

SUPPLEMENTARY GAZETTE



**THE SOUTH AUSTRALIAN
GOVERNMENT GAZETTE**

www.governmentgazette.sa.gov.au

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ADELAIDE, FRIDAY, 28 MARCH 2014

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STATE LOTTERIES ACT, 1966
LOTTERIES (GENERAL) RULES

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (General) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (General) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 4 July 2013 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966**LOTTERIES (GENERAL) RULES**

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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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 4 July 2013 are hereinafter referred to as “the Existing Rules”.
- 1.3 The Existing Rules are hereby revoked effective from the end of the day preceding the date of operation of these rules as specified in the Schedule to these Rules. These Rules will take effect immediately thereafter, except as provided in these Rules.
- 1.4 All current lotteries conducted by SA Lotteries at the date of these Rules will be conducted pursuant to the Existing Rules as if these Rules had not been made. For this purpose each draw in each type of lottery will be regarded as a separate lottery conducted by SA Lotteries.
- 1.5 These Rules are to be read in conjunction with the Rules applicable to each type of lottery conducted by SA Lotteries 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 as amended;

“Agent” means a person (other than a Master Agent) authorised by SA Lotteries pursuant to the Act to sell entries to the public in lotteries offered by SA Lotteries from time to time;

“Agent's Commission” means a charge determined by SA Lotteries to be paid by a player to an Agent and included in the price of each ticket in a lottery and the charge may vary between each type of lottery conducted by SA Lotteries from time to time;

“application form” means an application form for the issue of an Easisplay Club membership card that is completed in either physical form or electronically;

“Autopay period” in relation to any online lottery means:

- (a) in the case where an online account is nominated by an Easisplay Club member, as soon as practicable after the determination of the results of the draw;
- (b) in the case of an unclaimed prize won on a multi-week entry purchased by an Easisplay Club member, the period ending 28 days from midnight on the day of determination of the results of the final draw as shown on the ticket;
- (c) in the case of a prize less than the amount determined by SA Lotteries, the prize will not autopay until a subsequent prize is won bringing the consolidated prize amount above the amount determined by SA Lotteries, and payment will then be made in accordance with either placita (b) or (d). In the event that a subsequent prize is not won and autopaid within 12 months, the prize will be forfeited;
- (d) in all other cases, the period ending 28 days from midnight on the day of determination of the results of the draw;

or such other period as determined by SA Lotteries;

“bearer” means:

- (a) in relation to a ticket, the holder of that ticket; or
- (b) in relation to an electronic entry, the registered player to whom an electronic ticket is issued;

“Bloc Agreement” means an agreement between different lottery operators for the purpose of promoting and conducting a nominated game;

“cancelled” in relation to an entry means cancelled in accordance with Rule 14 or as otherwise determined by SA Lotteries to be cancelled and incapable of winning a prize;

“close of acceptance of entries” means the date and time determined by SA Lotteries after which entries and/or syndicate entries will not be accepted;

“conditions” means the conditions to which an issued ticket is subject and includes instructions printed on a coupon or a ticket in any type of lottery or available through any form of electronic media;

“coupon” means a printed form for requesting an entry in an online lottery;

“Draw” includes a draw, determination or series;

“Easiplay Club member” means a player whose personal details have been provided to SA Lotteries and have been recorded for the purpose of providing a player registration service to the player;

“electronic request” means a request for an entry in an online lottery placed via a selling point of an internet site;

“electronic ticket” means a ticket or confirmation of order in an online lottery generated at the selling point of an internet site that is linked to a central computer system used in the SA Lotteries’ business to generate and/or validate tickets upon acceptance of an electronic request for entry;

“entry” means an entitlement to participate in a lottery on payment of its price as evidenced by the issue of a ticket(s) for that lottery;

“entry fee” means the cost of an entry in a lottery as determined by SA Lotteries, excluding the Agent’s Commission and any handling fee charged for an electronic request, and SA Lotteries 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;
- (b) any one of the game panels of a ticket or electronic record of entry on which number selections are recorded; or
- (c) any one of the game panels on an Instant Scratch-Its ticket,

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

“Head Office” means the principal place of business of the Master Agent;

“lottery” means a lottery as defined by the Act and conducted by SA Lotteries from time to time;

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

“Master Agent” means a person appointed by SA Lotteries pursuant to the Act as exclusive master agent of SA Lotteries, to:

- (a) sell entries and pay prizes associated with those entries in lotteries offered by SA Lotteries from time to time;
- (b) appoint Agents; and
- (c) authorise the premises at which Agents may sell tickets for the purposes of section 19(10) of the Act.

“minor” means a minor as defined by the Act;

“online lottery” means a lottery in which SA Lotteries generates a ticket through a selling point terminal;

“player” means, in relation to a lottery, a person who purchases and receives a ticket;

“price” in relation to an entry or a gift voucher means the entry fee or purchase price, the Agent’s Commission and any handling fee for an electronic request paid on request of an entry or purchase of a gift voucher;

“printed ticket” means a ticket in an online lottery generated by a selling point terminal upon acceptance of a coupon or verbal request for entry.

“SA Lotteries” means the Lotteries Commission of South Australia and includes the Master Agent acting in its capacity as agent of the Lotteries Commission of South Australia (except where expressly stated otherwise or the context requires);

“selling point” means an Agent’s place of business or an internet site that is linked to a central computer system, or any other computer system used in the SA Lotteries’ business to process requests for entries, where the price may be paid or received, or such other place as determined by SA Lotteries;

“selling point terminal” means the computer equipment located at an Agent’s place of business, an internet site that is linked to a central computer system used in the SA Lotteries’ business to generate and/or validate tickets, or such other place as determined by SA Lotteries;

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

“symbol” includes an amount, number, picture, word or any other representation (but excludes any security code) appearing on an entry;

“syndicate entry” means an entry relating to one or more lotteries that is divided into a number of equal shares;

“syndicate player” mean a person is the bearer of a valid syndicate share;

“syndicate share” means a share of a syndicate entry;

“syndicate share price” means the price payable by a syndicate player to participate in a syndicate entry, rounded as necessary to the nearest whole cent in accordance with these Rules;

“ticket” means either:

- (a) a printed ticket, including a ticket evidencing a syndicate share;
- (b) an electronic ticket; or
- (c) a ticket in an Instant Scratch-Its lottery, as defined in the Lotteries (Instant Scratch-Its) Rules.

“ticket checker” means a reading device provided at an agency to allow players to determine the prize status of a printed ticket or an Instant Scratch-Its ticket.

“Ticket Packs” means a selection of tickets promoted from time to time that includes tickets from a variety of lotteries.

“traditional lottery” means a lottery in which a maximum number of entries is offered for sale and the prize winning entries are ascertained at such time and in such manner as SA Lotteries determines.

2.2 Unless the contrary intention appears:

- 2.2.1 headings are for convenient reference only and do not limit or extend the meaning of 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 SA Lotteries may at any time and from time to time make or vary any determination under these Rules.

3 *General*

- 3.1 SA Lotteries may at any time amend or abrogate all or part of the Lottery Rules, whether or not an entry has been accepted 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 determined by SA Lotteries.
- 3.3 By submitting a request for an entry (whether by coupon, verbal or electronic), a player will be deemed to agree to be bound by the Lottery Rules. If a ticket is issued, it will be on the basis that the player is so bound.
- 3.4 Where applicable, the Lottery Rules are to be read in conjunction with and as part of any Bloc Agreement entered into by SA Lotteries for the conduct of any Bloc lottery. If there is any inconsistency between a Bloc Agreement and the Lottery Rules, the provisions of the Lottery Rules will prevail.

4 *Agents*

- 4.1 Subject to the terms of any agreement between the Master Agent and SA Lotteries, the Master Agent:
 - 4.1.1 may receive an application in such form as it determines from a party interested in being appointed an Agent for the purpose of selling tickets in lotteries conducted by SA Lotteries;
 - 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 Master Agent determines;
and
- 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 tickets in lotteries conducted by SA Lotteries and will not have the power to pledge SA Lotteries' credit;
 - 4.2.2 must sign an agreement as specified by SA Lotteries;
 - 4.2.3 must comply with any directions or requirements issued by SA Lotteries (in writing or otherwise) concerning conduct of the Agent's business, including sale and return of tickets, selling point terminal operation, and provision of such details or returns of information or money or compliance with such performance criteria as SA Lotteries requires; and
 - 4.2.4 who breaches the said agreement or the Lottery Rules may at any time;
 - 4.2.4.1 have its appointment terminated by SA Lotteries; or
 - 4.2.4.2 be suspended for such period and on such terms and conditions as SA Lotteries determines.
- 4.3 A player who requests an entry in a lottery must pay the price at the time of purchase of the ticket.
- 4.4 Principal and Agent
 - 4.4.1 An Agent who is paid an Agent's Commission will be the player's agent for the purpose of submitting a request for entry to SA Lotteries.
 - 4.4.2 SA Lotteries (excluding the Master Agent) 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 SA Lotteries sells an entry or issues a ticket 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 SA Lotteries of any request for entry, whether electronically, through an Agent or by any other means; and
 - 5.1.2 must ensure that any coupon or electronic request submitted for entry is completed in accordance with these Rules and acknowledges that neither SA Lotteries or the Agent has any responsibility to check the same when accepting it.
 - 5.2 Receipt of a ticket (whether issued as a result of a coupon, verbal or electronic request) by a player constitutes an acknowledgment that the symbols and other

details it contains are the player's selections. A player who does not immediately notify the selling point terminal operator of any error will be deemed to have accepted that the symbols and other details are their selections. No coupon or other evidence will thereafter be valid for the purposes of proving an entry in a draw.

- 5.3 If details on a ticket in a lottery differ from the central computer record of that ticket, the central computer record will be the sole determinant in identifying what prize (if any) is payable in respect of the ticket.
- 5.4 SA Lotteries will not be liable where an Agent has altered a coupon in any way without the player's authority.
- 5.5 Neither SA Lotteries nor an Agent, nor an employee or agent of either, will be liable:
- 5.5.1 if a selling point terminal fails to read a coupon and operator intervention is required to correctly process the coupon or if an operator incorrectly keys into the selling point terminal from the player's verbal or coupon 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 SA Lotteries 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 any 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 SA Lotteries,

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 SA Lotteries or such Agent, or an employee or agent of either.

- 5.6 In respect of:
- 5.6.1 any representation made by an employee or any other person on SA Lotteries' behalf;
- 5.6.2 loss or damage arising from an unlawful act by an employee or agent of SA Lotteries 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 any failure of or malfunction in any selling point terminal or central computer system used in the SA Lotteries' business, an Agent or any person on either's behalf, in respect of which a claim is made; or
- 5.6.5 subject to Rule 6.6 a cancelled entry.

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

- 5.7 SA Lotteries 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 SA

Lotteries 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 unless otherwise required by law.

- 5.8 Any decision made by SA Lotteries concerning any lottery conducted by it (including but without limiting the generality thereof 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 participating in that lottery and on every person making a claim in respect of that lottery.

6 *Entry and Tickets*

- 6.1 A coupon or verbal or electronic request for an entry may be delivered or forwarded to SA Lotteries by a player or an Agent.
- 6.2 The price of an entry must be paid in either Australian currency, by bank cheque, by credit card, by funds transfer from a player's account or by redemption of an SA Lotteries gift voucher or such other means as SA Lotteries 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, SA Lotteries may decline to issue an entry until the cheque has been cleared by the bank on which it is drawn.
- 6.3 SA Lotteries or an 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 6.3 the issue of a ticket by a selling point terminal will constitute acknowledgment by SA Lotteries of acceptance of the request for entry in the online lottery referred to on the ticket.
- 6.5 Subject to Rule 6.3 the scanning of an Instant Scratch-Its ticket by the selling point terminal at the time of sale will constitute acknowledgement by SA Lotteries of acceptance of the request for entry into the series referred to on the Instant Scratch-Its ticket.
- 6.6 If SA Lotteries or an Agent decides that an issued online lottery ticket is defective and the prize winners in the draw to which it relates have not been determined, SA Lotteries or an Agent may cancel the ticket and at its discretion either:
- 6.6.1 replace the ticket with another ticket, in which event the player will be taken to have authorised an employee of SA Lotteries or an 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 draw for the appropriate lottery; or
- 6.6.2 refund the price of the ticket to its bearer or the player.
- 6.7 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.
- 6.8 A player who requests to return a ticket in an online lottery for any other reason may apply to SA Lotteries or an Agent to cancel the ticket:
- 6.8.1 for all lotteries, excluding Keno, the ticket must be cancelled at the place of purchase and prior to the close of acceptance of entries in respect of the first draw on that ticket;

6.8.2 for Keno, a ticket must be cancelled at the place of purchase and prior to the close of acceptance of entries in respect of the draws from which the player wishes to cancel their participation.

