the requested system requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in a panel than the requested system requires and the relevant "top up" box is not marked, a ticket will not issue until the player has nominated either the number(s) to be added or a top up entry.
- 5.4. Systems 4 and 5 are a particular type of system wherein the quantity of numbers selected is less than the forecast objective.
- 5.5. A system 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

$$\frac{(45 - S)!}{39! \times (6 - S)!} \quad (\text{where } S = \text{system number})$$

- 5.6. A player who wishes to enter a system 4 entry must select or cause to be selected any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining numbers. This system entry will be equivalent to playing 820 games of 6 numbers.
- 5.7. A player who wishes to enter a system 5 entry must select or cause to be selected any 5 numbers. These 5 numbers will be combined with each of the remaining numbers in turn. This system entry will be equivalent to playing 40 games of 6 numbers.
- 5.8. A player who wishes to enter a system 7 to 20 inclusive must select or cause to be selected the quantity of numbers according to the system number to be entered. These numbers will be combined with one another in all possible combinations of 6 numbers. This system entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:
- $$\frac{S!}{6! \times (S - 6)!} \quad (\text{where } S = \text{system number}).$$
- 5.9. Subject to Rule 3.4., a player may enter up to 12 of the same type of system entry on the one coupon.
- 5.10. A system entry may be entered for multi-week participation, in which case the Rules relating to multi-week and Easi-Pick entries will also apply.
- 5.11. The price of a system entry will be as published by the Commission from time to time.

6. *Easi-Pick Entry*

- 6.1. A player can play by means of an Easi-Pick nomination at the selling point. The Commission or Agent must enter the information nominated by the player into the terminal and cause it to generate a forecast of the type nominated by the player.
- 6.2. Easi-Pick entries will be limited to 25 games (of 6 numbers) for an ordinary entry, up to 12 panels of the same type of system entry, or such other number as the Commission determines.
- 6.3. An Easi-Pick entry can be nominated using the terminal keyboard.

- 6.4. The Easi-Pick forecast will be printed on a ticket generated by the terminal, and the printed selections will be deemed to be those selections nominated to the Commission or authorised agent as if they were marked on a coupon by the player in accordance with these Rules.

7. *Determination of Winning Numbers*

- 7.1. Each draw will be identified by a number.
- 7.2. Each draw will be conducted using drawing equipment as the Bloc members determine.
- 7.3. For each draw, the Bloc members will cause 8 numbered balls to be drawn from the drawing equipment.
- 7.4. The first 6 balls drawn will be the winning numbers and the additional 2 balls will be the supplementary numbers.
- 7.5. There will be 5 prize winning divisions in each draw:

Division 1—player(s) who correctly forecast the 6 winning numbers in any one game.

Division 2—player(s) who correctly forecast any 5 of the 6 winning numbers and either one of the supplementary numbers in any one game.

Division 3—player(s) who correctly forecast any 5 of the 6 winning numbers in any one game.

Division 4—player(s) who correctly forecast any 4 of the 6 winning numbers in any one game.

Division 5—player(s) who correctly forecast any 3 of the 6 winning numbers and either one of the supplementary numbers in any one game.

8. *Supervision of Draw*

- 8.1. The selection of winning numbers will be conducted in such a manner as agreed by the Bloc members; and
- 8.1.1. if conducted in the State of Victoria, will be supervised by a representative of the Treasury of the State of Victoria;
- 8.1.2. if conducted in any of the States of South Australia, Western Australia, New South Wales or Queensland, will be supervised by a representative of the Auditor-General's Department from the State in which the draw is conducted; and
- 8.1.3. will be final for the purpose of determining the prize winners for that draw.

9. *Prize Pool Allocation*

- 9.1. Only one prize can be won by any one entry in a game.

- 9.2. 60 % of the total entry fees received for each draw (or such greater amount as the Commission determines) will be allocated as the prize pool.
- 9.3. The Commission will pay the percentage referred to in Rule 9.2 into a total prize pool to which the Bloc members must contribute the same percentage of the total amount of their entry fees.
- 9.4. The amount of the prize pool will be announced at each draw.
- 9.5. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
- 9.6. If there is no winner in any of Divisions 2, 3 or 4 of any draw, the prize money allocated to that division will be added to the prize money allocated to the next lower division in which there is a winner.

10. *Prize Structure*

- 10.1. The total prize pool will be distributed as follows:
 - Division 1—40 % of the prize pool.
 - Division 2—6 % of the prize pool.
 - Division 3—11 % of the prize pool.
 - Division 4—19 % of the prize pool.
- 10.2. Notwithstanding any other Rule, the Commission may at its discretion round out the amount of any prize other than a Division 1 prize to the nearest 5 cents above or below the actual prize otherwise payable. To the extent necessary to give effect to this Rule, the above percentages will be varied and the resulting surplus or deficit will be added to or deducted from the prize pool payable in respect of that draw or from the Prize Reserve Fund.

11. *Prize Reserve Fund*

- 11.1. From time to time, the Commission may set aside a proportion of the total amount received from entry fees to any draw and, in respect of that draw, the distribution of prize money will be reduced *pro rata* in all prize winning divisions. The amounts set aside will be accumulated by the Commission to constitute a pool called the Prize Reserve Fund.
- 11.2. The Prize Reserve Fund will be distributed from time to time as additional prize money in respect of such draws and in such amounts as the Commission determines.
- 11.3. An amount may be distributed as an additional prize notwithstanding that the results of the draw have been determined.
- 11.4. An amount may be paid to such player(s) as the Commission in its absolute discretion determines and whether or not any such player is otherwise entitled to any prize under these Rules.
- 11.5. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.

12. *Jackpots*

- 12.1 If there is no Division 1 prize winner, that portion of the prize pool that would have been payable to a single Division 1 winner in that draw will be added to or jackpotted with the Division 1 prize money in the next draw. This jackpoting will continue for no more than 25 consecutive draws. If there is no Division 1 prize winner in the next (or 26th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 26th draw, will be added to the prize money allocated to the next lower division in which there is a winner.
- 12.2 If the Commission guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Commission thereby augments the portion of the prize pool allocated to Division 1 in that draw will not be taken into account in determining the amount of any jackpot subsequently paid in respect of that division.

13. *Publication of Results*

- 13.1 The Commission will publish the results as soon as practicable after each draw.
- 13.2 The information published may include:
- 13.2.1 the winning numbers;
- 13.2.2 the amount of the prize pool allocated to each division;
- 13.2.3 the number of prize winners or provisional prize winners in each division;
- 13.2.4 the value or provisional value of each prize in each division;
- 13.2.5 the date when prizes will be paid; and
- 13.2.6 the date the claim period expires.

14. *Prize Claims*

- 14.1 In the case of Division 1 and 2 prizes:
- 14.1.1 prize money will be distributed after the claim period has elapsed;
- 14.1.2 claims lodged within the claim period and determined by the central computer to be prize winning entries and any entries subsequently identified within the claim period as prize winning entries will share equally in the prize pool available to winners in their respective division; and
- 14.1.3 any player who claims to be entitled to a prize must lodge a claim with the Commission.
- 14.2 In the case of prizes other than Division 1 and 2 prizes:
- 14.2.1 prize money will be paid as soon as practicable after the draw either at the Commission or through any selling point terminal on presentation of the ticket or record of electronic entry and evaluation by a terminal subject to these Rules;

- 14.2.2 if a ticket or record of electronic entry includes a game that has won a prize in Division 3 or a lower division in addition to a Division 1 or 2 prize then the lower division prize will not be paid until the Division 1 or 2 prize is payable; and
- 14.2.3 any player who claims to be entitled to a prize but:
- 14.2.3.1 whose entry has not been identified by the central computer system as a prize winning entry;
 - 14.2.3.2 considers that their ticket has been incorrectly evaluated by the Commission, or
 - 14.2.3.3 has not on application to a selling point terminal obtained confirmation that their entry has won the prize,
- must lodge a claim with the Commission.
- 14.3 A claim under Rule 14.1.3 or 14.2.3:
- 14.3.1 may be lodged with the Commission either personally or by registered mail;
 - 14.3.2 must reach the Commission within the claim period;
 - 14.3.3 must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address; and
 - 14.3.4 if posted, must be accompanied by a self-addressed envelope, bearing the correct postage.
- 14.4 The Commission:
- 14.4.1 will not be obliged to recognise any claim not identified as a prize winning entry by the central computer within 12 months of the relevant day; and
 - 14.4.2 may in its absolute discretion accept or refuse to accept a claim in whole or in part.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of operation of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966

LOTTERIES (POWERBALL) RULES

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Schedule

Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (Powerball) Rules.
- 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
- 1.3. These Rules are to read in conjunction with and are subject to the Lotteries (General) Rules.
- 1.4. These Rules apply to the lottery known as "Powerball".

2. *Interpretation*

- 2.1. In these Rules and in each part of these Rules unless the contrary intention appears:

"Bloc members" means the parties from time to time to an agreement entered into by the Commission with other parties for the conduct of Powerball on a joint basis with a common draw and a declaration of common dividends based on the equal participation of all players in the aggregated prize pool;

"claim period" means the period commencing at midnight on the day of determination of the draw results ("relevant day") and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission's close of business on the immediately preceding working day;

"drawing equipment" means equipment operated as determined from time to time by the Bloc members for ascertaining the winning numbers;

"Powerball" means a lottery drawn at such intervals as the Bloc members determine in which a player is required to forecast 5 numbers to be drawn from the range of numbers 1 to 45 inclusive and 1 number to be drawn from a second range of numbers 1 to 45 inclusive;

"Powerball Barrel" means the drawing barrel from which the Powerball is drawn;

"the Powerball" means the single ball drawn from balls numbered 1 to 45 inclusive from the Powerball Barrel;

"5 Ball Barrel" means the drawing barrel from which 5 balls are drawn.

3. *Ordinary Entry*

- 3.1. To create an ordinary entry, a player must forecast or cause to be forecast 5 numbers and the Powerball number.
- 3.2. An ordinary entry will participate in 1 draw only for the number of games paid for and selected.
- 3.3. The minimum number of games to be completed will be 2.
- 3.4. There will be no limit to the maximum number of games that can be played, save that in any one draw:

- 3.4.1. the Commission may decline to issue more than 1,000 entries to a player;
and
 - 3.4.2. a player can be issued with entries costing no more than \$99,999.00.
 - 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks after the Commission's receipt of the request.
 - 3.6. Subject to Rule 6, a player must submit only:
 - 3.6.1. the coupon provided for that purpose from time to time by the Commission;
 - 3.6.2. an Easiplay Club card in respect of which regular wagers have been nominated; or
 - 3.6.3. an electronic request for entry in such format as the Commission determines.
 - 3.7. In the case of a coupon, a player's forecast must be marked by hand with a vertical mark in the centre of the square or such other mark as the Commission or the Agent requires. All marks on a coupon must be legible and made by pencil or dark blue pen. No other mark will be accepted. A coupon must not be marked in red or black.
 - 3.8. The "system entry" box must be left blank.
 - 3.9. A player who marks the "top up panel" or "top up coupon" box will be taken to have authorised the terminal to generate a random forecast of a sufficient quantity of numbers to complete the panel or coupon, as the case may be.
 - 3.10. If a player marks more than the specified number of squares in either panel in any one game, a ticket will not issue until the player has either nominated the number(s) to be deleted or opted for a system entry. The player may be required to complete another coupon.
 - 3.11. If a player marks fewer than the specified number of squares in either panel in any one game and does not mark the relevant "top up" box, a ticket will not issue until the player has either nominated the number(s) to be added or opted for a top up entry or a system entry.
4. *Multi-Week Entry*
 - 4.1. A player may enter their number selections for a series of consecutive draws by marking the appropriate square in the "weeks" box or by verbally requesting such an entry. The number of consecutive draws that may be entered in this way is up to 52 weeks.
 - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.
5. *System Entry*
 - 5.1. A player may create a system entry in the top panel by selecting or causing to be selected in that panel 3, 4 or from 6 to 20 numbers, rather than the 5 to be selected in the case of an ordinary entry.

- 5.2. In the case of a coupon, a system entry must be completed by marking the "system entry" box and selecting or causing to be selected in the top panel the quantity of numbers corresponding to the system to be entered by the player. (Thus, to play system 7, 7 numbers are selected; to play system 8, 8 numbers are selected and so on to a maximum of 20 numbers selected to play a system 20 entry.) In the case of verbal entry, a system entry is created by requesting the terminal operator to complete such an entry. Ordinary and system participation will not be accepted if completed on the one computer coupon and only one system entry type can be played on the one coupon.
- 5.3. If more numbers are marked in any panel than the requested system requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in any panel than the requested system requires and the "top up" box is not marked, a ticket will not issue until the player has either nominated the number(s) to be added or opted for a top up entry.
- 5.4. Systems 3 and 4 are a particular type of system entry whereby the quantity of numbers selected in the top panel is less than the forecast objective.
- 5.5. A system 3 or 4 entry will be equivalent to playing a certain number of separate games of 5 numbers in the top panel in conjunction with the Powerball selection as determined by the following formula:
- $$\frac{(45-S)!}{40! \times (5-S)!} \quad (\text{where } S = \text{system number}).$$
- 5.6. A player who wishes to enter a system 3 entry must select or cause to be selected any 3 numbers from the top panel. These 3 numbers will be combined with all combinations of 2 numbers from the remaining numbers. This system entry will be equivalent to playing 861 games of 5 numbers.
- 5.7. A player who wishes to enter a system 4 entry must select or cause to be selected any 4 numbers from the top panel. These 4 numbers will be combined with each of the remaining numbers in turn. This system entry will be equivalent to playing 41 games of 5 numbers.
- 5.8. A player who wishes to enter a system 6 to 20 inclusive must select or cause to be selected the quantity of numbers according to the system number to be played. The selected numbers in the top panel will be combined with one another in all possible combinations of 5 numbers in conjunction with the Powerball selection. This system entry will be equivalent to playing a certain number of separate games of 5 numbers in conjunction with the Powerball selection as determined by the following formula:
- $$\frac{S!}{5! \times (S-5)!} \quad (\text{where } S = \text{system number}).$$
- 5.9. Subject to Rule 3.4., a player may enter up to 7 of the same type of system entry on the one coupon.
- 5.10. A system entry may be entered for multi-week participation, in which case the Rules relating to multi-week and Easi-Pick entries will also apply.
- 5.11. The price of a system entry will be as published by the Commission from time to time.

6. *Easi-Pick Entry*

- 6.1. A player can play by means of an Easi-Pick nomination at the selling point. The Commission or Agent must enter the information nominated by the player into the terminal and cause it to generate a forecast of the type nominated by the player.
- 6.2. Easi-Pick entries will be limited to 25 panels (of 5 numbers and a Powerball selection) for an ordinary entry, up to 7 panels (of 5 numbers and a Powerball selection) of the same type of system entry, or such other number as the Commission determines.
- 6.3. An Easi-Pick entry can be nominated using the terminal keyboard.
- 6.4. The Easi-Pick forecast will be printed on a ticket generated by the terminal, and the printed selections will be deemed to be those selections nominated to the Commission or Agent as if they were marked on a coupon by the player in accordance with these Rules.

7. *Determination of Winning Numbers*

- 7.1. Each draw will be identified by a number.
- 7.2. Each draw will be conducted using drawing equipment as the Bloc members determine.
- 7.3. For each draw the Bloc members will cause 5 numbered balls to be drawn from the 5 Ball Barrel and 1 numbered ball to be drawn from the Powerball Barrel.
- 7.4. There will be 7 prize winning divisions in each draw as follows:
 - Division 1—player(s) who correctly forecast the 5 balls drawn from the 5 Ball Barrel and the Powerball from the Powerball Barrel in any one game.
 - Division 2—player(s) who correctly forecast the 5 balls drawn from the 5 Ball Barrel in any one game.
 - Division 3—player(s) who correctly forecast 4 of the 5 balls drawn from the 5 Ball Barrel and the Powerball from the Powerball Barrel in any one game.
 - Division 4—player(s) who correctly forecast 3 of the 5 balls drawn from the 5 Ball Barrel and the Powerball from the Powerball Barrel in any one game.
 - Division 5—player(s) who correctly forecast 4 of the 5 balls drawn from the 5 Ball Barrel in any one game.
 - Division 6—player(s) who correctly forecast 2 of the 5 balls drawn from the 5 Ball Barrel and the Powerball from the Powerball Barrel in any one game.
 - Division 7—player(s) who correctly forecast 3 of the 5 balls drawn from the 5 Ball Barrel in any one game.

8. *Supervision of Draw*
 - 8.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and
 - 8.1.1. if drawn in the State of Victoria, will be supervised by representatives of the Treasury of the State of Victoria;
 - 8.1.2. if drawn in any of the States of South Australia, Western Australia, New South Wales or Queensland, will be supervised by representatives of the Auditor-General's Department of the State in which the draw is conducted; and
 - 8.1.3. will be final for the purpose of determining the prize winners for that draw.

9. *Prize Pool Allocation*
 - 9.1. Only one prize can be won by any one entry in a game.
 - 9.2. 60% of the total entry fees received for each draw (or such greater amount as the Commission determines) will be allocated as the prize pool.
 - 9.3. The Commission will pay the percentage referred to in Rule 9.2 into a total prize pool to which the Bloc members will contribute the same percentage of the total amount of their entry fees.
 - 9.4. The amount of the prize pool will be announced at each draw.
 - 9.5. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
 - 9.6. If there is no winner in any of Divisions 2, 3, 4, 5 or 6 the prize money allocated to that division will be added to the prize money allocated to the next lower division in which there is a winner.

10. *Prize Structure*
 - 10.1. The total prize pool will be distributed as follows:
 - Division 1—37.5 % of the prize pool.
 - Division 2—14.0 % of the prize pool.
 - Division 3—6.4 % of the prize pool.
 - Division 4—5.0 % of the prize pool.
 - Division 5—2.8 % of the prize pool.
 - Division 6—12.5 % of the prize pool.
 - Division 7—21.8 % of the prize pool.
 - 10.2. Notwithstanding any other Rule, the Commission may at its discretion round out the amount of any prize other than a Division 1 prize to the nearest 5 cents above or below the actual prize otherwise payable. To the extent necessary to give effect to this Rule, the above percentages will be varied and the resulting surplus or deficit will be added to or deducted from the prize pool payable in respect of that draw or from the Prize Reserve Fund.

11. *Prize Reserve Fund*

- 11.1. From time to time, the Commission may set aside a proportion of the total amount received from entry fees to any draw and, in respect of that draw, the distribution of prize money will be reduced *pro rata* in all prize winning divisions. The amounts set aside will be accumulated by the Commission to constitute a pool called the Prize Reserve Fund.
- 11.2. The Prize Reserve Fund will be distributed from time to time as additional prize money in respect of such draws and in such amounts as the Commission determines.
- 11.3. An amount may be distributed as an additional prize notwithstanding that the results of the draw have been determined.
- 11.4. An amount may be paid to such player(s) as the Commission in its absolute discretion determines and whether or not any such player is otherwise entitled to any prize under these Rules.
- 11.5. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.

12. *Jackpots*

- 12.1. If there is no Division 1 prize winner, that portion of the prize pool that would have been payable to a single Division 1 winner in that draw will be added to or jackpotted with the Division 1 Prize money in the next draw. This jackpotting will continue for no more than 25 consecutive draws. If there is no Division 1 prize winner in the next (or 26th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 26th draw will be added to the prize money allocated to the next lower Division in which there is a winner.
- 12.2. If the Commission guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Commission thereby augments the portion of the prize pool allocated to Division 1 in that draw will not be taken into account in determining the amount of any jackpot subsequently paid in respect of that division.