SA Lotteries or an Agent may at its absolute discretion accept or reject the return of the ticket. On return of a ticket, a player will be entitled at their option to:

6.8.3 a full refund of the price of the ticket or, in the case of a Keno, a consecutive draw entry, the price of the undrawn portion of the ticket; or

6.8.4 a further ticket in exchange for the returned ticket.

6.9 A player who requests to return an Instant Scratch-Its ticket must apply to the selling Agent at the time of purchase. The selling Agent may at its absolute discretion accept or reject the return of the Instant Scratch-Its ticket. On return of an Instant Scratch-Its ticket, a player will be entitled at their option to:

6.9.1 a full refund of the price of the Instant Scratch-Its ticket; or

6.9.2 a further Instant Scratch-Its ticket of the same monetary value in exchange for the returned Instant Scratch-Its ticket.

6.10 A ticket must not be altered. Any alteration will have no validity for any purpose.

6.11 No cash refund will be made except as provided under these Rules.

6.12 A printed ticket in an online lottery (excluding Super 66 and traditional lotteries) used in a previous draw(s) may be replicated for entry in the next occurring draw(s) by presenting the printed ticket to an Agent and allowing the selling point terminal to read the 'play it again' code, thereby generating a printed ticket with the same number selection and games for the next occurring draw(s).

6.13 A player may be entitled to purchase a 'best pick' entry, as determined by SA Lotteries, whereby the selling point terminal will select and optimise the mix of standard entries based on the amount and games specified by the player across the lotteries conducted by SA Lotteries, equivalent or as close as possible to the nominated dollar amount. SA Lotteries will determine the minimum dollar value required for the game options selected.

7 *Electronic Request for Entry*

7.1 A player cannot submit a request for entry to SA Lotteries or an Agent by post.

7.2 A player who sends a request for entry to SA Lotteries or an Agent electronically must:

7.2.1 do so prior to the close of acceptance of entries for the draw of the lottery to which it relates;

7.2.2 comply with all laws of any applicable jurisdiction regulating lotteries of the type in which the player seeks to participate; and

7.2.3 in the case of an electronic request for entry:

7.2.3.1 first establish an account for use in connection with the player's participation in the lottery; and

7.2.3.2 have sufficient funds held in credit in the account to pay the price of any entry requested.

- 7.3 SA Lotteries or an Agent may refuse to accept a request for entry received electronically that:
- 7.3.1 does not comply with the Lottery Rules; or
 - 7.3.2 is not accompanied by full payment of the price.
- 7.4 A request for entry received electronically may, at the absolute discretion of SA Lotteries or an Agent;
- 7.4.1 be entered in the draw(s) nominated by the player;
 - 7.4.2 if not received in time for it to be processed for participation in a particular draw(s), be entered in the next draw(s) of the same lottery;
 - 7.4.3 if accompanied by payment other than in cash or equivalent by bank cheque, be entered in the next available draw(s) of the lottery for which it is intended after full payment is credited to the account of SA Lotteries or an Agent, as the case may be; or
 - 7.4.4 in any other case, be entered in the draw(s) current at the date on which SA Lotteries or an Agent processes the entry.

8 *Syndicate Entry*

- 8.1 A syndicate entry may be formed for each lottery or a combination of each and any of the lotteries by:
- 8.1.1 SA Lotteries (“central syndicate”);
 - 8.1.2 the Agent (“store syndicate”); or
 - 8.1.3 a group of two (2) or more Agents (“group syndicate”).
- 8.2 If a syndicate share remains unsold 10 minutes prior to the close of acceptance of entries for the first draw applicable to the syndicate entry, the syndicate share is automatically issued:
- 8.2.1 for a store syndicate to the Agent that formed the syndicate entry;
 - 8.2.2 for a group syndicate;
 - 8.2.2.1 to the Agent who is responsible for the sale of the syndicate share; or
 - 8.2.2.2 to the Agent who cancelled the syndicate share if the syndicate share was sold and then cancelled by an Agent; or
 - 8.2.2.3 in accordance with Rule 8.2.3.2 if SA Lotteries participated in the syndicate and was responsible for the sale of the relevant syndicate share;
 - 8.2.3 for a central syndicate;
 - 8.2.3.1 to the Agent who cancelled the syndicate share if the syndicate share was sold and then cancelled by an Agent; or
 - 8.2.3.2 to a person (at no cost to that person) who is at that time an Easiplay Club member and to whom the selling point terminal randomly registers the syndicate share;

- 8.3 If a syndicate share is issued under Rule 8.2.1, 8.2.2.1, 8.2.2.2, or 8.2.3.1 SA Lotteries will collect the amount owing for the syndicate share from the Agent to whom the syndicate share is issued under this Rule.
- 8.4 A syndicate player must pay the syndicate share price in respect of each syndicate share at the time of purchase by the syndicate player (except for syndicate shares issued under Rule 8.2.3.2).
- 8.5 A syndicate entry will be cancelled if all syndicate shares remain unsold prior to the close of acceptance of entries for the first draw applicable to the syndicate entry.

9 *Easisplay Club*

- 9.1 To become an Easisplay Club member, an applicant must complete a current application form and forward it to SA Lotteries either directly or through any Agent's place of business.
- 9.2 SA Lotteries may impose membership charges as it determines at any time. Prior to the imposition or any change to such a charge, SA Lotteries will provide notification to players.
- 9.3 SA Lotteries will be entitled to assume that any Easisplay Club member or any applicant for Easisplay Club membership is not a minor. An Easisplay Club member or an applicant for Easisplay Club membership must provide such evidence of their age as SA Lotteries requires. If SA Lotteries subsequently ascertains that Easisplay Club membership has been issued to a minor, SA Lotteries will cancel such membership and, in accordance with these Rules, decline to pay any prize that would otherwise have been payable.
- 9.4 An Agent, to whom a duly completed application form is submitted, together with such evidence of the applicant's age as the Agent may require, will forthwith issue an Easisplay Club temporary membership slip to the applicant for immediate use. The autopay facility will be activated once the Easisplay Club application form is processed and accepted by SA Lotteries.
- 9.5 Once a duly completed application form has been processed and accepted by SA Lotteries, the member's personal details will be included in the Easisplay Club database and an actual or electronic Easisplay Club card will be issued and details provided to the member. Subject to the issuing conditions, the card will be evidence of Easisplay Club membership.
- 9.6 An Easisplay Club member must ensure that SA Lotteries is advised of any changes to details held in the Easisplay Club database. When requested by SA Lotteries, an Easisplay Club member must sign and send a change of details form through any selling point or directly to Head Office. Neither SA Lotteries nor any agent will be liable to make good any loss incurred in respect of any prize forwarded to an address shown in the Easisplay Club database at the time of expiration of the relevant claim period.
- 9.7 SA Lotteries will maintain a record of the information provided by each Easisplay Club member and will be permitted to use that information for the purpose of distributing advertising material and similar information. An Easisplay Club member who does not want to receive such material or information must advise SA Lotteries in writing. SA Lotteries will use its best endeavours to protect each member's personal information and maintain the highest level of confidentiality.
- 9.8 SA Lotteries shall be entitled to refuse a new membership or cancel an existing membership, for whatever reason, without the requirement to outline the reasons for such refusal or cancellation.

- 9.9 Once SA Lotteries has paid a prize won on a ticket purchased on presentation of an Easiplay Club membership card, there will be no further claim to that prize.
- 9.10 If a player who complies with the requirements of these Rules reports that a winning ticket is lost, SA Lotteries may decline to pay the prize to the ticket's bearer.
- 9.11 If a person ("the bearer") lodges a printed ticket that bears the name of an Easiplay Club member ("the member") with SA Lotteries for payment of a prize, but the bearer fails to produce the corresponding Easiplay Club membership card, SA Lotteries will invite the bearer to provide a statutory declaration and such other documentation as SA Lotteries requires to determine the rightful owner of the printed ticket.
- 9.11.1 If SA Lotteries is satisfied that the bearer is the rightful owner of the printed ticket, and the prize has not been autopaid to the member in accordance with Rule 12.15, SA Lotteries will pay the prize to the bearer and neither the member nor any other person will have any claim in respect of the printed ticket.
- 9.11.2 A decision by SA Lotteries under this Rule is final and without appeal. SA Lotteries has no obligation beyond the strict requirements of this Rule to provide a right to be heard in relation to its decision.
- 9.12 The procedure under Rule 9.11 is not available to a ticket's bearer after expiration of the Autopay period as determined by SA Lotteries. After expiration of that period any prize payable in respect of the ticket will only be paid to the member whose name first appears on the application form.
- 9.13 If:
- 9.13.1 a prize is won on a ticket purchased on presentation of an Easiplay Club membership card; and
- 9.13.2 the ticket's bearer has not claimed the prize at the expiration of the Autopay period,
- SA Lotteries will pay the prize into the account nominated by the member or by such other means as determined by SA Lotteries. Thereafter, the ticket's bearer will have no claim to the prize.

10 *Gift Vouchers*

- 10.1 SA Lotteries may make available to players the purchase of gift vouchers for such defined value(s) as determined by SA Lotteries from time to time.
- 10.2 The price of a gift voucher must be paid in Australian currency, by credit card, by funds transfer from a player's account or by such other means as SA Lotteries determines. Payment must be made at the time of requesting the gift voucher.
- 10.3 SA Lotteries may include a security code on any part of the gift voucher for the purpose of identifying counterfeit or reconstituted gift vouchers.
- 10.4 A security code may be:
- 10.4.1 symbols or other markings; and
- 10.4.2 printed, stamped, embossed or otherwise shown on the gift voucher.
- 10.5 A gift voucher can only be presented once for redemption unless otherwise determined by SA Lotteries.

- 10.6 Gift vouchers must be redeemed within twelve months of their date of issue or such other period as determined by SA Lotteries.
- 10.7 A gift voucher will not be redeemable for cash.
- 10.8 Any player who claims to be entitled to redeem a gift voucher but:
- 10.8.1 whose gift voucher has not been identified by a central computer system used in the SA Lotteries' business as a validly issued gift voucher; or
- 10.8.2 considers that their gift voucher has been incorrectly evaluated by SA Lotteries;
- may lodge a claim with SA Lotteries.
- 10.9 A claim under Rule 10.8:
- 10.9.1 may be lodged with SA Lotteries either personally or by registered mail;
- 10.9.2 must reach SA Lotteries within the period specified for the redemption of a gift voucher;
- 10.9.3 must be accompanied by the gift voucher in question and proof of purchase, clearly endorsed with the claimant's full name and address; and
- 10.9.4 if posted, must be accompanied by a self-addressed envelope bearing the correct postage.
- 10.10 SA Lotteries:
- 10.10.1 will not be obliged to recognise any claim not identified by a central computer system used in the SA Lotteries' business within the period specified for the redemption of a gift voucher; and
- 10.10.2 may in its absolute discretion accept or refuse to accept a claim in whole or in part.
- 11 *Disqualifications*
- 11.1 Notwithstanding that:
- 11.1.1 acceptance of entries into a lottery has closed;
- 11.1.2 a ticket may have issued; or
- 11.1.3 the draw has occurred in respect of which the ticket is entered
- an entry in a lottery may be disqualified and no prize claim shall be made in respect of it, if SA Lotteries is of the opinion that it should be so disqualified. Any ticket which has issued in respect of an entry in a lottery which is disqualified shall automatically be cancelled.
- 11.2 The reasons for disqualification may include but are not limited to:
- 11.2.1 failure to pay the full price of entry;
- 11.2.2 reasonable suspicion of fraud or attempted fraud (whether computer related or otherwise);
- 11.2.3 reasonable suspicion of unauthorised use of a selling point terminal or central computer system used in the SA Lotteries' business; or