13. *Publication of Results*

- 13.1. The Commission will publish the results as soon as practicable after each draw.
- 13.2. The information published may include:
 - 13.2.1. the winning numbers;
 - 13.2.2. the amount of the prize pool allocated to each division;
 - 13.2.3. the number of prize winners or provisional prize winners in each division;
 - 13.2.4. the value or provisional value of each prize in each division;
 - 13.2.5. the dates when prizes will be paid; and
 - 13.2.6. the date the claim period expires.

14. *Prize Claims*

- 14.1. In the case of Division 1 and 2 prizes:
 - 14.1.1. prize money will be distributed after the claim period has elapsed;
 - 14.1.2. claims lodged within the claim period and determined by the central computer to be prize winning entries and any entries subsequently identified within the claim period as prize winning entries will share equally in the prize pool available to winners in their respective division; and
 - 14.1.3. any player who claims to be entitled to a prize must lodge a claim with the Commission.
- 14.2. In the case of prizes other than Division 1 and 2 prizes:
 - 14.2.1. prize money will be paid as soon as practicable after the draw either at the Commission or through any selling point terminal on presentation of the ticket or record of electronic entry and evaluation by a terminal subject to these Rules;
 - 14.2.2. if a ticket or record of electronic entry includes a game that has won a prize in Division 3 or a lower division in addition to a Division 1 or 2 prize the lower division prize will not be paid until the Division 1 or 2 prize is payable; and
 - 14.2.3. any player who claims to be entitled to a prize but:
 - 14.2.3.1. whose entry has not been identified by the central computer system as a prize winning entry;
 - 14.2.3.2. considers that their entry has been incorrectly evaluated by the Commission; or
 - 14.2.3.3. has not on application to a selling point terminal obtained confirmation that their entry has won the prize,must lodge a claim with the Commission.
- 14.3. A claim under Rule 14.1.3 or 14.2.3:
 - 14.3.1. may be lodged with the Commission either personally or by registered mail;
 - 14.3.2. must reach the Commission within 12 months of the relevant day;
 - 14.3.3. must be accompanied by the computer ticket or record of electronic entry pertaining to the entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address; and
 - 14.3.4. if posted, must be accompanied by a self-addressed envelope bearing the correct postage.

- 14.4. The Commission:
- 14.4.1. will not be obliged to recognise any claim not identified as a prize winning entry by the central computer within 12 months of the relevant day; and
 - 14.4.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of operation of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966

LOTTERIES (LOTTO) RULES

ARRANGEMENT

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Schedule

Date of commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (Lotto) Rules.
 - 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
 - 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
 - 1.4. These Rules apply to the lottery known as "Lotto".

2. *Interpretation*
 - 2.1. In these Rules and in each part of these Rules unless the contrary intention appears:

"Bloc members" means the parties from time to time to a certain Australian Lotto Bloc Agreement entered into by the Commission with other parties for the conduct *inter alia* of Lotto on a joint basis with a common winning number determination and a declaration of common dividends based on the equal participation of all players in the aggregated prize pool;

"claim period" means the period commencing at midnight on the day of determination of the draw results ("relevant day") and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission's close of business on the immediately preceding working day;

"drawing equipment" means equipment operated as determined from time to time by the Bloc members for ascertaining the winning numbers;

"Lotto" means a lottery drawn at such intervals as the Bloc members determine in which a player is required to forecast 6 numbers to be drawn from the range of numbers 1 to 45 inclusive.

3. *Ordinary Entry*
 - 3.1. To create an ordinary entry, a player must forecast or cause to be forecast 6 numbers.
 - 3.2. An ordinary entry will participate in 1 draw only for the number of games paid for and selected.
 - 3.3. The minimum number of games to be completed will be 4.
 - 3.4. There will be no limit to the maximum number of games that can be played, save that in any one draw:
 - 3.4.1. the Commission may decline to issue more than 1,000 entries to a player; and
 - 3.4.2. a player can be issued with entries costing no more than \$99,999.00.
 - 3.5. A player can request that an entry be issued in a draw to be conducted within 52 weeks after the Commission's receipt of the request.

- 3.6. Subject to Rule 6, a player must submit only:
 - 3.6.1. the coupon provided for that purpose from time to time by the Commission;
 - 3.6.2. an Easiplay Club card in respect of which regular wagers have been nominated; or
 - 3.6.3. an electronic request for entry in such format as the Commission determines.
 - 3.7. In the case of a coupon, a player's forecast must be marked by hand with a vertical mark in the centre of the square or such other mark as the Commission or Agent requires. All marks on a coupon must be legible and made by pencil or dark blue pen. No other mark will be accepted. A coupon must not be marked in red or black.
 - 3.8. The "system entry" box must be left blank.
 - 3.9. A player who marks the "top up panel" or "top up coupon" box will be taken to have authorised the terminal to generate a random forecast of a sufficient quantity of numbers to complete the panel or coupon, as the case may be.
 - 3.10. If a player marks more than the specified number of squares in any panel, a ticket will not issue until the player has either nominated the number(s) to be deleted or opted for a system entry. The player may be required to complete another coupon.
 - 3.11. If a player marks fewer than the specified number of squares in any panel and does not mark the relevant "top up" box, a ticket will not issue until the player has either nominated the number(s) to be added or nominated a top up entry or a system entry.
4. *Multi-Week Entry*
- 4.1. A player may enter their number selections for a series of consecutive draws by marking the appropriate square in the "weeks" box or by verbally requesting such an entry. The number of consecutive draws that may be entered in this way is up to 52 weeks.
 - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.
5. *System Entry*
- 5.1. A player may create a system entry by selecting or causing to be selected 4, 5 or from 7 to 20 numbers, rather than the 6 to be selected in the case of an ordinary entry.
 - 5.2. In the case of a coupon, a system entry must be completed by marking the "system entry" box and selecting or causing to be selected the quantity of numbers corresponding to the system to be entered by the player. (Thus, to play system 7, 7 numbers are selected; to play system 8, 8 numbers are selected and so on to a maximum of 20 numbers selected to play a system 20 entry.) In the case of a verbal entry, a system entry must be completed by requesting the terminal operator to complete such an entry. Ordinary and system participation will not be accepted if completed on the one coupon and only one system entry type can be played on the one coupon.

- 5.3. If more numbers are marked in any panel than the requested system requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in any panel than the requested system requires and the relevant "top up" box is not marked, a ticket will not issue until the player has nominated either the number(s) to be added or a top up entry.
- 5.4. Systems 4 and 5 are a particular type of system whereby the quantity of numbers selected is less than the forecast objective.
- 5.5. A system 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

$$\frac{(45 - S)!}{39! \times (6 - S)!} \quad (\text{where } S = \text{system number})$$

- 5.6. A player who wishes to enter a system 4 entry must select or cause to be selected any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining numbers. This system entry will be equivalent to playing 820 games of 6 numbers.
- 5.7. A player who wishes to enter a system 5 entry must select or cause to be selected any 5 numbers. These 5 numbers will be combined with each of the remaining numbers in turn. This system entry will be equivalent to playing 40 games of 6 numbers.
- 5.8. A player who wishes to enter a system 7 to 20 inclusive must select or cause to be selected the quantity of numbers according to the system number to be entered. These numbers will be combined with one another in all possible combinations of 6 numbers. This system entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

$$\frac{S!}{6! \times (S - 6)!} \quad (\text{where } S = \text{system number}).$$

- 5.9. Subject to Rule 3.4., a player may enter up to 12 of the same type of system entry on the one coupon.
- 5.10. A system entry may be entered for multi-week participation, in which case the Rules relating to multi-week and Easi-Pick entry will also apply.
- 5.11. The price of a system entry will be as published by the Commission from time to time.

6. *Easi-Pick Entry*

- 6.1. A player can play by means of an Easi-Pick nomination at the selling point. The Commission or Agent must enter the information nominated by the player into the terminal and cause it to generate a forecast of the type nominated by the player.
- 6.2. Easi-Pick entries will be limited to 25 games (of 6 numbers) for an ordinary entry, up to 12 panels of the same type of a system entry, or such other number as the Commission determines.
- 6.3. An Easi-Pick entry can be nominated using the terminal keyboard.

- 6.4. The Easi-Pick forecast will be printed on a ticket generated by the terminal, and the printed selections will be deemed to be those selections nominated to the Commission or Agent as if they were marked on a coupon by the player in accordance with these Rules.

7. *Determination of Winning Numbers*

- 7.1. Each draw will be identified by a number.
- 7.2. Each draw will be conducted using drawing equipment as the Bloc members determine.
- 7.3. For each draw, the Bloc members will cause 8 numbered balls to be drawn from the drawing equipment.
- 7.4. The first 6 balls drawn will be the winning numbers and the additional 2 balls will be the supplementary numbers.
- 7.5. There will be 5 prize winning divisions in each draw:

Division 1—player(s) who correctly forecast the 6 winning numbers in any one game.

Division 2—player(s) who correctly forecast any 5 of the 6 winning numbers and either one of the supplementary numbers in any one game.

Division 3—player(s) who correctly forecast any 5 of the 6 winning numbers in any one game.

Division 4—player(s) who correctly forecast any 4 of the 6 winning numbers in any one game.

Division 5—player(s) who correctly forecast any 3 of the 6 winning numbers and either one of the supplementary numbers in any one game.

8. *Supervision of Draw*

- 8.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and:
- 8.1.1. if conducted in the State of Victoria, will be supervised by a representative of the Treasury of the State of Victoria;
- 8.1.2. if conducted in any of the States of South Australia, Western Australia or Queensland, will be supervised by a representative of the Auditor-General's Department of the State in which the draw is conducted; and
- 8.1.3. will be final for the purpose of determining the prize winners in that draw.

9. *Prize Pool Allocation*
 - 9.1. Only one prize can be won by any one entry in a game.
 - 9.2. 60 % of the total entry fees received for each draw (or such greater amount as the Commission determines) will be allocated as the prize pool.
 - 9.3. The Commission will pay the percentage referred to in Rule 9.2 into a total prize pool to which the Bloc members will contribute the same percentage of the total amount of their entry fees.
 - 9.4. The amount of the prize pool will be announced at each draw.
 - 9.5. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
 - 9.6. If there is no winner in any of Divisions 2, 3 or 4 of any draw, the prize money allocated to that division will be added to the prize money allocated to the next lower division in which there is a winner.

10. *Prize Structure*
 - 10.1. The total prize pool will be distributed as follows:
 - Division 1—26.2 % of the prize pool.
 - Division 2—6.7 % of the prize pool.
 - Division 3—12.4 % of the prize pool.
 - Division 4—21.1 % of the prize pool.
 - Division 5—33.6 % of the prize pool.
 - 10.2. Notwithstanding any other Rule, the Commission may at its discretion round out the amount of any prize other than a Division 1 prize to the nearest 5 cents above or below the actual prize otherwise payable. To the extent necessary to give effect to this Rule, the above percentages will be varied and the resulting surplus or deficit will be added to or deducted from the prize pool payable in respect of that draw or from the Prize Reserve Fund.

11. *Prize Reserve Fund*
 - 11.1. From time to time, the Commission may set aside a proportion of the total amount received from entry fees to any draw and, in respect of that draw, the distribution of prize money will be reduced *pro rata* in all prize winning divisions. The amounts set aside will be accumulated by the Commission to constitute a pool called the Prize Reserve Fund.
 - 11.2. The Prize Reserve Fund will be distributed from time to time as additional prize money in respect of such draws and in such amounts as the Commission determines.
 - 11.3. An amount may be distributed as an additional prize notwithstanding that the results of the draw have been determined.
 - 11.4. An amount may be paid to such player(s) as the Commission in its absolute discretion determines and whether or not any such player is otherwise entitled to any prize under these Rules.
 - 11.5. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.

12. *Jackpots*

- 12.1 If there is no Division 1 prize winner, that portion of the prize pool that would have been payable to a single Division 1 winner in that draw will be added to or jackpotted with the Division 1 prize money in the next draw. This jackpotting will continue for no more than 4 consecutive draws. If there is no Division 1 prize winner in the next (or 5th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 5th draw will be added to the prize money allocated to the next lower division in which there is a winner.
- 12.2 If the Commission guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Commission thereby augments the portion of the prize pool allocated to Division 1 in that draw will not be taken into account in determining the amount of any jackpot subsequently paid in respect of that division.

13. *Publication of Results*

- 13.1 The Commission will publish the results as soon as practicable after each draw.
- 13.2 The information published may include:
- 13.2.1 the winning numbers;
 - 13.2.2 the amount of the prize pool allocated to each division;
 - 13.2.3 the number of prize winners or provisional prize winners in each division;
 - 13.2.4 the value or provisional value of each prize in each division;
 - 13.2.5 the dates when prizes will be paid; and
 - 13.2.6 the date the claim period expires.

14. *Prize Claims*

- 14.1 In the case of Division 1 and 2 prizes:
- 14.1.1 prize money will be distributed after the claim period has elapsed;
 - 14.1.2 claims lodged within the claim period and determined by the central computer to be prize winning entries and any entries subsequently identified within the claim period as prize winning entries will share equally in the prize pool available to winners in their respective division; and
 - 14.1.3 any player who claims to be entitled to a prize must lodge a claim with the Commission.

- 14.2 In the case of prizes other than Division 1 and 2 prizes:
- 14.2.1 prize money will be paid as soon as practicable after the drawing of the draw either at the Commission or through any selling point terminal on presentation of the ticket or record of electronic entry and evaluation by a terminal subject to these Rules;
 - 14.2.2 if a ticket or record of electronic entry includes a game that has won a prize in Division 3 or a lower division in addition to a Division 1 or 2 prize then the lower division prize will not be paid until the Division 1 or 2 prize is payable; and
 - 14.2.3 any player who claims to be entitled to a prize but:
 - 14.2.3.1 whose entry has not been identified by the central computer system as a prize winning entry;
 - 14.2.3.2 considers that their entry has been incorrectly evaluated by the Commission; or
 - 14.2.3.3 has not on application to a selling point terminal obtained confirmation that their ticket has won the prize,must lodge a claim with the Commission.
- 14.3 A claim under Rule 14.1.3 or 14.2.3:
- 14.3.1 may be lodged with the Commission either personally or by registered mail;
 - 14.3.2 must reach the Commission within 12 months of the relevant day;
 - 14.3.3 must be accompanied by the ticket or record of electronic entry in question, clearly endorsed with the player's full name and address; and
 - 14.3.4 if posted, must be accompanied by a self-addressed envelope bearing the correct postage.
- 14.4 The Commission:
- 14.4.1 will not be obliged to recognise any claim not identified as a prize winning entry by the central computer within 12 months of the relevant day; and
 - 14.4.2 may in its absolute discretion accept or refuse to accept a claim in whole or in part.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of operation of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966

LOTTERIES (THE POOLS) RULES

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Schedule

Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (The Pools) Rules.
- 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
- 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
- 1.4. These Rules apply to the lottery known as "The Pools".

2. *Interpretation*

- 2.1. In these Rules and in each part of these Rules unless the contrary intention appears:

"Australian Soccer Pools" means a lottery conducted by the Commission or other Bloc members in which a player is required to forecast 6 numbers to be determined from the range of numbers 1 to 38 inclusive and the winning numbers are determined by the result of soccer matches played either in Australia or in the United Kingdom (and "The Pools" has a corresponding meaning);

"away team" means the team name printed in the right hand column of the list of matches;

"away win" or "win for away team" means a result where the away team has or is deemed to have scored more goals in the match than the team printed to the left of it;

"Bloc members" means the parties from time to time to a certain Australian Soccer Pools Bloc Agreement entered into by the Commission with other parties for the conduct of The Pools on a joint basis with a common winning number determination and a declaration of common dividends based on the equal participation of all players in the aggregated prize fund;

"claim period" means the period commencing at midnight on the day of determination of the competition's results ("relevant day") and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission's close of business on the immediately preceding working day;

"home team" means the team name printed in the left hand column of the list of matches;

"home win" or "win for home team" means a result where the home team has or is deemed to have scored more goals in the match than the team printed to the right of it;

"list of matches" means the list of matches published from time to time by the Commission either:

- (a) in respect of the corresponding United Kingdom Pool; or
- (b) when the corresponding United Kingdom Pool is not conducted on matches played in the United Kingdom, in respect of the Australian Season Pool;

containing a list of such number of matches exceeding 38 as is approved by the Bloc members;

“void match” means, where the corresponding United Kingdom Pool applies, a match so declared in that Pool or where the Australian Season Pool applies, a match in the list of matches so declared by the Commission.

3. *Ordinary Entry*

- 3.1. To create an ordinary entry, a player must forecast or cause to be forecast 6 numbers.
- 3.2. An ordinary entry will participate in 1 competition only for the number of games paid for and selected.
- 3.3. The minimum number of games to be completed will be 2.
- 3.4. There will be no limit to the maximum number of games that can be played, save that in any one competition:
 - 3.4.1. the Commission may decline to issue more than 1,000 entries to a player; and
 - 3.4.2. a player can be issued with entries costing no more than \$99,999.00.
- 3.5. A player may request that an entry be issued in a competition to be conducted within 52 weeks after the Commission’s receipt of the request.
- 3.6. Subject to Rule 6, a player must submit only:
 - 3.6.1. the coupon provided for that purpose from time to time by the Commission;
 - 3.6.2. an Easiplay Club card in respect of which regular wagers have been nominated; or
 - 3.6.3. an electronic request for entry in such format as the Commission determines.
- 3.7. In the case of a coupon, a player's forecast must be marked by hand with a vertical mark in the centre of the square or such other mark as the Commission or Agent requires. All marks on a coupon must be legible and made by pencil or dark blue pen. No other mark will be accepted. A coupon must not be marked in red or black.
- 3.8. The “system entry” box must be left blank.
- 3.9. A player who marks the “top up panel” or “top up coupon” box will be taken to have authorised the terminal to generate a random forecast of a sufficient quantity of numbers to complete the panel or coupon, as the case may be.
- 3.10. If a player marks more than the specified number of squares in any panel, a ticket will not issue until the player has either nominated the number(s) to be deleted or opted for a system entry. The player may be required to complete another coupon.
- 3.11. If a player marks fewer than the specified number of squares in any panel, a ticket will not issue until the player has either nominated the number(s) to be added or opted for a system entry.

4. *Multi-Week Entry*

- 4.1. A player may enter their number selections for a series of consecutive competitions by marking the appropriate square in the "weeks" box or by verbally requesting such an entry. The number of consecutive competitions that may be submitted in this way is:
- 4.1.1. in the case of a number selection nominated by the player, up to such number of weeks as the Commission determines; or
- 4.1.2. in the case of an Easi-Pick entry, up to 52 weeks.
- 4.2. The Rules governing ordinary entries will apply to every multi-week entry.

5. *System Entry*

- 5.1. A player may create a system entry by selecting or causing to be selected 4, 5 or from 7 to 20 numbers, rather than the 6 to be selected in the case of an ordinary entry.
- 5.2. In the case of a coupon, a system entry must be created by marking the "system entry" box and selecting or causing to be selected the quantity of numbers corresponding to the system to be entered by the player. (Thus, to play system 7, 7 numbers are selected; to play system 8, 8 numbers are selected and so on to a maximum of 20 numbers selected to play a system 20 entry.) In the case of verbal entry, a system entry is created by requesting the terminal operator to complete such an entry. Ordinary and system participation will not be accepted if completed on the one computer coupon and only one system entry type can be played on the one coupon.
- 5.3. If more numbers are marked in a panel than the requested system requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in a panel than the requested system requires, a ticket will not issue until the player has either nominated the number(s) to be added or has opted for a system entry.
- 5.4. Systems 4 and 5 are a particular type of system entry wherein the quantity of numbers selected is less than the forecast objective.
- 5.5. A system 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:
- $$\frac{(38-S)!}{32! \times (6-S)!} \quad (\text{where } S = \text{system number}).$$
- 5.6. A player who wishes to enter a system 4 entry must select or cause to be selected any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining numbers. This system entry will be equivalent to 561 games of 6 numbers.
- 5.7. A player who wishes to enter a system 5 entry must select or cause to be selected any 5 numbers. These 5 numbers will be combined with each of the remaining numbers in turn. This system entry will be equivalent to playing 33 games of 6 numbers.