- 11.2.4 any other breach of these Rules which justifies disqualification.
- 11.3 SA Lotteries shall use its best endeavours to notify a player whose name and address is known to SA Lotteries that an entry has been disqualified and the reason therefor and SA Lotteries shall refund to the player any price paid. Where SA Lotteries does not know the name and address of a player, SA Lotteries shall publicise, in a manner determined by SA Lotteries, the disqualification of such an entry.
- 11.4 If an entry which would otherwise be eligible for a prize, is disqualified during the claim period then the value of the remaining prizes shall be varied to take into account such disqualification.
- 12 *Payment of Prizes*
- 12.1 SA Lotteries' records as to payment of prizes in respect of a ticket shall be conclusive.
- 12.2 No prize will bear interest as against SA Lotteries.
- 12.3 Any prize won on a syndicate share entry will be payable to the bearer of the syndicate share entry to the extent of the bearer's entitlement as appears on the syndicate share entry, rounded in each division to the nearest whole cent above or below the bearer's syndicate share of the actual prize otherwise payable, with any resulting surplus being paid into the Division 1 prize pool, and any shortfall being drawn from the Division 1 prize pool.
- 12.4 Payment of prizes won on printed tickets or Instant Scratch-Its tickets:
- 12.4.1 greater than \$5000 or such other amount as SA Lotteries determines may be made by electronic funds transfer or by such other means as SA Lotteries determines. Such prizes must be claimed at Head Office (unless an Agent has obtained prior approval from SA Lotteries to make a cash payment).
- 12.4.2 greater than \$500 but equal to or less than \$5000 or such other amount as SA Lotteries determines (either generally or in relation to a particular lottery) may be made in cash, by electronic funds transfer or by such other means as SA Lotteries determines. Such prizes may be claimed at Head Office or at an agency with the means to make a cash payment.
- 12.4.3 equal to or less than \$500 or such other amount as SA Lotteries determines shall be payable in cash, by electronic funds transfer or by such other means as SA Lotteries determines by Head Office, or in cash by any Agent.
- 12.5 Payment of prizes won on an electronic ticket will be paid by electronic funds transfer directly into the account established for use in connection with the player's participation in electronic requests.
- 12.6 A handling fee (which may include postage costs and a processing fee) will be charged in each case as SA Lotteries determines for payment of prizes won on printed tickets or Instant Scratch-Its tickets by electronic funds transfer or such other manner as SA Lotteries determines. The handling fee will be deducted from the prize.
- 12.7 A non-refundable claim administration fee as determined by SA Lotteries may be required to accompany a claim for an ex gratia payment under section 16D of the Act.

- 12.8 The applicant for payment of a prize must provide their name and address:
- 12.8.1 for payment of a prize greater than \$5000 (or such other amount as provided by law) in any online lottery;
 - 12.8.2 for payment of any prize to be paid by electronic funds transfer; or
 - 12.8.3 in any other case as required by SA Lotteries.
- 12.9 A printed ticket or Instant Scratch-Its ticket forwarded by post for payment of a prize must have the winner's name and address completed on its reverse.
- 12.10 A prize claim incomplete in any detail required by SA Lotteries may be rejected.
- 12.11 SA Lotteries may decline to pay a prize in respect of any ticket presented as evidence of a winning entry if, in SA Lotteries' opinion:
- 12.11.1 the ticket was purchased by a minor or an Easiplay Club membership card issued to a minor was submitted at the time of purchase of the ticket;
 - 12.11.2 any number or security marking on the ticket has been tampered with in any way; or
 - 12.11.3 the ticket has been stolen, mutilated, altered, defaced or is counterfeit, misprinted, illegible, incomplete or defective in any way; or
 - 12.11.4 the ticket was found to have been purchased fraudulently,
- and furthermore, SA Lotteries shall retain such a ticket for such period as SA Lotteries determines.
- 12.12 A ticket that has been recorded as cancelled on a central computer system used in the SA Lotteries' business will be of no validity in claiming a prize. The player will have no claim against SA Lotteries (whether such cancelled recording is at the player's request or due to a computer system malfunction, operator error or otherwise). A ticket incorrectly recorded on a central computer system used in the SA Lotteries' business will be deemed cancelled. SA Lotteries will determine whether a ticket has been correctly recorded.
- 12.13 A ticket identified by a central computer used in the SA Lotteries' business system as a prize winning ticket may, after evaluation by a selling point terminal and payment of the prize, be retained by SA Lotteries for such period as SA Lotteries determines.
- 12.14 Where a prize winning ticket processed in accordance with these Rules is acknowledged by a central computer system used in the SA Lotteries' business to contain an entry in any online lottery that has not yet been drawn or conducted, the selling point terminal operator will issue an exchange ticket to the bearer. The exchange ticket will contain the same selections and specify the remaining draw numbers in which it will be entered.
- 12.15 Subject to Rule 9.11, an Easiplay Club member who has not claimed a prize within the Autopay period will be paid by electronic funds transfer for the prize in favour of the name and details on the Easiplay Club database at the time of issue, provided that:
- 12.15.1 in SA Lotteries' opinion, the name and details are adequate to ensure safe delivery; and
 - 12.15.2 the net amount of the payment payable to the player exceeds the handling fee as determined by SA Lotteries.

- 12.16 A claim for a prize already paid by SA Lotteries will not be considered.
- 12.17 Subject to the provisions of the Act, a claim for a prize received by SA Lotteries outside the relevant claim period will not be considered, nor will SA Lotteries accept or recognise any reason for late lodgement or receipt of a claim.
- 12.18 a) Prizes in a lottery, other than a special appeal lottery, not collected or taken delivery of within 12 months of the date of the draw or such other date as SA Lotteries determines, will be forfeited in accordance with the Act.
- b) Prizes in a special appeal lottery not collected or taken delivery of within the period specified by the Minister will be payable to the beneficiary or beneficiaries of the net proceeds of the special appeal lottery, in the proportions specified by the Minister.

13 *Syndicates and Payment of Prizes to Bearer*

- 13.1 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 redemption, notwithstanding:
- 13.1.1 any name on the ticket;
- 13.1.2 any name on an application form for an Easisplay Club membership card submitted at the time of purchase of the ticket;
- 13.1.3 any name and address in the database for an Easisplay Club membership card submitted at the time of purchase of the ticket;
- 13.1.4 that a person has reported the ticket's loss to SA Lotteries;
- 13.1.5 that SA Lotteries 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
- 13.1.6 that payment is made to a person not named on an application form for an Easisplay Club membership card submitted at the time of purchase of the ticket.
- Payment of any prize to the bearer of the ticket will be deemed a full and final discharge of SA Lotteries' liability in respect of the ticket.
- 13.2 SA Lotteries will not be bound:
- 13.2.1 by any agreement made between any syndicate or group participants other than an agreement between SA Lotteries and a player in a central syndicate; or
- 13.2.2 to take notice or to see to the execution of any trust whether express, implied or constructive to which a ticket may be subject.

14 *Cancellation of Lottery or Ticket*

- 14.1 SA Lotteries may in respect of any lottery conducted by it:
- 14.1.1 cancel the lottery;
- 14.1.2 cancel any ticket without cancelling the lottery to which it relates; or
- 14.1.3 recall any Instant Scratch-Its ticket(s) 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 SA Lotteries in its absolute discretion determines. Such cancellation may be effected either before or after the draw or payment of prizes in any lottery.

- 14.2 If SA Lotteries cancels a lottery it may:
- 14.2.1 pay anyone who has purchased a ticket in the lottery the price of the ticket;
 - 14.2.2 conduct another lottery (“the second lottery”) and issue to anyone who purchased a ticket in the cancelled lottery a ticket in the second lottery. The price of a ticket and the value and number of prizes in the second lottery will not differ from the price of a ticket and the value and number of prizes in the cancelled lottery; or
 - 14.2.3 deal with the tickets in the cancelled lottery in such manner as SA Lotteries considers fair and reasonable in all the circumstances.
- 14.3 If SA Lotteries cancels a ticket in a lottery it may:
- 14.3.1 repay the price of the ticket; or
 - 14.3.2 issue another ticket with a different serial number in the same lottery,
- and in either case the cancelled ticket will not be included with other tickets in determining the prizes of the lottery to be won.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966**LOTTERIES (SATURDAY X LOTTO) RULES**1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Saturday X Lotto) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (Saturday X Lotto) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 16 August 2012 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966**LOTTERIES (SATURDAY X LOTTO) RULES**

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (Saturday X 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 "X Lotto" as played on a Saturday or such other day as determined by the Bloc members.

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 the Bloc Agreement entered into by SA Lotteries with other lottery operators for the promotion, conduct and sale of tickets in *inter alia* the game drawn generally each Saturday night 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 on the 14th day thereafter;

"drawing equipment" means equipment operated by the Bloc members for ascertaining the winning numbers;

"QuickPick entry" means a nomination made by a player indicating that the player wishes to make a QuickPick selection in accordance with Rule 6 of these Rules.

"X Lotto" means a lottery drawn on a Saturday or such other day or days 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 provide participation for the number of games selected and paid for in one (1) draw only.
- 3.3. The minimum number of games that must be completed will be four (4) or such number as otherwise determined by SA Lotteries.
- 3.4. There will be a limit to the maximum number of games that can be played, including that in any one draw:
 - 3.4.1. SA Lotteries may decline to issue more than 1,000 entries to a player; and
 - 3.4.2. a player can be issued with no more than 201,000 equivalent games.

- 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks or such lesser period as determined by SA Lotteries.
- 3.6. Subject to Rule 6, a player may enter a draw by:
 - 3.6.1. submitting a coupon provided for that purpose from time to time by SA Lotteries, together with an Easiplay Club membership card if applicable; or
 - 3.6.2. making a verbal or electronic request at the selling point, together with providing an Easiplay Club membership card if applicable.
- 3.7. In the case of a coupon:
 - 3.7.1. a player's forecast must be marked by hand with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as SA Lotteries determines. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. No other mark will be accepted. A coupon must not be marked in red.
 - 3.7.2. the relevant "system/pick" box must be left blank.
 - 3.7.3. a player who marks a "top up games" box will be taken to have authorised the selling point terminal operator to generate a random forecast of a sufficient quantity of numbers to complete the game, the coupon or the nominated number of games, as the case may be.
 - 3.7.4. if a player marks more than the specified number of squares in any game, a ticket will not issue until the player has either nominated the number(s) to be deleted or nominated a system/pick entry. The player may be required to complete another coupon.
 - 3.7.5. if a player marks fewer than the specified number of squares in any game and does not mark the relevant "top up games" box, a ticket will not issue until the player has either nominated the number(s) to be added or nominated a top up games entry or a system/pick entry.
4. *Multi-Week Entry*
 - 4.1. A player may enter their number forecasts for a series of consecutive draws by marking the appropriate square in the "multi-week" box on a coupon or by verbally or electronically requesting such an entry at the selling point. The number of consecutive draws that may be entered in this way is up to 52 weeks or such lesser period as determined by SA Lotteries.
 - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.
5. *System/Pick Entry*
 - 5.1. A player may create a system/pick entry by forecasting or causing to be forecast 4, 5 or from 7 to 20 numbers, rather than the 6 to be forecast in the case of an ordinary entry.
 - 5.2. In the case of a coupon, a system/pick entry must be completed by marking the relevant "system/pick" box and forecasting or causing to be forecast the quantity of numbers corresponding to the system/pick to be entered by the player. (Thus, to play system 7, 7 numbers are forecast; to play system 8, 8 numbers are forecast and so on to a maximum of 20 numbers forecast to play a system 20 entry.) In all other instances, a system/pick entry is created by verbally or electronically

requesting such an entry at the selling point. Ordinary and system/pick entry participation will be accepted if completed on the same coupon and more than one system/pick entry type can be played on the one coupon.

- 5.3. In the case of a coupon, if more numbers are marked in any game than the requested system/pick requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in any game than the requested system/pick requires and the relevant "top up games" box is not marked, a ticket will not issue until the player has either nominated the number(s) to be added or selected a top up games entry.
- 5.4. Picks 4 and 5 are entries in which the quantity of numbers forecast is less than 6 numbers.
- 5.5. A pick 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:
- $$\frac{(45 - P)!}{39! \times (6 - P)!} \quad (\text{where } P = \text{pick number})$$
- 5.6. A player who seeks to participate in a pick 4 entry must forecast or cause to be forecast any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining unforecast numbers. This pick entry will be equivalent to playing 820 games of 6 numbers.
- 5.7. A player who seeks to participate in a pick 5 entry must forecast or cause to be forecast any 5 numbers. These 5 numbers will be combined with each of the remaining unforecast numbers in turn. This pick entry will be equivalent to playing 40 games of 6 numbers.
- 5.8. A player who seeks to participate in a system 7 to 20 entry inclusive must forecast or cause to be forecast the quantity of numbers according to the system number to be played. 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 18 games of any type of system/pick entry on the one coupon or such other number as the Master Agent determines.
- 5.10. A system/pick entry may be entered for multi-week participation, in which case the Rules relating to multi-week and QuickPick entries will also apply.
- 5.11. The price of a system/pick entry will be as determined by SA Lotteries from time to time.

6. *QuickPick Entry*

- 6.1. A player can play by means of a QuickPick nomination at the selling point whereby the selling point terminal will process the information nominated by the player to generate a forecast of the type nominated by the player. Such entries will be limited to such number of games for an ordinary entry, and subject to Rule 3.4, such number of any type of system or pick entry, as SA Lotteries determines.
- 6.2. When using a coupon, QuickPick entries can be played by marking the appropriate 'top up games' box or the 'top up selection' box (if this option is

available) and will be limited to 6, 12, 14, 18, 25, 36 or 50 games (of 6 numbers) for an ordinary entry, and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.

- 6.3. The QuickPick forecast will be generated by the selling point terminal, and the generated selections will be deemed to be those selections nominated by the player 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 determined by the Bloc members.
- 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 final 2 balls will be the supplementary numbers.
- 7.5. There will be 6 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.

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

8. *Supervision of Draw*

- 8.1. The selection of winning numbers and supplementary numbers will be conducted in such manner as agreed by the Bloc members and:
- 8.1.1. will be supervised by the appropriate representatives for the State in which the draw is conducted; and
- 8.1.2. 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 ordinary entry in a game.
- 9.2. 60% of the total entry fees received for each draw (or such greater amount as SA Lotteries determines) will be allocated as the prize pool.
- 9.3. SA Lotteries will pay the percentage referred to in Rule 9.2 into an aggregate prize pool to which each of the Bloc members must contribute the same percentage of the total entry fees received by them.
- 9.4. The total 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 or 5 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 between the prize divisions in accordance with the determination of SA Lotteries, after consultation with the Bloc members.
- 10.2. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SA Lotteries, will be advised to players by way of SA Lotteries' website and at all selling points, at least fourteen (14) days prior to their operational date.
- 10.3. Notwithstanding any other Rule, SA Lotteries may, at its discretion round out the amount of any prize other than a Division 1 prize to the nearest five cents above or below the actual prize otherwise payable. The resulting surplus or deficit will be added to or deducted from the Division 1 prize pool.

11. *Prize Reserve Fund*

- 11.1. From time to time, SA Lotteries 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 prizes will be reduced *pro rata* in all prize winning divisions. The amount set aside will be accumulated by SA Lotteries to constitute a pool called the Prize Reserve Fund.
- 11.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
 - 11.2.1. prizes in respect of missed prize entries for lotteries conducted by SA Lotteries;
 - 11.2.2. additional or increased prizes in subsequent lotteries conducted by SA Lotteries;in such amount(s) and to such player(s) as SA Lotteries in its absolute discretion determines.
- 11.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.
- 11.4. In the event that the game of X Lotto as played on a Saturday is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 11 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of X Lotto as played on a Saturday.

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 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 SA Lotteries guarantees a minimum prize payout in Division 1 of any draw, the amount by which SA Lotteries has augmented 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. SA Lotteries will publish the results of each draw 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;
 - 13.2.6. the date the claim period expires; and
 - 13.2.7. the guaranteed or estimated Division 1 prize pool in the next draw.

14. *Ticket Checkers*

- 14.1. Ticket checkers are located at all selling points except an internet site and are linked to the central computer system via the selling point terminal.
- 14.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each printed ticket into the scanning device.
- 14.3. A prize winning ticket must be identified by the central computer system as a prize winning ticket before payment of the prize is made.

15. *Prize Claims*

- 15.1. In the case of a Division 1 prize:
 - 15.1.1 prize money will be distributed after the claim period has elapsed;
 - 15.1.2 claims lodged within the claim period and determined by the central computer system to be prize winning tickets and any tickets

- subsequently identified as prize winning tickets will share equally in the prize pool available to winners in their respective division;
- 15.1.3 any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
- 15.1.4 prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, following the elapsing of the claim period.
- 15.2. In the case of prizes other than a Division 1 prize:
- 15.2.1. prize money will be paid as soon as practicable after the draw either at Head Office or an Agent's place of business upon presentation of the printed ticket, or as otherwise determined by SA Lotteries, subject to these Rules;
- 15.2.2. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, as soon as practicable after the draw; and
- 15.2.3. if a printed or electronic ticket includes a game that has won a prize in Division 2 or a lower division in addition to a Division 1 prize then the lower division prize will not be paid until the Division 1 prize is payable.
- 15.3. Any player who claims to be entitled to a prize but:
- 15.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
- 15.3.2. considers that their ticket has been incorrectly evaluated; or
- 15.3.3. has not obtained confirmation that their ticket has won a prize after its evaluation by the central computer system
- must lodge a claim with SA Lotteries in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.
- 15.4. A claim under Rule 15.1.3 or 15.3:
- 15.4.1. may be lodged with SA Lotteries either personally or by registered mail;
- 15.4.2. must reach SA Lotteries within 12 months of the relevant day; and
- 15.4.3. must be accompanied by the printed ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 15.5. SA Lotteries:
- 15.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within 12 months of the relevant day; and
- 15.5.2. may in its absolute discretion accept or refuse to accept any claim in whole or in part.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966**LOTTERIES (MONDAY AND WEDNESDAY X LOTTO)
RULES**1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Monday and Wednesday X Lotto) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (Monday and Wednesday X Lotto) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 16 August 2012, as amended by the amendments published in the *Government Gazette* on 10 October 2013 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966**LOTTERIES (MONDAY AND WEDNESDAY X LOTTO)
RULES**

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (Monday and Wednesday X 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 “X Lotto” as played on a Monday and Wednesday or such other day or days as determined by the Bloc members.

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 the Bloc Agreement entered into by SA Lotteries with other lottery operators for the promotion, conduct and sale of tickets in the game of X Lotto drawn generally on each Monday and Wednesday night 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 on the 14th day thereafter;

“Division 1 prize reserve” means the reserve created by Rule 9 from which Division 1 prizes are paid;

“drawing equipment” means equipment operated by the Bloc members for ascertaining the winning numbers;

“prize pool” means the pool created by Rule 10 from which Divisions 2 to 6 prizes are paid;

“QuickPick entry” means a nomination made by a player indicating that the player wishes to make a QuickPick selection in accordance with Rule 6 of these Rules;

“X Lotto” means a lottery drawn on a Monday and Wednesday or such other day or days 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 provide participation for the number of games selected and paid for in one (1) draw only.
- 3.3. The minimum number of games that must be completed will be four (4) or such number as otherwise determined by SA Lotteries.

- 3.4. There will be a limit to the maximum number of games that can be played, including that in any one draw:
 - 3.4.1. SA Lotteries may decline to issue more than 1,000 entries to a player; and
 - 3.4.2. a player can be issued with no more than 201,000 equivalent games.
- 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks or such lesser period as determined by SA Lotteries.
- 3.6. Subject to Rule 6, a player may enter a draw by:
 - 3.6.1. submitting a coupon provided for that purpose from time to time by SA Lotteries, together with an Easiplay Club membership card if applicable; or
 - 3.6.2. making a verbal or electronic request at the selling point, together with providing an Easiplay Club membership card if applicable.
- 3.7. In the case of a coupon:
 - 3.7.1. a player's forecast must be marked by hand with a cross mark in the centre of the square, a vertical mark in the centre of the square or by such other mark as SA Lotteries determines. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. No other mark will be accepted. A coupon must not be marked in red.
 - 3.7.2. the relevant "system/pick" box must be left blank.
 - 3.7.3. a player who marks a "top up games" box will be taken to have authorised the selling point operator to generate a random forecast of a sufficient quantity of numbers to complete the game, the coupon or the nominated number of games, as the case may be.
 - 3.7.4. if a player marks more than the specified number of squares in any game, a ticket will not issue until the player has either nominated the number(s) to be deleted or nominated a system/pick entry. The player may be required to complete another coupon.
 - 3.7.5. if a player marks fewer than the specified number of squares in any game and does not mark the relevant "top up games" box, a ticket will not issue until the player has either nominated the number(s) to be added or nominated a top up games entry or a system/pick entry.
4. *Multi-Week Entry*
 - 4.1. A player may enter their number forecasts for a series of consecutive draws by marking the appropriate square in the "multi-week" box on a coupon or by verbally or electronically requesting such an entry at the selling point. The number of consecutive draws that may be entered in this way is up to 52 weeks or such lesser period as determined by SA Lotteries.
 - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.

5. *System/Pick Entry*

- 5.1. A player may create a system/pick entry by forecasting or causing to be forecast 4, 5 or from 7 to 20 numbers, rather than the 6 to be forecast in the case of an ordinary entry.
- 5.2. In the case of a coupon, a system/pick entry must be completed by marking the relevant "system/pick" box and forecasting or causing to be forecast the quantity of numbers corresponding to the system/pick to be entered by the player. (Thus, to play system 7, 7 numbers are forecast; to play system 8, 8 numbers are forecast and so on to a maximum of 20 numbers forecast to play a system 20 entry.) In all other instances, a system/pick entry is created by requesting such an entry at the selling point. Ordinary and system/pick entry participation will be accepted if completed on the same coupon and more than one system/pick entry type can be played on the one coupon.
- 5.3. In the case of a coupon, if more numbers are marked in any game than the requested system/pick requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in any game than the requested system/pick requires and the relevant "top up games" box is not marked, a ticket will not issue until the player has either nominated the number(s) to be added or selected a top up games entry.
- 5.4. Picks 4 and 5 are entries in which the quantity of numbers forecast is less than 6 numbers.
- 5.5. A pick 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

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

- 5.6. A player who seeks to participate in a pick 4 entry must forecast or cause to be forecast any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining unforecast numbers. This pick entry will be equivalent to playing 820 games of 6 numbers.
- 5.7. A player who seeks to participate in a pick 5 entry must forecast or cause to be forecast any 5 numbers. These 5 numbers will be combined with each of the remaining unforecast numbers in turn. This pick entry will be equivalent to playing 40 games of 6 numbers.
- 5.8. A player who seeks to participate in a system 7 to 20 entry inclusive must forecast or cause to be forecast the quantity of numbers according to the system number to be played. 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 18 games of any type of system/pick entry on the one coupon or such other number as SA Lotteries determines.
- 5.10. A system/pick entry may be entered for multi-week participation, in which case the Rules relating to multi-week and QuickPick entries will also apply, as appropriate.

- 5.1.1. The price of a system/pick entry will be as determined by SA Lotteries from time to time.

6. *QuickPick Entry*

- 6.1. A player can play by means of a QuickPick nomination at the selling point whereby the selling point terminal will process the information nominated by the player to generate a forecast of the type nominated by the player. Such entries will be limited to such number of games for an ordinary entry and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.
- 6.2. When using a coupon, QuickPick entries can be played by marking the appropriate 'top up games' box or the 'top up selection' box (if this option is available) and will be limited to 6, 12, 14, 18, 25, 36 or 50 games (of 6 numbers) for an ordinary entry, and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.
- 6.3. The QuickPick forecast will be generated by the selling point terminal, and the generated selections will be deemed to be those selections nominated by the player 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 determined by the Bloc members.
- 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 final 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 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.
- Division 6 — player(s) who correctly forecast any 1 of the 6 winning numbers and both of the supplementary numbers in any one game.

8. *Supervision of Draw*

- 8.1. The selection of winning numbers and supplementary numbers will be conducted in such manner as agreed by the Bloc members and:
- 8.1.1. will be supervised by the appropriate representatives for the State in which the draw is conducted; and
- 8.1.2. will be final for the purpose of determining the prize winners in that draw.
- 8.2. The provisional amount of the prize pool will be announced at each draw.