- 5.8. A player who wishes to enter a system 7 to 20 inclusive must select or cause to be selected the quantity of numbers according to the system number to be entered. These numbers will be combined with one another in all possible combinations of 6 numbers. This system entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

$$\frac{S!}{6! \times (S-6)!} \quad (\text{where } S = \text{system number}).$$

- 5.9. Subject to Rule 3.4., a player may enter up to 12 of the same type of system entry on the one coupon.
- 5.10. A system entry may be submitted for multi-week participation, in which case the Rules relating to multi-week and Easi-Pick entry will also apply.
- 5.11. The price of a system entry will be as published by the Commission from time to time.

6. *Easi-Pick Entry*

- 6.1. A player can play by means of an Easi-Pick nomination at the selling point. The Commission or Agent will enter the information nominated by the player into the terminal and cause it to generate a forecast of the type nominated by the player.
- 6.2. Easi-Pick entries will be limited to 25 games (of 6 numbers) for an ordinary entry, up to 12 panels of the same type of a system entry, or such other number as the Commission determines.
- 6.3. An Easi-Pick entry can be nominated using the terminal keyboard.
- 6.4. The Easi-Pick forecast will be printed on a ticket generated by the terminal, and the printed selections will be deemed to be those selections nominated to the Commission or Agent as if they were marked on a coupon by the player in accordance with these Rules.

7. *Determination of Winning Numbers*

- 7.1. Each competition will be identified by a number.
- 7.2. Each numbered square will represent the match printed opposite the same number on the list of matches (subject to Rule 7.5), notwithstanding that there are fewer numbered squares in a panel than appear on the list of matches.
- 7.3. The list of matches will be published by the Commission and will be available to players on request.
- 7.4. To determine the 6 winning match numbers and the supplementary match number the matches represented by the numbers in a panel will be deemed to have an order of rank depending on the results of those matches in accordance with Rules 7.4.1. to 7.4.5. (but having regard to Rules 7.4.6 and 7.4.7.). For the purposes of Rule 7.8 the 6 highest ranked numbered matches will be the 6 winning match numbers and the 7th highest ranked numbered match will be the supplementary match number.
- 7.4.1. score draw: - Score draws will be ranked higher than any other result. A score draw where more goals are scored will be ranked higher than a score draw where fewer goals are scored.

- 7.4.2. nil score draw (scoreless) - All nil score draws will be ranked equally and will be ranked higher than an away win or a home win.
- 7.4.3. win for away team - All wins for away teams will be ranked higher than home wins. Away wins with a smaller goal difference will be ranked higher than away wins with greater goal differences. If 2 or more away wins have the same goal difference, away wins where more goals are scored will be ranked higher than away wins where fewer goals are scored.
- 7.4.4. win for home team - Home wins with a smaller goal difference will be ranked higher than home wins with a greater goal difference. If 2 or more home wins have the same goal difference home wins where more goals are scored will be ranked higher than home wins where fewer goals are scored.
- 7.4.5. If two or more numbered matches in a panel are or are deemed to be of equal rank in accordance with Rules 7.4.1., 7.4.2., 7.4.3. and 7.4.4. and subject to Rules 7.5. and 7.6. any such match printed with a greater number (in magnitude) in a panel will be ranked higher than any such match printed with a lesser number (in magnitude) in a panel.
- 7.4.6. A reference in Rules 7.4.1., 7.4.3. and 7.4.4. to “more goals” or “fewer goals” refers to the total number of goals scored by both teams in a match result.
- 7.4.7. If there are insufficient results in accordance with Rule 7.4.1. to determine the 6 winning match numbers and the supplementary match number, the results in accordance with Rule 7.4.2. will be taken into account. If still insufficient, the results in accordance with Rule 7.4.3 will be taken into account. If still insufficient, the results in accordance with Rule 7.4.4 will be taken into account.
- 7.5. If any numbered match in a panel is a void match the result of that void match will be deemed to be the result of the first numbered match (not being a void match) on the list of matches from number 39 and onwards, the second such void match will be deemed to be the result of the second numbered match (not being a void match) on the list of matches from number 39 onwards, and so on in ascending numerical sequence for each such void match.
- 7.6. Where the list of matches is in respect of the corresponding United Kingdom Pool:
- 7.6.1. if any match in the list of matches is not played but a result has been declared in the corresponding United Kingdom Pool, for the purposes of the Pool that result will be deemed to be as follows:
- 7.6.1.1. in respect of a score draw—a goal score of 1—1;
- 7.6.1.2. in respect of an away win—a goal score of 0—2; and
- 7.6.1.3. in respect of a home win—a goal score of 2—0.

- 7.6.2. notwithstanding that one or more of the matches was not played as printed on the list of matches, the results of matches so printed on the list of matches will, subject to Rule 7.6.1., be the results adopted in the corresponding United Kingdom Pool.
- 7.7. Each and every combination of 6 of the matches forecast or deemed to be forecast in a system entry will be deemed a separate entry.
- 7.8. There will be 5 prize winning divisions in each competition:
- Division 1—player(s) who correctly forecast the 6 winning numbers in any one game.
- Division 2—player(s) who correctly forecast any 5 of the 6 winning numbers and the supplementary number in any one game.
- Division 3—player(s) who correctly forecast any 5 of the 6 winning numbers in any one game.
- Division 4—player(s) who correctly forecast any 4 of the 6 winning numbers in any one game.
- Division 5—player(s) who correctly forecast any 3 of the 6 winning numbers and the supplementary number in any one game.
- 7.9. A competition or all of the prizes in a competition may be cancelled by the Bloc members if insufficient matches are played in respect of that competition or for any other reason the Bloc members consider sufficient.
- 7.10. If for any reason a competition or all of the prizes in a competition are cancelled, all entries received by the Commission in accordance with these Rules in respect of that competition will be deemed to be entries in the next competition.
8. *Prize Pool Allocation*
- 8.1. Only one prize can be won by any one entry in a game.
- 8.2. 50% of the total entry fees received for each competition (or such greater amount as the Commission determines) will be allocated as the prize pool.
- 8.3. The Commission will pay the percentage referred to in Rule 8.2 into a total prize pool to which the other Bloc members will contribute the same percentage of the total amount of their entry fees.
- 8.4. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
- 8.5. If there is no winner in Division 2, 3 or 4 of any competition, the prize pool for that division will be added to the prize pool for the next lower division in which there is a winner.
- 8.6. If the prize payable to a winner in Division 2, 3 or 4 is less than the prize payable to a winner in any lower division, the prize pools for that division and all lower divisions will be aggregated and divided equally between all the winners in all the divisions whose prize pools were aggregated.

9. *Prize Structure*

9.1. The total prize pool will be distributed as follows:

Division 1—65 % of the prize fund.

Division 2—2 % of the prize fund.

Division 3—6 % of the prize fund.

Division 4—15 % of the prize fund.

Division 5—12 % of the prize fund.

9.2. Notwithstanding any other Rule, the Commission may at its discretion round out the amount of any prize other than a Division 1 prize to the nearest 5 cents above or below the actual prize otherwise payable. To the extent necessary to give effect to this Rule, the above percentages will be varied and the resulting surplus or deficit will be added or deducted from the prize pool payable in respect of that competition or from the Prize Reserve Fund.

10. *Prize Reserve Fund*

10.1. From time to time, the Commission may set aside a proportion of the total amount received from entry fees to any competition and, in respect of that competition, the distribution of prize money will be reduced *pro rata* in all prize winning divisions. The amounts set aside will be accumulated by the Commission to constitute a pool called the Prize Reserve Fund.

10.2. The Prize Reserve Fund will be distributed from time to time as additional prize money in respect of such competitions and in such amounts as the Commission determines.

10.3. An amount may be distributed as an additional prize notwithstanding that the results of the competition have been determined.

10.4. An amount may be paid to such player(s) as the Commission in its absolute discretion determines and whether or not any such player is otherwise entitled to a prize under these Rules.

10.5. The amounts to be set aside, and the amounts to be distributed must be agreed with the Bloc members.

11. *Jackpots*

11.1. If there is no Division 1 prize winner, that portion of the prize pool that would have been payable to a single Division 1 winner in that competition will be added to or jackpotted with the Division 1 prize money in the next competition.

11.2. If the Commission guarantees a minimum prize payout in Division 1 of any competition, the amount by which the Commission thereby augments the portion of the prize pool allocated to Division 1 in that competition will not be taken into account in determining the amount of any jackpot subsequently paid in respect of that division.

12. *Publication of Results*

12.1. The Commission will publish the results of each competition as soon as practicable after their determination.

- 12.2. The information published may include:
 - 12.2.1. the winning numbers;
 - 12.2.2. the amount of the prize pool allocated to each division;
 - 12.2.3. the number of prize winners or provisional prize winners in each division;
 - 12.2.4. the value or provisional value of each prize in each division;
 - 12.2.5. the dates when prizes will be paid; and
 - 12.2.6. the date the claim period expires.

13. *Prize Claims*

- 13.1. In the case of Division 1 and 2 prizes:
 - 13.1.1. prize money will be distributed after the claim period has elapsed;
 - 13.1.2. claims lodged within the claim period and determined by the central computer to be prize winning entries and any entries subsequently identified within the claim period as prize winning entries will share equally in the prize pool available to winners in their respective divisions; and
 - 13.1.3. any player who claims to be entitled to a prize must lodge a claim with the Commission.
- 13.2. In the case of prizes other than Division 1 and 2 prizes:
 - 13.2.1. prize money will be paid as soon as practicable after determination of the results of a competition, either at the Commission or through any selling point terminal on presentation of the ticket or record of electronic entry and evaluation by a terminal subject to these Rules;
 - 13.2.2. if a ticket or record of electronic entry includes a game that has won a prize in Division 3 or a lower division in addition to a Division 1 or 2 prize then the lower division prize will not be paid until the Division 1 or 2 prize is payable; and
 - 13.2.3. any player who claims to be entitled to a prize but:
 - 13.2.3.1. whose entry has not been identified by the central computer system as a prize winning entry;
 - 13.2.3.2. considers that their entry has been incorrectly evaluated by the Commission; or
 - 13.2.3.3. has not on application to a selling point terminal obtained confirmation that their entry has won the prize,must lodge a claim with the Commission.
- 13.3. A claim under Rule 13.1.3 or 13.2.3:

- 13.3.1. may be lodged with the Commission either personally or by registered mail;
 - 13.3.2. must reach the Commission within 12 months of the relevant day;
 - 13.3.3. must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address; and
 - 13.3.4. if posted, must be accompanied by a self-addressed envelope bearing the correct postage.
- 13.4. The Commission:
- 13.4.1. will not be obliged to recognise any claim not identified as a prize winning entry by the central computer within 12 months of the relevant day; and
 - 13.4.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of operation of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966

LOTTERIES (SUPER 66) RULES

ARRANGEMENT

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 - 1.3. Lotteries (General) Rules
 - 1.4. Application
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 - 2.1. Definitions
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Schedule

Date of commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (Super 66) Rules.
 - 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
 - 1.3. These Rules are to read in conjunction with and are subject to the Lotteries (General) Rules.
 - 1.4. These Rules apply to the lottery known as "Super 66".

2. *Interpretation*
 - 2.1. In these Rules and in each part of these Rules unless a contrary intention appears:

"Bloc members" means the parties from time to time to a certain Australian Lotto Bloc Agreement entered into by the Commission with other parties for the conduct *inter alia* of Super 66 on a joint basis with a common draw and a declaration of common dividends based on the equal participation of all players in the aggregated prize pool;

"claim period" means the period commencing at midnight on the day of determination of the draw results ("relevant day") and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission's close of business on the immediately preceding working day;

"drawing equipment" means equipment operated as determined from time to time by the Bloc members for ascertaining the winning numbers;

"Super 66" means an on-line lottery in which a player is required to forecast a 6 digit number and the result is determined by the degree of concurrence of that number with a 6 digit number in the range 000000 to 999999 inclusive drawn at such intervals as the Bloc members determine.

3. *Ordinary Entry*
 - 3.1. To create an ordinary entry, a player must forecast or cause to be forecast 6 numbers.
 - 3.2. An ordinary entry will participate in 1 draw only for the number of games paid for and selected.
 - 3.3. The minimum number of games to be completed will be 1.
 - 3.4. There will be no limit to the maximum number of games that can be played, save that in any one draw:
 - 3.4.1. the Commission may decline to issue more than 1,000 entries to a player; and
 - 3.4.2. a player can be issued with entries costing no more than \$99,999.00.

- 3.5. Subject to Rule 3.6, a player may request that an entry be issued in a draw to be conducted within 52 weeks after the Commission's receipt of the request.
 - 3.6. When played in conjunction with another on-line lottery, a player may request an entry by:
 - 3.6.1. marking the "Super 66" box on a coupon or other request for entry in the other on-line lottery; or
 - 3.6.2. orally requesting the required number of games when making a request for entry in the other on-line lottery,in which case a 6 digit number will be selected for the player by the terminal.
 - 3.7. When not played in conjunction with another on-line lottery, a 6 digit number may be selected by either the player or the terminal.
 - 3.8. Subject to Rules 3.6 and 5, a player must submit only:
 - 3.8.1. the coupon provided for that purpose from time to time by the Commission;
 - 3.8.2. an Easiplay Club card in respect of which regular wagers have been nominated; or
 - 3.8.3. an electronic request for entry in such format as the Commission determines.
 - 3.9. In the case of a coupon, a player's forecast must be marked by hand with a vertical mark in the centre of the square or by such other mark as the Commission or an Agent requires. All marks on a coupon must be legible and made by pencil or dark blue pen. No other mark will be accepted. A coupon must not be marked in red or black.
 - 3.10. A player who marks the "top up panel" or "top up coupon" box will be taken to have authorised the terminal to generate a random forecast of a sufficient quantity of numbers to complete the panel or coupon, as the case may be.
 - 3.11. If a player marks more than the specified number of squares in any panel, a ticket will not issue until the player has nominated the number(s) to be deleted. The player may be required to complete another coupon.
 - 3.12. If a player marks fewer than the specified number of squares in any panel and does not mark the relevant "top up" box, a ticket will not issue until the player has either nominated the number(s) to be added or opted for a top up entry.
4. *Multi-Week Entry*
- 4.1. A player may enter their number selections for a series of consecutive draws by marking the appropriate square in the "weeks" box or by verbally requesting such an entry. The number of consecutive draws that may be submitted in this way is up to 52 weeks.
 - 4.2. When played in conjunction with a multi week entry in another on-line lottery, an entry will be entered in the draw for each week in which that on-line lottery entry is entered.

4.3. The Rules governing ordinary entries will apply to every multi-week entry.

5. *Easi-Pick Entry*

5.1. A player can play by means of an Easi-Pick selection at the selling point. The Commission or Agent must enter the information nominated by the player into the terminal and cause it to generate a forecast of the type nominated by the player.

5.2. Easi-Pick entries will be limited to 25 numbers (of 6 digits) on an ordinary entry, or such other number as the Commission determines.

5.3. An Easi-Pick entry can be nominated using the terminal keyboard.

5.4. The Easi-Pick forecast will be printed on a ticket generated by the terminal, and the printed selections will be deemed to be those selections nominated to the Commission or Agent as if they were marked on a coupon by the player in accordance with these Rules.

6. *Determination of Winning Number*

6.1. Each draw will be identified by a number.

6.2. Each draw will be conducted using drawing equipment as determined from time to time by the Bloc members.

6.3. For each draw, the Bloc members will cause a series of 6 numbered balls to be drawn from the drawing equipment. The winning number so determined will be in the range from 000000 to 999999 inclusive.

6.4. There will be 5 winning divisions in each draw as follows:

Division 1—player(s) holding entries in which the 6 digit number is identical with and in the same sequence as the 6 digit number drawn for that draw.

Division 2—player(s) holding entries in which:

6.4.1. the first 5 digits of the number are identical with and in the same sequence as the first 5 digits of the 6 digit number drawn for that draw;
or

6.4.2. the last 5 digits of the number are identical with and in the same sequence as the last 5 digits of the 6 digit number drawn for that draw.

Division 3—player(s) holding entries in which:

6.4.3. the first 4 digits of the number are identical with and in the same sequence as the first 4 digits of the 6 digit number drawn for that draw;
or

6.4.4. the last 4 digits of the number are identical with and in the same sequence as the last 4 digits of the 6 digit number drawn for that draw.

Division 4—player(s) holding entries in which:

6.4.5. the first 3 digits of the number are identical with and in the same sequence as the first 3 digits of the 6 digit number drawn for that draw;
or

- 6.4.6. the last 3 digits of the number are identical with and in the same sequence as the last 3 digits of the 6 digit number drawn for that draw.

Division 5—player(s) holding entries in which:

- 6.4.7. the first 2 digits of the number are identical with and in the same sequence as the first 2 digits of the 6 digit number drawn for that draw;
or
- 6.4.8. the last 2 digits of the number are identical with and in the same sequence as the last 2 digits of the 6 digit number drawn that draw.

7. *Supervision of Draw*

- 7.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and
- 7.1.1. if drawn in the State of Victoria, will be supervised by representatives of the Treasury of the State of Victoria;
- 7.1.2. if drawn in any of the States of South Australia, Western Australia or Queensland, will be supervised by a representative of the Auditor-General's Department of the State in which the draw is conducted; and
- 7.1.3. will be final for the purpose of determining the prize winners for that draw.

8. *Prize Pool Allocation*

- 8.1. Only one prize can be won by any one 6 digit number selection. If a 6 digit number selection satisfies the criteria for a prize in more than one division, only the prize in the highest of those divisions will be payable.
- 8.2. 60% of the total entry fees received for each draw (or such greater amount as the Commission determines) will be allocated as the prize pool.
- 8.3. The Commission will pay the percentage referred to in Rule 8.2 into a total prize pool to which the Bloc members must contribute the same percentage of the total amount of their entry fees.
- 8.4. The amount of the prize pool will be announced at each draw.

9. *Prize Structure*

- 9.1. Subject to Rule 9.2, the following prizes will be payable:

Division 1—\$16,666 per prize.
Division 2—\$6,666 per prize.
Division 3—\$666 per prize.
Division 4—\$66 per prize.
Division 5—\$6.60 per prize.

- 9.2. After the prize pool has been allocated amongst the winners in all divisions:
- 9.2.1. if there is any amount remaining, that amount will be apportioned equally between the winner(s) in Division 1;
- 9.2.2. if the prize pool is insufficient to pay each winner in each division the prize specified in Rule 9.1, the prize pool will be augmented from the Prize Reserve Fund by the amount of the deficiency.
- 9.3. Notwithstanding any other Rule, the Commission may at its discretion round out the amount of any prize other than a Division 1 prize to the nearest 5 cents above or below the actual prize otherwise payable.

10. *Prize Reserve Fund*

- 10.1. From time to time, the Commission may set aside a proportion of the total amount received from subscriptions to any draw and, in respect of that draw, the distribution of prize money will be reduced *pro rata* in all prize winning divisions. The amounts set aside will be accumulated by the Commission to constitute a pool called the Prize Reserve Fund.
- 10.2. The Prize Reserve Fund will be distributed from time to time as additional prize money in respect of such draws and in such amounts as the Commission determines.
- 10.3. An amount may be distributed as an additional prize notwithstanding that the results of the draw have been determined.
- 10.4. An amount may be paid to such player(s) as the Commission in its absolute discretion determines and whether or not any such player is otherwise entitled to any prize under these Rules.
- 10.5. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.

11. *Jackpots*

- 11.1. If there is no Division 1 prize winner, the Division 1 prize that would have been payable to a single winner will be added to or jackpotted with the Division 1 prize money in the next draw. This jackpotting will continue for no more than 4 consecutive draws. If there is no Division 1 prize winner in the next (or 5th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 5th draw will be added to the prize money allocated to the next lower division in which there is a winner.
- 11.2. If the prize pool is insufficient to pay the jackpot under this Rule, the amount of the insufficiency will be paid from the Prize Reserve Fund.