9. *Division 1 Prize Reserve*

- 9.1. A percentage of the total entry fees received for each draw, as determined by SA Lotteries in consultation with Bloc members shall be put aside to accumulate as part of a Division 1 prize reserve.
- 9.2. SA Lotteries will pay from the Division 1 prize reserve:
- 9.2.1. if there are no more than four Division 1 winners, \$1 000 000 to each Division 1 winner; or
- 9.2.2. if there are more than four Division 1 winners, \$4 000 000 divided equally among the Division 1 winners.
- 9.3. If there is not enough money in the Division 1 prize reserve to pay the prizes mentioned in clause 9.2, SA Lotteries will draw upon the Prize Reserve Fund to fund any such shortfall.

10. *Prize Pool Allocation*

- 10.1. Only one prize can be won by any one ordinary entry in a game.
- 10.2. A percentage of the total entry fees received for each draw, as determined by SA Lotteries in consultation with Bloc members shall be allocated as the prize pool.
- 10.3. SA Lotteries will pay the amount determined in Rule 10.2 into an aggregate prize pool to which each of the Bloc members must contribute the same percentage of the total entry fees received by them.
- 10.4. The prize money allocated to each of Divisions 2 to 6 inclusive will be apportioned in equal shares between the winners in that division.
- 10.5. If there is no winner in any of Divisions 2, 3, 4 or 5 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.

11. *Prize Structure*

- 11.1. The prize pool will be distributed between Divisions 2 to 6 inclusive in accordance with the determination of SA Lotteries, after consultation with the Bloc members.
- 11.2. Any variation to the prize divisions or the prize pool distributions between Divisions 2 to 6 inclusive, as determined by SA Lotteries, will be advised to

players by way of SA Lotteries' website and at all selling points, at least fourteen (14) days prior to their operational date.

- 11.3. Notwithstanding any other Rule, SA Lotteries may, at its discretion round out the amount of any prize other than a Division 1 prize to the nearest five cents above or below the actual prize otherwise payable. The resulting surplus or deficit will be added to or deducted from the Prize Reserve Fund.

12. *Prize Reserve Fund*

- 12.1. From time to time, SA Lotteries 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 prizes will be reduced *pro rata* in all prize winning divisions. The amount set aside will be accumulated by SA Lotteries to constitute a pool called the Prize Reserve Fund.
- 12.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
 - 12.2.1. fund the shortfall of funds in the Division 1 prize reserve;
 - 12.2.2. prizes in respect of missed prize entries for lotteries conducted by SA Lotteries;
 - 12.2.3. additional or increased prizes in subsequent lotteries conducted by SA Lotteries;in such amount(s) and to such player(s) as SA Lotteries in its absolute discretion determines.
- 12.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.
- 12.4. In the event that the game of X Lotto as played on a Monday and Wednesday is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 12 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of X Lotto as played on a Monday and Wednesday.

13. *Publication of Results*

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

14. *Ticket Checkers*

- 14.1. Ticket checkers are located at all selling points except an internet site and are linked to the central computer system via the selling point terminal.
- 14.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each printed ticket into the scanning device.
- 14.3. A prize winning ticket must be identified by the central computer system as a prize winning ticket before payment of the prize is made.

15. *Prize Claims*

- 15.1. In the case of a Division 1 prize:
 - 15.1.1. prize money will be distributed after the claim period has elapsed;
 - 15.1.2. claims lodged within the claim period and determined by the central computer system to be prize winning tickets and any tickets subsequently identified as prize winning tickets will share equally in the prize pool available to winners in their respective division;
 - 15.1.3. any player who claims to be entitled to a prize on a printed ticket must lodge a claim at Head Office; and
 - 15.1.4. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, following the elapsing of the claim period.
- 15.2. In the case of prizes other than a Division 1 prize:
 - 15.2.1. prize money will be paid as soon as practicable after the draw either at Head Office or an Agent's place of business upon presentation of the printed ticket, or as otherwise determined by SA Lotteries, subject to these Rules;
 - 15.2.2. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, as soon as practicable after the draw; and
 - 15.2.3. if a printed or electronic ticket includes a game that has won a prize in Division 2 or a lower division in addition to a Division 1 prize, the lower division prize will not be paid until the Division 1 prize is payable.
- 15.3. Any player who claims to be entitled to a prize but:
 - 15.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
 - 15.3.2. considers that their ticket has been incorrectly evaluated; or
 - 15.3.3. has not obtained confirmation that their ticket has won a prize after its evaluation by the central computer systemmust lodge a claim with SA Lotteries in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.
- 15.4. A claim under Rule 15.1.3 or 15.3:

- 15.4.1. may be lodged with SA Lotteries either personally or by registered mail;
 - 15.4.2. must reach SA Lotteries within 12 months of the relevant day; and
 - 15.4.3. must be accompanied by the printed ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 15.5. SA Lotteries:
- 15.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within 12 months of the relevant day; and
 - 15.5.2. may in its absolute discretion accept or refuse to accept any claim in whole or in part.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966
LOTTERIES (OZ LOTTO) RULES

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Oz Lotto) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (Oz Lotto) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 16 August 2012 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

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

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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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 the Bloc Agreement entered into by SA Lotteries with other lottery operators for the promotion, conduct and sale of tickets in the game of Oz 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 on the 14th day thereafter;

"drawing equipment" means equipment operated 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 7 numbers to be drawn from the range of numbers 1 to 45 inclusive;

"QuickPick entry" means a nomination made by a player indicating that the player wishes to make a QuickPick selection in accordance with Rule 6 of these Rules.

3. *Ordinary Entry*

- 3.1. To create an ordinary entry a player must forecast or cause to be forecast 7 numbers.
- 3.2. An ordinary entry will provide participation for the number of games selected and paid for in one (1) draw only.
- 3.3. The minimum number of games that must be completed will be one (1) or such number as otherwise determined by SA Lotteries.
- 3.4. There will be a limit to the maximum number of games that can be played, including that in any one draw:
 - 3.4.1. SA Lotteries may decline to issue more than 1,000 entries to a player. and
 - 3.4.2. a player can be issued with no more than 100,000 equivalent games.
- 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks or such lesser period as determined by SA Lotteries.
- 3.6. Subject to Rule 6, a player may enter a draw by:

- 3.6.1. submitting a coupon provided for that purpose from time to time by SA Lotteries, together with an Easiplay Club membership card if applicable; or
 - 3.6.2. making a verbal or electronic request at the selling point, together with providing an Easiplay Club membership card if applicable.
 - 3.7. In the case of a coupon:
 - 3.7.1. a player's forecast must be marked by hand with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as SA Lotteries determines. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. No other mark will be accepted. A coupon must not be marked in red.
 - 3.7.2. the relevant "system/pick" box must be left blank.
 - 3.7.3. a player who marks a "top up games" box will be taken to have authorised the selling point operator to generate a random forecast of a sufficient quantity of numbers to complete the game, the coupon or the nominated number of games, as the case may be.
 - 3.7.4. if a player marks more than the specified number of squares in any game, a ticket will not issue until the player has either nominated the number(s) to be deleted or nominated a system/pick entry. The player may be required to complete another coupon.
 - 3.7.5. if a player marks fewer than the specified number of squares in any game and does not mark the relevant "top up games" box, a ticket will not issue until the player has either nominated the number(s) to be added or nominated a top up games entry or a system/pick entry.
4. *Multi-Week Entry*
 - 4.1. A player may enter their number forecasts for a series of consecutive draws by marking the appropriate square in the "multi-week" box on a coupon or by verbally or electronically requesting such an entry at the selling point. The number of consecutive draws that may be entered in this way is up to 52 weeks or such lesser period as determined by SA Lotteries.
 - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.
5. *System/Pick Entry*
 - 5.1. A player may create a system/pick entry by forecasting or causing to be forecast 5, 6 or from 8 to 20 numbers, rather than the 7 to be forecast in the case of an ordinary entry.
 - 5.2. In the case of a coupon, a system/pick entry must be created by marking the relevant "system/pick" box and forecasting or causing to be forecast the quantity of numbers corresponding to the system/pick to be entered by the player. (Thus, to play system 8, 8 numbers are forecast; to play system 9, 9 numbers are forecast and so on to a maximum of 20 numbers forecast to play a system 20 entry.) In all other instances, a system/pick entry is created by verbally or electronically requesting such an entry at the selling point. Ordinary and system/pick entry participation will be accepted if completed on the same coupon and more than one system/pick entry type can be played on the one coupon.

- 5.3. In the case of a coupon, if more numbers are marked in any game than the requested system/pick requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in any game than the requested system/pick requires and the relevant "top up games" box is not marked, a ticket will not issue until the player has either nominated the number(s) to be added or selected a top up games entry.
- 5.4. Picks 5 and 6 are entries in which the quantity of numbers forecast is less than 7 numbers.
- 5.5. A pick 5 or 6 entry will be equivalent to playing a certain number of separate games of 7 numbers as determined by the following formula:

$$\frac{(45 - P)!}{38! \times (7 - P)!} \quad (\text{where } P = \text{pick number})$$

- 5.6. A player who seeks to participate in a pick 5 entry must forecast or cause to be forecast any 5 numbers. These 5 numbers will be combined with all combinations of two numbers from the remaining unforecast numbers. This pick entry will be equivalent to playing 780 games of 7 numbers.
- 5.7. A player who seeks to participate in a pick 6 entry must forecast or cause to be forecast any 6 numbers. These 6 numbers will be combined with each of the remaining unforecast numbers in turn. This pick entry will be equivalent to playing 39 games of 7 numbers.
- 5.8. A player who seeks to participate in a system 8 to 20 entry inclusive must forecast or cause to be forecast the quantity of numbers according to the system number to be played. These numbers will be combined with one another in all possible combinations of 7 numbers. This system entry will be equivalent to playing a certain number of separate games of 7 numbers as determined by the following formula:
- $$\frac{S!}{7! \times (S - 7)!} \quad (\text{where } S = \text{system number}).$$
- 5.9. Subject to Rule 3.4, a player may enter up to 18 games of any type of system/pick entry on the one coupon or such other number as SA Lotteries determines.
- 5.10. A system/pick entry may be entered for multi-week participation, in which case the Rules relating to multi-week and QuickPick entries will also apply as appropriate.
- 5.11. The price of a system/pick entry will be as determined by SA Lotteries from time to time.

6. *QuickPick Entry*

- 6.1. A player can play by means of a QuickPick nomination at the selling point whereby the selling point terminal will process the information nominated by the player to generate a forecast of the type nominated by the player. Such entries will be limited to such number of games for an ordinary entry and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.
- 6.2. When using a coupon, QuickPick entries can be played by marking the appropriate 'top up games' box or the 'top up selection' box (if this option is available) and will be limited to 6, 12, 14, 18, 25, 36 or 50 games (of 7 numbers) for an ordinary entry, and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.

- 6.3. The QuickPick forecast will be generated by the selling point terminal, and the generated selections will be deemed to be those selections nominated by the player 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 determined by the Bloc members.
- 7.3. For each draw, the Bloc members will cause 9 numbered balls to be drawn from the drawing equipment.
- 7.4. The first 7 balls drawn will be the winning numbers and the final 2 balls will be the supplementary numbers.
- 7.5. There will be 7 prize winning divisions in each draw:
- Division 1 — player(s) who correctly forecast the 7 winning numbers in any one game.
- Division 2 — player(s) who correctly forecast any 6 of the 7 winning numbers and either one of the supplementary numbers in any one game.
- Division 3 — player(s) who correctly forecast any 6 of the 7 winning numbers in any one game.
- Division 4 — player(s) who correctly forecast any 5 of the 7 winning numbers and either one of the supplementary numbers in any one game.
- Division 5 — player(s) who correctly forecast any 5 of the 7 winning numbers in any one game.
- Division 6 — player(s) who correctly forecast any 4 of the 7 winning numbers in any one game.
- Division 7 — player(s) who correctly forecast any 3 of the 7 winning numbers and either one of the supplementary numbers in any one game.

8. *Supervision of Draw*

- 8.1. The selection of winning numbers and supplementary numbers will be conducted in such a manner as agreed by the Bloc members and:
- 8.1.1. will be supervised by the appropriate representatives for the State in which the draw is conducted; and
- 8.1.2. 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 ordinary entry in a game.