12. *Publication of Results*

- 12.1. The Commission will publish the results as soon as practicable after each draw.
- 12.2. The information published may include:
- 12.2.1. the winning numbers;

- 12.2.2. the amount of the prize pool allocated to each division;
- 12.2.3. the number of prize winners or provisional prize winners in each division;
- 12.2.4. the value or provisional value of each prize in each division;
- 12.2.5. the dates when prizes will be paid; and
- 12.2.6. the date the claim period expires.

13. *Prize Claims*

- 13.1. In the case of Division 1 and 2 prizes:
 - 13.1.1. prize money will be distributed after the claim period has elapsed;
 - 13.1.2. claims lodged within the claim period and determined by the central computer to be prize winning entries and any entries subsequently identified within the claim period as prize winning entries will be paid in accordance with Rule 9; and
 - 13.1.3. any player who claims to be entitled to a prize must lodge a claim with the Commission
- 13.2. In the case of prizes other than Division 1 and 2 prizes:
 - 13.2.1. prize money will be paid as soon as practicable after the draw either at the Commission or through any selling point terminal on presentation of the ticket or record of electronic entry and evaluation by a terminal subject to these Rules;
 - 13.2.2. if a ticket or record of electronic entry includes a game that has won a prize in Division 3 or a lower division in addition to a Division 1 or 2 prize then the lower division prize will not be paid until the Division 1 or 2 prize is payable; and
 - 13.2.3. any player who claims to be entitled to a prize but:
 - 13.2.3.1. whose entry has not been identified by the central computer system as a prize winning entry;
 - 13.2.3.2. considers that their entry has been incorrectly evaluated by the Commission; or
 - 13.2.3.3. has not on application to a selling point terminal obtained confirmation that their entry has won the prize,must lodge a claim with the Commission.
- 13.3. A claim under Rule 13.1.3 or 13.2.3:
 - 13.3.1. may be lodged with the Commission either personally or by registered mail;
 - 13.3.2. must reach the Commission within 12 months of the relevant day;
 - 13.3.3. must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address; and

- 13.3.4. if posted, must be accompanied by a self-addressed envelope bearing the correct postage.
- 13.4. The Commission:
- 13.4.1. will not be obliged to recognise any claim not identified as a prize winning entry by the central computer within 12 months of the relevant day; and
- 13.4.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of operation of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966

LOTTERIES (KENO) RULES

ARRANGEMENT

1. *Preliminary*
 - 1.1. Citation
 - 1.2. Commencement
 - 1.3. Lotteries (General) Rules
 - 1.4. Application
2. *Interpretation*
 - 2.1. Definitions
3. *Entry*
 - 3.1. Creating entry
 - 3.2. Participation of entry
 - 3.3. Minimum number of games
 - 3.4. Maximum number of games
 - 3.5. Commission may decline to accept entry
 - 3.6. Dollar value per game
 - 3.7. Combination entry
 - 3.8. Methods of requesting entry
 - 3.9. Marking coupon
 - 3.10. Marking too many or too few squares
4. *Consecutive Draws*
 - 4.1. Creating entry in consecutive draws
 - 4.2. Rules governing entry to apply
5. *Easi-Pick Entry*
 - 5.1. Creating Easi-Pick entry
 - 5.2. Spot number
 - 5.3. Easi-Pick entry through terminal
 - 5.4. Easi-Pick ticket
6. *Determination of Winning Numbers*
 - 6.1. Draw number
 - 6.2. Computer to select winning numbers
7. *Prize Pool Allocation*
 - 7.1. Single prize
 - 7.2. Prize for other than spot 10
 - 7.3. Prize for spot 10
 - 7.4. Scaling of prizes
8. *Prize Structure*
 - 8.1. Prize structure in a draw

9. *Prize Claims*

- 9.1. Prize greater than \$100,000
- 9.2. Any other prize
- 9.3. Claims requiring substantiation
- 9.4. Requirements for lodging claim under Rule 9.3
- 9.5. Commission's discretion
- 9.6. Retention of draw results

Schedule 1

Prize Structure

Schedule 2

Date of Commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (Keno) Rules.
 - 1.2. These Rules will come into operation on the date specified in Schedule 2.
 - 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
 - 1.4. These Rules apply to the lottery known as “Keno”.

2. *Interpretation*
 - 2.1. In these Rules and in each part of these Rules unless the contrary intention appears:

“claim period” means the period commencing immediately after the draw (“relevant day”) and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission’s close of business on the immediately preceding working day;

“combination coupon” means a coupon or electronic request for entry consisting of 4 panels;

“combination entry” means an entry whereby the numbers selected on each of between 1 and 4 panels may be played individually (as singles) or in combination with such other panels;

“Keno” means a lottery drawn at such intervals as the Commission determines during such hours of such days as the Commission determines, in which the player is required to forecast between 1 and 10 numbers out of 20 numbers drawn from the range of numbers 1 to 80 inclusive;

“permitted multiple” means such number as the Commission determines;

“single coupon” means a coupon or electronic request for entry consisting of a single panel;

“spot number” means the quantity of numbers to be selected and marked on a panel;

“spot numbers box” means a box on a coupon or electronic request for entry wherein the spot number is required to be marked to correspond with the number of spots to be played.

3. *Entry*
 - 3.1. To create an entry a player must forecast or cause to be forecast between 1 and 10 numbers.
 - 3.2. The quantity of numbers forecast by the player under Rule 3.1 is the spot number and the player must mark the “spot number” box or cause it to be marked accordingly, i.e. by inserting a number equal to the quantity of numbers forecast.
 - 3.3. An entry will participate in 1 draw only for the number of games paid for and selected.

- 3.4. The minimum number of games to be completed will be 1.
- 3.5. There will be no limit to the maximum number of games that can be played, save that in any one draw:
 - 3.5.1. the Commission may decline to issue more than 1,000 entries to a player; and
 - 3.5.2. a player can be issued with entries costing no more than \$99,999.00.
- 3.6. The Commission may determine that it will decline to accept any specified entry or class of entry. Such determination may be expressed to operate either generally or in circumstances specified in the determination.
- 3.7. A player may nominate the amount played on their number selection in a draw or series of draws by marking the appropriate square in the "\$ value per game" box. The amount so nominated will be payable in respect of each game nominated (and in the case of a combination entry, in respect of every possible combination of panels that results in a selection of numbers) and must be a permitted multiple.
- 3.8. To create a combination entry, a player must identify the type(s) of combination entries required by marking the appropriate square(s) in the "combination" box.
 - 3.8.1. If the "singles" square is marked, each panel marked will be considered an individual entry.
 - 3.8.2. If the "doubles" square is marked, each combination of 2 panels marked will be considered an individual selection.
 - 3.8.3. If the "triples" square is marked, each combination of 3 panels marked will be considered an individual selection.
 - 3.8.4. If the "quads" square is marked, each of the 4 panels marked will be considered an individual selection.
 - 3.8.5. Marking the "all" square will have the same effect as marking all of the other combination squares and will cause all possible combinations of the marked panels to be played.
 - 3.8.6. A coupon must not be marked with any type(s) of combination entry that would result in a combination of panels having more than 10 different selected numbers.
- 3.9. Subject to Rule 5, a player must submit only:
 - 3.9.1. the coupon provided for that purpose from time to time by the Commission;
 - 3.9.2. an Easiplay Club card in respect of which regular wagers have been nominated; or
 - 3.9.3. an electronic request for entry in such format as the Commission determines.
- 3.10. If a player marks more or fewer than the specified number of squares in any panel, a ticket will not issue until the player has nominated the number(s) to be deleted or added, as the case may be. The player may be required to complete another coupon.

4. *Consecutive Draws*

- 4.1. A player may enter their number selections for a series of consecutive draws by marking the appropriate square in the "consecutive draws" box or by verbally requesting such an entry. The number of consecutive draws that may be entered in this way is up to 500 draws or such other number as the Commission determines.
- 4.2. The rules governing entries will apply to every consecutive draw entry.

5. *Easi-Pick Entry*

- 5.1. A player may play by means of an Easi-Pick nomination at the selling point. The Commission or Agent must enter the information nominated by the player into the terminal and cause it to generate a forecast of the type nominated by the player.
- 5.2. The player may obtain an Easi-Pick entry by marking the "Easi-Pick" box and, in respect of each panel required to be played, the quantity of numbers to be selected by marking the corresponding square in the "spot numbers" box.
- 5.3. An Easi-Pick entry can be nominated using the terminal keyboard.
- 5.4. The Easi-Pick forecast will be printed on a ticket generated by the terminal, and the printed selections will be deemed to be those selections nominated to the Commission or Agent as if they were marked on a coupon by the player in accordance with these Rules.

6. *Determination of Winning Numbers*

- 6.1. Each draw will be identified by a date and a number.
- 6.2. For each draw, the computer system operated by the Commission will cause 20 winning numbers to be selected from the numbers 1 to 80.

7. *Prize Pool Allocation*

- 7.1. Only one prize can be won by any one selection of numbers.
- 7.2. The prizes payable will be as designated in Schedule 1, subject to Rules 7.3 and 7.4.
- 7.3. The prize for 10 hits in a spot 10 entry:
- 7.3.1. if there is 1 winner, will be the amount designated in Schedule 1.
- 7.3.2. if there is more than 1 winner, will be apportioned between such winners in accordance with the following formula:

$$W = \frac{E_w}{E_t} \times \$1,000,000 \quad (\text{where } W \text{ is the amount payable to a particular winner;}$$

E_w is the entry fee paid by the particular winner for the winning selection of numbers;

Et is the total of all entry fees paid by all winners in respect of winning selections of numbers).