- 9.2. 60% of the total entry fees received for each draw (or such greater amount as SA Lotteries determines) will be allocated as the prize pool.
 - 9.3. SA Lotteries will pay the percentage referred to in Rule 9.2 into an aggregate prize pool to which each of the Bloc members must contribute the same percentage of the total entry fees received by them.
 - 9.4. The total 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 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 between the prize divisions in accordance with the determination of SA Lotteries, after consultation with the Bloc members.
 - 10.2. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SA Lotteries, will be advised to players by way of SA Lotteries' website and at all selling points, at least fourteen (14) days prior to their operational date.
 - 10.3. Notwithstanding any other Rule, SA Lotteries may, at its discretion round out the amount of any prize other than a Division 1 prize to the nearest five cents above or below the actual prize otherwise payable. The resulting surplus or deficit will be added to or deducted from the Division 1 prize pool.
11. *Prize Reserve Fund*
- 11.1. From time to time, SA Lotteries 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 prizes will be reduced *pro rata* in all prize winning divisions. The amount set aside will be accumulated by SA Lotteries to constitute a pool called the Prize Reserve Fund.
 - 11.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
 - 11.2.1. prizes in respect of missed prize entries for lotteries conducted by SA Lotteries;
 - 11.2.2. additional or increased prizes in subsequent lotteries conducted by SA Lotteries;in such amount(s) and to such player(s) as SA Lotteries in its absolute discretion determines.
 - 11.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.
 - 11.4. In the event that the game of Oz Lotto is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 11 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of Oz Lotto.

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 SA Lotteries guarantees a minimum prize payout in Division 1 of any draw, the amount by which SA Lotteries has augmented 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. SA Lotteries will publish the results of each draw 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;
 - 13.2.6. the date the claim period expires; and
 - 13.2.7. the guaranteed Division 1 prize pool in the next draw.

14. *Ticket Checkers*

- 14.1. Ticket checkers are located at all selling points except an internet site and are linked to the central computer system via the selling point terminal.
- 14.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each printed ticket into the scanning device.
- 14.3. A prize winning ticket must be identified as a prize winning ticket by the central computer system before payment of the prize is made.

15. *Prize Claims*

- 15.1. In the case of a Division 1 prize:
 - 15.1.1. prize money will be distributed after the claim period has elapsed;
 - 15.1.2. claims lodged within the claim period and determined by the central computer system to be prize winning tickets and any tickets subsequently identified as prize winning tickets will share equally in the prize pool available to winners in their respective division;

- 15.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
 - 15.1.4. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, following the elapsing of the claim period.
- 15.2. In the case of prizes other than a Division 1 prize:
- 15.2.1. prize money will be paid as soon as practicable after the draw either at Head Office or an Agent's place of business upon presentation of the printed ticket, or as otherwise determined by SA Lotteries, subject to these Rules;
 - 15.2.2. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, as soon as practicable after the draw; and
 - 15.2.3. if a printed or electronic ticket includes a game that has won a prize in Division 2 or a lower division in addition to a Division 1 prize then the lower division prize will not be paid until the Division 1 prize is payable.
- 15.3. Any player who claims to be entitled to a prize but:
- 15.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
 - 15.3.2. considers that their ticket has been incorrectly evaluated; or
 - 15.3.3. has not obtained confirmation that their ticket has won a prize after its evaluation by the central computer system
- must lodge a claim with SA Lotteries in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.
- 15.4. A claim under Rule 15.1.3. or 15.3.:
- 15.4.1. may be lodged with SA Lotteries either personally or by registered mail;
 - 15.4.2. must reach SA Lotteries within 12 months of the relevant day; and
 - 15.4.3. must be accompanied by the printed ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 15.5. SA Lotteries:
- 15.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within 12 months of the relevant day; and
 - 15.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966
LOTTERIES (POWERBALL) RULES

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Powerball) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (Powerball) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 21 February 2013 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966**LOTTERIES (POWERBALL) RULES**

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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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 be 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 the Bloc agreement entered into by SA Lotteries with other lottery operators for the promotion, conduct and sale of tickets in the game of Powerball 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 on the 14th day thereafter;

“drawing equipment” means equipment operated 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 6 numbers to be drawn from the range of numbers 1 to 40 inclusive in the 6 Ball Barrel and 1 number to be drawn from the range of numbers 1 to 20 inclusive in the Powerball Barrel;

“Powerball Barrel” means the drawing barrel from which the Powerball is drawn;

“PowerHit” means a method of entry where all 20 Powerball numbers are deemed to have been selected for each game played;

“Powerball number” means the single ball drawn from balls numbered 1 to 20 inclusive from the Powerball Barrel;

“QuickPick entry” means a nomination made by a player indicating that the player wishes to make a QuickPick selection in accordance with Rule 6 of these Rules;

“6 Ball Barrel” means the drawing barrel from which 6 balls are drawn.

3. *Ordinary Entry*

- 3.1. To create an ordinary entry, a player must forecast or cause to be forecast 6 numbers and the Powerball number.
- 3.2. An ordinary entry will provide participation for the number of games selected and paid for in one (1) draw only.
- 3.3. The minimum number of games that must be completed will be four (4) or such number as otherwise determined by SA Lotteries.

- 3.4. There will be a limit to the maximum number of games that can be played, including that in any one draw:
 - 3.4.1. SA Lotteries may decline to issue more than 1,000 entries to a player.
and
 - 3.4.2. a player can be issued with no more than 150,000 equivalent games.
- 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks or such lesser period as determined by SA Lotteries.
- 3.6. Subject to Rule 6, a player may enter a draw by:
 - 3.6.1. submitting a coupon provided for that purpose from time to time by SA Lotteries, together with an Easisplay Club membership card if applicable;
or
 - 3.6.2. making a verbal or electronic request at the selling point, together with providing an Easisplay Club membership card if applicable.
- 3.7. In the case of a coupon:
 - 3.7.1. a player's forecast must be marked by hand with either a cross mark or vertical mark within the designated square and circle, or such other mark as SA Lotteries determines. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. No other mark will be accepted. A coupon must not be marked in red.
 - 3.7.2. the relevant "system/pick" box must be left blank.
 - 3.7.3. a player who marks a "top up" box or circle will be taken to have authorised the selling point terminal operator to generate a random forecast of a sufficient quantity of numbers or the Powerball to complete the game, the coupon or the nominated number of games, as the case may be.
 - 3.7.4. if a player marks more than the specified number of squares or circles 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 nominated a system/pick entry. The player may be required to complete another coupon.
 - 3.7.5. if a player marks fewer than the specified number of squares or no circle in either panel in any one game and does not mark the relevant "top up" box or circle, 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/pick entry.
4. *Multi-Week Entry*
 - 4.1. A player may enter their number forecasts for a series of consecutive draws by marking the appropriate square in the "multi-week" box on a coupon or by verbally or electronically requesting such an entry at the selling point. The number of consecutive draws that may be entered in this way is up to 52 weeks or such lesser period as determined by SA Lotteries.
 - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.

5. *System/Pick Entry*

- 5.1. Subject to Rule 7.3, a player may create a system/pick entry in the top panel by forecasting or causing to be forecast in that panel 4, 5 or from 7 to 20 numbers, rather than the 6 to be forecast in the case of an ordinary entry.
- 5.2. In the case of a coupon, a system/pick entry must be completed by marking the relevant "system/pick" box and forecasting or causing to be forecast in the top panel the quantity of numbers corresponding to the system/pick to be entered by the player. (Thus, to play system 7, 7 numbers are forecast; to play system 8, 8 numbers are forecast and so on to a maximum of 20 numbers forecast to play a system 20 entry.) In all other instances, a system/pick entry is created by verbally or electronically requesting such an entry at the selling point. Ordinary and system/pick entry participation will be accepted if completed on the same coupon and more than one system/pick entry type can be played on the one coupon.
- 5.3. In the case of a coupon, if more numbers are marked in any panel than the requested system/pick 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/pick requires and the "top up" box or circle is not marked, a ticket will not issue until the player has either nominated the number(s) to be added or selected a top up entry.
- 5.4. Picks 4 and 5 are entries in which the quantity of numbers forecast in the top panel is less than 6 numbers and the Powerball number.
- 5.5. A pick 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers in the top panel in conjunction with the Powerball number forecast by the player as determined by the following formula:
- $$\frac{(40 - P)!}{34! \times (6 - P)!} \quad (\text{where } P = \text{pick number})$$
- 5.6. A player who seeks to participate in a pick 4 entry must forecast or cause to be forecast any 4 numbers from the top panel. These 4 numbers will be combined with all combinations of 2 numbers from the remaining unforecast numbers. This pick entry will be equivalent to playing 630 games of 6 numbers.
- 5.7. A player who seeks to participate in a pick 5 entry must forecast or cause to be forecast any 5 numbers from the top panel. These 5 numbers will be combined with each of the remaining unforecast numbers in turn. This pick entry will be equivalent to playing 35 games of 6 numbers.
- 5.8. A player who seeks to participate in a system 7 to 20 entry inclusive must forecast or cause to be forecast the quantity of numbers according to the system number to be played. The forecast numbers in the top panel will be combined with one another in all possible combinations of 6 numbers in conjunction with the Powerball number forecast by the player. This system entry will be equivalent to playing a certain number of separate games of 6 numbers in conjunction with the Powerball number selected by the player 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 18 games of any type of system/pick entry on the one coupon or such other number as SA Lotteries determines.
- 5.10. A system/pick entry may be entered for multi-week participation, in which case the Rules relating to multi-week and QuickPick entries will also apply, as appropriate.

- 5.1.1. The price of a system/pick entry will be as determined by SA Lotteries from time to time.

6. *QuickPick Entry*

- 6.1. A player can play by means of a QuickPick nomination at the selling point whereby the selling point terminal will process the information nominated by the player to generate a forecast of the type nominated by the player. Such entries will be limited to such number of games (each of 6 numbers and a Powerball number) for an ordinary entry, and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.
- 6.2. When using a coupon, QuickPick entries can be played by marking the appropriate 'top up' box and circle and will be limited to 6, 12, 14, 18, 25, 36 or 50 games (of 6 numbers and a Powerball number) for an ordinary entry, and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.
- 6.3. The QuickPick forecast will be generated by the selling point terminal, and the generated selections will be deemed to be those selections nominated by the player as if they were marked on a coupon by the player in accordance with these Rules.

7. *PowerHit Entry*

- 7.1. PowerHit can be played using a Powerball coupon or a QuickPick request for entry.
- 7.1.1. In the case of a coupon entry, a player must mark their selections to meet the requirements of an ordinary or a system/pick entry and mark the 'PowerHit' box in lieu of selecting a Powerball number.
- 7.1.2. In the case of a QuickPick entry, a player can nominate the number of games via either:
- 7.1.2.1. verbal or electronic request at the selling point;
- 7.1.2.2. by marking the appropriate 'Top Up Selection' box (up to a maximum of 18 if this option is available) in each panel on a coupon to denote the number of games they wish to play, and marking the 'PowerHit' box; or
- 7.1.2.3. marking the appropriate 'Top Up Games' box (limited to 6, 12, 14, 18, 25, 36 or 50 games) on a coupon, and marking the 'PowerHit' box.
- 7.1.3. The selling point terminal will process the information nominated by the player, either via coupon, verbal or electronic request, to generate a forecast of the type nominated by the player. Such entries will be limited to such number of games (each of 6 numbers and a Powerball number) for an ordinary entry, and subject to Rule 3.4, such number of the same type of system/pick entry as SA Lotteries determines.
- 7.2. Ordinary PowerHit entry
- 7.2.1. To place an ordinary PowerHit entry, a player must make a forecast of 6 numbers from 1 to 40.

7.2.2. The selling point terminal will combine the number selections in Rule 7.2.1 with each and every Powerball number.

7.3. System/pick PowerHit entry

7.3.1. To place a system/pick PowerHit entry, a player must make a system/pick forecast in accordance with Rule 5.

7.3.2. All possible combinations of 6 numbers from the number forecast in Rule 7.3.1 will be combined with each and every Powerball number.

8. *Determination of Winning Numbers*

8.1. Each draw will be identified by a number.

8.2. Each draw will be conducted using drawing equipment determined by the Bloc members.

8.3. For each draw the Bloc members will cause 6 numbered balls to be drawn from the 6 Ball Barrel and 1 numbered ball to be drawn from the Powerball Barrel.

8.4. There will be 8 prize winning divisions in each draw as follows:

Division 1 — player(s) who correctly forecast the 6 balls drawn from the 6 Ball Barrel and the Powerball number from the Powerball Barrel in any one game.

Division 2 — player(s) who correctly forecast the 6 balls drawn from the 6 Ball Barrel in any one game.

Division 3 — player(s) who correctly forecast the 5 balls drawn from the 6 Ball Barrel and the Powerball number from the Powerball Barrel in any one game.

Division 4 — player(s) who correctly forecast the 5 balls drawn from the 6 Ball Barrel in any one game.

Division 5 — player(s) who correctly forecast 4 of the 6 balls drawn from the 6 Ball Barrel and the Powerball number from the Powerball Barrel in any one game.

Division 6 — player(s) who correctly forecast 3 of the 6 balls drawn from the 6 Ball Barrel and the Powerball number from the Powerball Barrel in any one game.

Division 7 — player(s) who correctly forecast 4 of the 6 balls drawn from the 6 Ball Barrel in any one game.

Division 8 — player(s) who correctly forecast 2 of the 6 balls drawn from the 6 Ball Barrel and the Powerball number from the Powerball Barrel in any one game.

9. *Supervision of Draw*

9.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and:

9.1.1. will be supervised by the appropriate representatives for the State in which the draw is conducted; and

9.1.2. will be final for the purpose of determining the prize winners for that draw.

10. *Prize Pool Allocation*

- 10.1. Only one prize can be won by any one ordinary entry in a game.
- 10.2. 60% of the total entry fees received for each draw (or such greater amount as SA Lotteries determines) will be allocated as the prize pool.
- 10.3. SA Lotteries will pay the percentage referred to in Rule 10.2 into an aggregate prize pool to which each of the Bloc members will contribute the same percentage of the entry fees received by them.
- 10.4. The total amount of the prize pool will be announced at each draw.
- 10.5. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
- 10.6. If there is no winner in any of Divisions 2, 3, 4, 5, 6 or 7 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.

11. *Prize Structure*

- 11.1. The total prize pool will be distributed between the prize divisions in accordance with the determination of SA Lotteries, after consultation with the Bloc members.
- 11.2. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SA Lotteries, will be advised to players by way of SA Lotteries' website and at all selling points, at least fourteen (14) days prior to their operational date.
- 11.3. Notwithstanding any other Rule, SA Lotteries may, at its discretion round out the amount of any prize other than a Division 1 prize to the nearest five cents above or below the actual prize otherwise payable. The resulting surplus or deficit will be added to or deducted from the Division 1 prize pool.

12. *Prize Reserve Fund*

- 12.1. From time to time, SA Lotteries 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 prizes will be reduced *pro rata* in all prize winning divisions. The amount set aside will be accumulated by SA Lotteries to constitute a pool called the Prize Reserve Fund.
- 12.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
 - 12.2.1. prizes in respect of missed prize entries for lotteries conducted by SA Lotteries;
 - 12.2.2. additional or increased prizes in subsequent lotteries conducted by SA Lotteries;in such amount(s) and to such player(s) as SA Lotteries in its absolute discretion determines.

- 12.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.
 - 12.4. In the event that the game of Powerball is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 12 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of Powerball.
13. *Jackpots*
- 13.1. 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.
 - 13.2. If SA Lotteries guarantees a minimum prize payout in Division 1 of any draw, the amount by which SA Lotteries has augmented 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.
14. *Publication of Results*
- 14.1. SA Lotteries will publish the results of each draw as soon as practicable after each draw.
 - 14.2. The information published may include:
 - 14.2.1. the winning numbers;
 - 14.2.2. the amount of the prize pool allocated to each division;
 - 14.2.3. the number of prize winners or provisional prize winners in each division;
 - 14.2.4. the value or provisional value of each prize in each division;
 - 14.2.5. the dates when prizes will be paid;
 - 14.2.6. the date the claim period expires; and
 - 14.2.7. the guaranteed Division 1 prize pool in the next draw.
15. *Ticket Checkers*
- 15.1. Ticket checkers are located at all selling points except an internet site and are linked to the central computer system via the selling point terminal.
 - 15.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each ticket into the scanning device.
 - 15.3. A prize winning ticket must be identified by the central computer system as a prize winning ticket before payment of the prize is made.

16. *Prize Claims*

- 16.1. In the case of a Division 1 prize:
 - 16.1.1. prize money will be distributed after the claim period has elapsed;
 - 16.1.2. claims lodged within the claim period and determined by the central computer system to be prize winning tickets and any tickets subsequently identified as prize winning tickets will share equally in the prize pool available to winners in their respective division;
 - 16.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
 - 16.1.4. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, following the elapsing of the claim period.
- 16.2. In the case of prizes other than a Division 1 prize:
 - 16.2.1. prize money will be paid as soon as practicable after the draw either at Head Office or an Agent's place of business upon presentation of the printed ticket, or as otherwise determined by SA Lotteries, subject to these Rules;
 - 16.2.2. if a printed or electronic ticket includes a game that has won a prize in Division 2 or a lower division in addition to a Division 1 prize the lower division prize will not be paid until the Division 1 prize is payable; and
 - 16.2.3. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, as soon as practicable after the draw.
- 16.3. Any player who claims to be entitled to a prize but:
 - 16.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
 - 16.3.2. considers that their ticket has been incorrectly evaluated; or
 - 16.3.3. has not obtained confirmation that their entry has won a prize after its evaluation by the central computer systemmust lodge a claim with SA Lotteries in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.
- 16.4. A claim under Rule 16.1.3 or 16.3:
 - 16.4.1. may be lodged with SA Lotteries either personally or by registered mail;
 - 16.4.2. must reach SA Lotteries within 12 months of the relevant day; and
 - 16.4.3. must be accompanied by the printed ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.

16.5. SA Lotteries:

- 16.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within 12 months of the relevant day; and
- 16.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966
LOTTERIES (THE POOLS) RULES

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (The Pools) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (The Pools) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 16 August 2012 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966**LOTTERIES (THE POOLS) RULES**

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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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 only 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 Bloc members in which a player is required to forecast 6 numbers from the range of numbers 1 to 38 inclusive and the winning numbers are determined by the results of soccer matches played either in the Northern Hemisphere or Southern Hemisphere (and “The Pools” has a corresponding meaning);

“away team” means the team whose name is printed in the right hand column of the match list;

“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 home team;

“Bloc members” means the parties from time to time to the Bloc Agreement entered into by SA Lotteries with other lottery operators for the promotion, conduct and sale of tickets in the game 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 pool;

“claim period” means the period commencing at midnight on the day of determination of the draw results (“relevant day”) and ending on the 14th day thereafter;

“Game Administrator” means the Bloc member appointed from time to time to undertake predetermined duties and responsibilities in relation to the game;

“home team” means the team whose name is printed in the left hand column of the match list;

“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 away team;

“match list” means the list of matches published from time to time by the Game Administrator:

- (a) in respect of matches played in the Northern Hemisphere; or
- (b) in respect of matches played during the Australian Season or other matches played in the Southern Hemisphere;

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

“QuickPick entry” means a nomination made by a player indicating that the player wishes to make a QuickPick selection in accordance with Rule 6 of these Rules;

“void match” means, a match in the match list not played as published in the match list or as declared by SA Lotteries.

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 provide participation for the number of games selected and paid for in one (1) draw only.
- 3.3. The minimum number of games that must be completed will be four (4) or such number as otherwise determined by SA Lotteries.
- 3.4. There will be a limit to the maximum number of games that can be played, including that in any one draw:
 - 3.4.1. SA Lotteries may decline to issue more than 1,000 entries to a player. and
 - 3.4.2. a player can be issued with no more than 201,000 equivalent games.
- 3.5. A player may request that an entry be issued in a draw to be conducted within 52 weeks or such lesser period as determined by SA Lotteries.
- 3.6. Subject to Rule 6, a player may enter a draw by:
 - 3.6.1. submitting a coupon provided for that purpose from time to time by SA Lotteries, together with an Easiplay Club membership card if applicable; or
 - 3.6.2. making a verbal or electronic request at the selling point, together with providing an Easiplay Club membership card if applicable.
- 3.7. In the case of a coupon,
 - 3.7.1. a player's forecast must be marked by hand with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as SA Lotteries determines. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. No other mark will be accepted. A coupon must not be marked in red.
 - 3.7.2. the relevant "system/pick" box must be left blank.
 - 3.7.3. a player who marks a “top up games” box will be taken to have authorised the selling point operator to generate a random forecast of a sufficient quantity of numbers to complete the game, the coupon or the nominated number of games, as the case may be.
 - 3.7.4. if a player marks more than the specified number of squares in any game, a ticket will not issue until the player has either nominated the number(s) to be deleted or nominated a system/pick entry. The player may be required to complete another coupon.

- 3.7.5. if a player marks fewer than the specified number of squares in any game and does not mark the relevant "top up games" box, a ticket will not issue until the player has either nominated the number(s) to be added or nominated a top up games entry or a system/pick entry.

4. *Multi-Week Entry*

- 4.1. A player may enter their number forecasts for a series of consecutive draws by marking the appropriate square in the "multi-week" box on a coupon or by verbally or electronically requesting such an entry at the selling point. The number of consecutive draws that may be entered in this way is up to 52 weeks or such lesser period as determined by SA Lotteries.
- 4.2. The Rules governing ordinary entries will apply to every multi-week entry.

5. *System/Pick Entry*

- 5.1. A player may create a system/pick entry by forecasting or causing to be forecast 4, 5 or from 7 to 20 numbers, rather than the 6 to be forecast in the case of an ordinary entry.
- 5.2. In the case of a coupon, a system/pick entry must be completed by marking the relevant "system/pick" box and forecasting or causing to be forecast the quantity of numbers corresponding to the system/pick to be entered by the player. (Thus, to play system 7, 7 numbers are forecast; to play system 8, 8 numbers are forecast and so on to a maximum of 20 numbers forecast to play a system 20 entry.) In all other instances, a system/pick entry is created by verbally or electronically requesting such an entry at the selling point. Ordinary and system/pick entry participation will be accepted if completed on the same coupon and more than one system/pick entry type can be played on the one coupon.
- 5.3. In the case of a coupon, if more numbers are marked in a game than the requested system/pick requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in a game than the requested system/pick requires and the relevant "top up games" box is not marked a ticket will not issue until the player has either nominated the number(s) to be added or selected a top up entry.
- 5.4. Picks 4 and 5 are entries in which the quantity of numbers forecast is less than 6 numbers.
- 5.5. A pick 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:
- $$\frac{(38 - P)!}{32! \times (6 - P)!} \quad (\text{where } P = \text{pick number}).$$
- 5.6. A player who seeks to participate in a pick 4 entry must forecast or cause to be forecast any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining unselected numbers. This pick entry will be equivalent to playing 561 games of 6 numbers.
- 5.7. A player who seeks to participate in a pick 5 entry must forecast or cause to be forecast any 5 numbers. These 5 numbers will be combined with each of the remaining unforecast numbers in turn. This pick entry will be equivalent to playing 33 games of 6 numbers.
- 5.8. A player who seeks to participate in a system 7 to 20 entry inclusive must forecast or cause to be forecast the quantity of numbers according to the system

number to be played. 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 18 games of any type of system/pick entry on the one coupon or such other number as SA Lotteries determines.
- 5.10. A system/pick entry may be entered for multi-week participation, in which case the Rules relating to multi-week and QuickPick entries will also apply, as appropriate.
- 5.11. The price of a system/pick entry will be as determined by SA Lotteries from time to time.