- 7.4. If:
- 7.4.1. the total amount of the prizes in any draw exceeds \$500,000; and
- 7.4.2. a prize is equal to or greater than \$1,001 other than by reason of the fact that the permitted multiple of the entry fee was greater than 1,

that prize will be reduced (scaled) to an amount calculated in accordance with the following formula:

$$P = \frac{W \times \$500,000}{W_t}$$

(where P is the scaled prize
W is the amount payable to a particular winner under Schedule 1
W_t is the total of all prizes payable to all winners under Schedule 1).

8. *Prize Structure*

- 8.1. The prize structure in a draw will be in accordance with Schedule 1 and Rule 7.

9. *Prize Claims*

- 9.1. A prize greater than \$100,000 will be distributed on the next business day after the claimant advises the Commission of the claim.
- 9.2. Any other prize will be available for collection as soon as practicable after the draw.
- 9.3. Any player who:
- 9.3.1. claims to be entitled to a spot 10 prize;
- 9.3.2. claims to be entitled to a prize but whose entry has not been identified by the central computer system as a prize winning entry;
- 9.3.3. claims that their entry has been incorrectly evaluated by the Commission; or
- 9.3.4. considers they are entitled to a prize and has not on application to a selling point terminal obtained confirmation that their entry has won the prize,

must lodge a claim with the Commission.

- 9.4. A claim under Rule 9.3:
- 9.4.1. may be lodged with the Commission either personally or by registered mail;
- 9.4.2. must reach the Commission within the claim period;

- 9.4.3. must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address; and
 - 9.4.4. if posted, must be accompanied by a self-addressed envelope bearing the correct postage.
- 9.5. The Commission:
- 9.5.1. will not be obliged to recognise any claim not identified as a prize winning entry by the central computer within 12 months of the relevant day; and
 - 9.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.
- 9.6. The Commission will keep the results of each draw for a period of 12 months from the relevant day and make the results available for perusal at any time during that period.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE 1
Keno Prize Structure

- (a) In this Schedule, a reference to a number of "Hits" is a reference to the quantity of winning numbers selected by a player.
- (b) The prizes shown in this Schedule are those that apply to an entry fee the permitted multiple of which is 1. In respect of other entry fees the appropriate prize is to be multiplied by the permitted multiple. (For definition of "permitted multiple" see Rule 2).

SPOT 1			SPOT 2		
Hits		Prize	Hits		Prize
		\$			\$
1		3.00	2		12.00
SPOT 3			SPOT 4		
Hits		Prize	Hits		Prize
		\$			\$
2		2.00	3		8.00
3		32.00	4		120.00
SPOT 5			SPOT 6		
Hits		Prize	Hits		Prize
		\$			\$
3		2.00	3		2.00
4		20.00	4		5.00
5		500.00	5		50.00
			6		1,300.00
SPOT 7			SPOT 8		
Hits		Prize	Hits		Prize
		\$			\$
4		4.00	4		2.00
5		20.00	5		8.00
6		200.00	6		50.00
7		8,000.00	7		500.00
			8		50,000.00
SPOT 9			SPOT 10		
Hits		Prize	Hits		Prize
		\$			\$
4		2.00	0		2.00
5		4.00	5		2.00
6		10.00	6		5.00
7		200.00	7		100.00
8		2,500.00	8		1,000.00
9		150,000.00	9		10,000.00
			10		1,000,000.00

SCHEDULE 2

Date of operation of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966**LOTTERIES (INSTANT SCRATCHIES) RULES**

ARRANGEMENT

1. *Preliminary*
 - 1.1. Citation
 - 1.2. Commencement
 - 1.3. Lotteries (General) Rules
 - 1.4. Application
2. *Interpretation*
 - 2.1. Definitions
3. *General*
 - 3.1. Ticket number
 - 3.2. Series and lots of tickets
 - 3.3. Relevant day
4. *Security Code*
 - 4.1. Inclusion of security code
 - 4.2. Composition of security code
 - 4.3. Effect of security code
5. *Sale of Tickets*
 - 5.1. Notwithstanding that all prizes won
6. *Prizes*
 - 6.1. Determined by Commission
 - 6.2. Statement on ticket
 - 6.3. Commission's discretion

Schedule

Date of commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (Instant Scratchies) Rules.
 - 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
 - 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
 - 1.4. These Rules apply to the lottery known as "Instant Scratchies".

2. *Interpretation*
 - 2.1. In these Rules and in each part of these Rules unless the contrary intention appears:

"claim period" means the period of 12 calendar months commencing on the relevant day. If the 12 months end on a Saturday, Sunday or public holiday, the period will end at the Commission's close of business on the immediately preceding working day;

"Instant Scratchies" means an instant lottery promoted or conducted by the Commission in which tickets are sealed or conceal in some way (whether by means of removable opaque material or otherwise) the symbols giving rise to the winning chance.

3. *General*
 - 3.1. Each ticket will be identified by a number.
 - 3.2. Each lottery will consist of a series of such number(s) of tickets as the Commission determines. Each series of tickets will be issued in lots of such number(s) of tickets as the Commission determines, which will constitute a separate lottery.
 - 3.3. For the purposes of section 16B. (2) (b) (ii) of the Act, and unless the Commission determines otherwise, the relevant day for determination of the period in which prizes may be collected will be the date on which the last ticket(s) in each lot of tickets was or were issued by the Commission to any selling point in respect of that lottery.

4. *Security Code*
 - 4.1. The Commission may include a security code on any part of a ticket for the purpose of:
 - 4.1.1. verifying whether the ticket entitles the holder to a prize; or
 - 4.1.2. identifying counterfeit or reconstituted tickets.
 - 4.2. A security code may be:
 - 4.2.1. characters, words, numerals, symbols or other markings; and
 - 4.2.2. printed, stamped, embossed or otherwise shown on the ticket.

4.3. The security code included on a ticket is not part of a lottery or the lottery conditions. It cannot be used to determine or enhance the value of a prize.

5. *Sale of Tickets*

5.1. The Commission may continue to distribute and sell tickets from a particular ticket series or lot, even if all the prizes for that series or lot have already been won or claimed.

6. *Prizes*

6.1. The prize structure will be as determined by the Commission.

6.2. A prize will be paid for a winning ticket as set out on the face of the ticket or as otherwise determined by the Commission.

6.3. The Commission may in its absolute discretion accept or refuse to accept a prize claim in whole or in part.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of commencement of these Rules:

Sunday the 27th day of June 1999.

STATE LOTTERIES ACT 1966**LOTTERIES (TRADITIONAL LOTTERY) RULES**

ARRANGEMENT

1. *Preliminary*
 - 1.1. Citation
 - 1.2. Commencement
 - 1.3. Lotteries (General Rules)
 - 1.4. Application
2. *Interpretation*
 - 2.1. Definitions
3. *General*
 - 3.1. Ticket number
 - 3.2. Maximum number of tickets
4. *Determination of Winning Ticket Number(s)*
 - 4.1. Draw number
 - 4.2. Drawing equipment
 - 4.3. Ticket number(s) to be drawn
5. *Supervision of Draw*
 - 5.1. Supervision and finality of draw
6. *Prize Structure*
 - 6.1. Amount of prize(s)
7. *Prize Reserve Fund*
 - 7.1. Creation of Prize Reserve Fund
 - 7.2. Distribution of Prize Reserve Fund
 - 7.3. Distribution notwithstanding determination of results
 - 7.4. Commission's discretion
8. *Publication of Results*
 - 8.1. Publication after draw
 - 8.2. Information to be published

Schedule

Date of commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (Traditional Lottery) Rules.
 - 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
 - 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
 - 1.4. These Rules apply to any traditional lottery conducted by the Commission.

2. *Interpretation*
 - 2.1. In these Rules unless the contrary intention appears:

“claim period” means the period commencing at midnight on the day of determination of the draw results and ending at the close of business on the 13th day thereafter. If the 13th day is a Saturday, Sunday or public holiday the claim period will end at the Commission’s close of business on the immediately preceding working day;

“drawing equipment” means equipment operated as the Commission determines for drawing the winning ticket number(s).

3. *General*
 - 3.1. Each ticket will be identified by a number.
 - 3.2. There will be no limit to the maximum number of tickets that can be issued, save that the Commission may decline to issue more than 1,000 tickets to a player in any one draw.

4. *Determination of Winning Ticket Number(s)*
 - 4.1. Each draw will be identified by a number.
 - 4.2. Each draw will be conducted using drawing equipment as the Commission determines.
 - 4.3. For each draw the Commission will cause to be drawn from the drawing equipment such quantity of ticket numbers as the Commission determines.

5. *Supervision of Draw*
 - 5.1. The drawing of the winning ticket number(s) will be supervised by a representative of the Auditor-General’s Department of South Australia and will be final for the purpose of determining the prize winner(s) for that draw.

6. *Prize Structure*
 - 6.1. The prize(s) to be awarded will be such prize(s) or such amount(s) as the Commission determines.

7. *Prize Reserve Fund*

- 7.1. From time to time, the Commission may set aside a proportion of the total *amount* received from entry fees to any draw. The amounts set aside will be accumulated by the Commission to constitute a pool called the Prize Reserve Fund.
- 7.2. The Prize Reserve Fund will be distributed from time to time as additional prize money in respect of such draws and in such amounts as the Commission determines.
- 7.3. An amount may be distributed as an additional prize notwithstanding that the results of the draw have been determined.
- 7.4. An amount may be paid to such player(s) as the Commission in its absolute discretion determines and whether or not any such player is otherwise entitled to any prize under these Rules.

8. *Publication of Results*

- 8.1. The Commission will publish the results as soon as practicable after each draw.
- 8.2. The information published may include:
 - 8.2.1. the winning ticket number(s);
 - 8.2.2. the amount of the prize(s)
 - 8.2.3. the date(s) when the prize(s) will be paid; and
 - 8.2.4. the date the claim period expires.

The common seal of the Lotteries Commission of South Australia was affixed pursuant to a resolution of the Commission in the presence of:

Dated: 24 June 1999.

(L.S.)

W. V. WILSON, Chairman
S. C. BIGGS, Commission Member

Approved,

MICHAEL ARMITAGE, Minister for Government Enterprises

SCHEDULE

Date of operation of these Rules:

Sunday the 27th day of June 1999.