6. *QuickPick Entry*

- 6.1. A player can play by means of a QuickPick nomination at the selling point whereby the selling point terminal will process the information nominated by the player to generate a forecast of the type nominated by the player. Such entries will be limited to such number of games for an ordinary entry and, subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.
- 6.2. When using a coupon, QuickPick entries can be played by marking the appropriate 'top up games' box or the 'top up selection' box (if this option is available) and will be limited to 6, 12, 14, 18, 25, 36 or 50 games (of 6 numbers) for an ordinary entry and subject to Rule 3.4, such number of any type of system/pick entry as SA Lotteries determines.
- 6.3. The QuickPick forecast will be generated by the selling point terminal, and the generated selections will be deemed to be those selections nominated by the player 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. Subject to Rule 7.5, each number in a panel on a coupon for The Pools will represent the match with the same number as depicted on the match list, notwithstanding that there are fewer numbers in a panel on a coupon than appear on the match list.
- 7.3. The match list will be published by the Game Administrator and will be available to players on SA Lotteries' website, the website of the internet sales operator and at selling points.
- 7.4. To determine the 6 winning match numbers and the supplementary match number the result of matches represented by the numbers in a game 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 - This is a match in which both teams score an equal number of goals. Score draws will be ranked higher than any other result. Score draws are ranked from highest to lowest based on the total number of goals scored.
 - 7.4.2. nil score draw – This is a match in which no goals are scored. All nil score draws will be ranked equally and will be ranked higher than wins for away teams or wins for home teams.
 - 7.4.3. win for away team – This is a match in which the away team scores more goals than the home team. All wins for away teams will be ranked higher than wins for home teams. Away team wins with a smaller goal difference will be ranked higher than away team wins with greater goal differences. If 2 or more away team wins have the same goal difference, away team wins where more goals are scored will be ranked higher than away team wins where fewer goals are scored.
 - 7.4.4. win for home team – This is a match in which the home team scores more goals than the away team. Home team wins with a smaller goal difference will be ranked higher than home team wins with a greater goal difference. If 2 or more home team wins have the same goal difference home team wins where more goals are scored will be ranked higher than home team wins where fewer goals are scored.
 - 7.4.5. if two or more numbered matches in a game 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. any such match printed with a higher match number on the match list will be ranked higher than any such match printed with a lower number on the match list (subject to Rules 7.5. and 7.6.).
 - 7.4.6. a reference in Rules 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 there are still insufficient results, the results in accordance with Rule 7.4.3 will be taken into account. If there are still insufficient results, the results in accordance with Rule 7.4.4 will be taken into account. If there are still insufficient results then a barrel draw shall be conducted in accordance with Rule 7.7.
- 7.5. If any results determined in accordance with Rule 7.4 is determined 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 match list 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 match list from number 39 and onwards, and so on in ascending numerical sequence for each such void match until such time as a sufficient number of results are determined.
 - 7.6. Notwithstanding that one or more of the matches as published on the match list is not played, the results of matches so printed on the match list will, subject to Rule 7.5., be the results adopted.
 - 7.7. In the event that there are insufficient matches played to determine the 6 winning match numbers and the supplementary match number or the use of some matches in determining the 6 winning match numbers and the supplementary match number is precluded for any other reason then;

- 7.7.1. a barrel draw shall be conducted at the earliest opportunity;
 - 7.7.2. the barrel draw will be supervised by the appropriate representatives for the State in which the draw is conducted;
 - 7.7.3. the balls to be used shall be numbered from 1 to 38;
 - 7.7.4. the balls for numbers already determined in accordance with Rule 7.4 shall be removed as already selected;
 - 7.7.5. the barrel draw shall be conducted with the remaining balls;
 - 7.7.6. each appropriate representative supervising the draw will record the numbers drawn, in drawn order; and
 - 7.7.7. the numbers so drawn shall be included with the numbers already determined in accordance with Rule 7.4, in drawn order sequence, until 6 winning match numbers and a supplementary match number are determined.
- 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.
8. *Prize Pool Allocation*
 - 8.1. Only one prize can be won by any one ordinary entry in a game.
 - 8.2. 50% of the total entry fees received for each draw (or such greater amount as SA Lotteries determines) will be allocated as the prize pool.
 - 8.3. SA Lotteries will pay the percentage referred to in Rule 8.2 into an aggregate prize pool to which each of the Bloc members must contribute the same percentage of the total entry fees received by them.
 - 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 any of Divisions 2, 3 or 4 of any draw, the prize pool allocated to that division will be added to the prize money allocated to the next lower division in which there is a winner.
 - 8.6. If the prize payable to a winner in Divisions 2, 3 or 4 of any draw is less than the prize payable to a winner in any lower division, the prize pool for that division and all lower divisions will be aggregated and divided equally between all the winners in all the divisions for which prize pools were aggregated.

9. *Prize Structure*

- 9.1. The total prize pool will be distributed between the prize divisions in accordance with the determination of SA Lotteries, after consultation with the Bloc members.
- 9.2. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SA Lotteries, will be advised to players by way of SA Lotteries' website and at all selling points, at least fourteen (14) days prior to their operational date.
- 9.3. Notwithstanding any other Rule, SA Lotteries may, at its discretion round out the amount of any prize other than a Division 1 prize to the nearest five cents above or below the actual prize otherwise payable. The resulting surplus or deficit will be added to or deducted from the Division 1 prize pool.

10. *Prize Reserve Fund*

- 10.1. From time to time, SA Lotteries 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 prizes will be reduced *pro rata* in all prize winning divisions. The amount set aside will be accumulated by SA Lotteries to constitute a pool called the Prize Reserve Fund.
- 10.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
 - 10.2.1. prizes in respect of missed prize entries for lotteries conducted by SA Lotteries;
 - 10.2.2. additional or increased prizes in subsequent lotteries conducted by SA Lotteries;in such amount(s) and to such player(s) as SA Lotteries in its absolute discretion determines.
- 10.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.
- 10.4. In the event that the game of The Pools is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 10 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of The Pools.

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 draw will be added to or jackpotted with the Division 1 prize money in the next draw. The jackpotting will continue until there is a Division 1 winner.
- 11.2. If SA Lotteries guarantees a minimum prize payout in Division 1 of any draw, the amount by which SA Lotteries has augmented 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.

12. *Publication of Results*

- 12.1. SA Lotteries will publish the results of each draw 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;
 - 12.2.6. the date the claim period expires; and
 - 12.2.7. the estimated prize pool for the next draw.

13. *Ticket Checkers*

- 13.1. Ticket checkers are located at all selling points except an internet site and are linked to the central computer system via the selling point terminal.
- 13.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each ticket into the scanning device.
- 13.3. A prize winning ticket must be identified by the central computer system as a prize winning ticket before payment of the prize is made.

14. *Prize Claims*

- 14.1. In the case of a Division 1 prize:
- 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 system to be prize winning tickets and any tickets subsequently identified as prize winning tickets will share equally in the prize pool available to winners in their respective divisions;
 - 14.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
 - 14.1.4. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, following the elapsing of the claim period.
- 14.2. In the case of prizes other than a Division 1 prize:
- 14.2.1. prize money will be paid as soon as practicable after determination of the results of the draw, either at Head Office or an Agent's place of business upon presentation of the printed ticket, or as otherwise determined by SA Lotteries, subject to these Rules;

- 14.2.2. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, as soon as practicable after the draw; and
 - 14.2.3. if a printed or electronic ticket includes a game that has won a prize in Division 2 or a lower division in addition to a Division 1 prize the lower division prize will not be paid until the Division 1 prize is payable.
- 14.3. Any player who claims to be entitled to a prize but:
- 14.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
 - 14.3.2. considers that their ticket has been incorrectly evaluated; or
 - 14.3.3. has not obtained confirmation that their ticket has won a prize after its evaluation by the central computer system
- must lodge a claim with SA Lotteries in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.
- 14.4. A claim under Rule 14.1.3 or 14.3:
- 14.4.1. may be lodged with SA Lotteries either personally or by registered mail;
 - 14.4.2. must reach SA Lotteries within 12 months of the relevant day; and
 - 14.4.3. must be accompanied by the printed ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 14.5. SA Lotteries:
- 14.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within 12 months of the relevant day; and
 - 14.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966**LOTTERIES (KENO) RULES**1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Keno) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (Keno) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 20 May 2010 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966

LOTTERIES (KENO) RULES

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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Keno Coin Toss Prize Structure

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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 3.
- 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 on the 14th day thereafter;

“combination entry” means in the case of an SA Lotteries Combo coupon an entry whereby the numbers selected in each of between 1 and 4 game panels may be played either individually (as singles) or in combination with other numbers in other game panels; and in the case of an SA TAB issued coupon an entry whereby the numbers selected will be played in every possible combination equivalent to 15 games;

“Evens” means, in the case of Keno Coin Toss, the selection or outcome where an equal proportion of the 20 drawn Keno numbers falls in each range (1-40 and 41-80) on the Keno game grid;

“game grid” means a grid of numbers from 1 to 80 inclusive distributed into 10 equal columns of 8 numbers and 8 equal rows of 10 numbers;

“Heads” means, in the case of Keno Coin Toss, the forecast or outcome where 11 or more of the 20 drawn Keno numbers fall in the range 1–40 on the Keno game grid;

“Keno” means a lottery drawn at such intervals as SA Lotteries determines in which the player is required to select between 1 and 10 numbers out of 20 numbers drawn from the range of numbers 1 to 80 inclusive;

“Keno Coin Toss” means an adjunct to the game of Keno whereby the player is required to predict the distribution of the 20 numbers drawn between predetermined segments of the Keno game grid;

“permitted multiple” means such number as SA Lotteries determines;

“SA Lotteries Combo coupon” means a coupon or electronic request for entry, consisting of 4 game panels;

“SA TAB and its sub-agencies” means SA TAB Pty Ltd ACN 097 719 107 and such of its agencies as are authorised to sell entries in Keno;

“SA TAB issued coupon” means a coupon or electronic request for entry consisting of 1 game panel allowing for single entries or combination entries equivalent to 15 games;

“Spot number” means the quantity of numbers to be selected and played;

“Spot numbers panel” means the designated panel on a coupon or electronic request for entry in which the Spot number is required to be marked to correspond with the numbers selected;

“Tails” means, in the case of Keno Coin Toss, the forecast or outcome where 11 or more of the 20 drawn Keno numbers fall in the range 41-80 on the Keno game grid.

3. *Entry*

- 3.1. To create a Keno entry a player must forecast or cause to be forecast between 1 and 10 numbers. The numbers forecast must not be duplicated.
- 3.2. To create a Keno Coin Toss entry a player must forecast or cause to be forecast the distribution of the 20 numbers drawn in the corresponding Keno draw between predetermined segments of the Keno game grid. Each draw in which a player participates is considered an individual entry.

A Keno Coin Toss entry is not available at SA TAB and its sub-agencies.

- 3.3. The quantity of numbers forecast by a player under Rule 3.1 is the Spot number and the player must mark the Spot number panel or cause it to be marked accordingly, by marking the number equal to the quantity of numbers selected.
- 3.4. In the case of a coupon, a player's forecast must be marked by hand with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as SA Lotteries determines. All marks on a coupon must be legible. No other mark will be accepted. A coupon must not be marked in red.
- 3.5. The minimum number of games that must be completed will be one (1) or such number as otherwise determined by SA Lotteries.
- 3.6. There will be a limit to the maximum number of games that can be played, including that in any one draw:
- 3.6.1. SA Lotteries may decline to issue more than 1,000 entries to a player; and
- 3.6.2. a player can be issued with entries costing no more than \$100,000.00.
- 3.7. SA Lotteries may determine that it will decline to accept any specified entry or type of entry. Such determination may be expressed to operate either generally or in circumstances specified in the determination.
- 3.8. Subject to Rule 3.6, a player must nominate the amount to be spent on each game by marking the appropriate amount on the coupon. The amount so nominated will be payable in respect of each game selected (and in the case of a combination entry, in respect of every possible combination that results from the selection of numbers) and must be a permitted multiple.
- 3.9. To create a combination entry on an SA Lotteries Combo coupon, a player must identify the type(s) of combination entries required by making the appropriate mark(s) in the combination panel or request the selling point terminal operator to generate a combination entry as nominated.
- 3.9.1. If "singles" is marked, each game panel marked will be considered an individual entry.
- 3.9.2. If "doubles" is marked, each combination of 2 game panels marked will be considered an individual entry.

- 3.9.3. If "triples" is marked, each combination of 3 game panels marked will be considered an individual entry.
 - 3.9.4. If "quads" is marked, each of the 4 game panels marked will be considered an individual entry.
 - 3.9.5. Marking "all ways" will have the same effect as marking all of the other combination options and will cause all possible combinations of the marked game panels to be played.
 - 3.9.6. A coupon must not be marked with any type(s) of combination entry that would result in a combination of game panels having more than 10 different selected numbers.
 - 3.10. To create a combination entry on an SA TAB issued coupon, a player must:
 - 3.10.1. select between 4 and 10 numbers to play the equivalent of fifteen games using different combinations of the selected numbers in a single draw;
 - 3.10.2. mark "Combo"; and
 - 3.10.3. mark the Spot number in the Spot numbers panel equal to the quantity of numbers selected.
 - 3.11. Subject to Rule 5, a player may enter a draw by:
 - 3.11.1. submitting the coupon provided for that purpose from time to time by SA Lotteries together with an Easiplay Club card if applicable (except at SA TAB and its sub-agencies);
 - 3.11.2. making a verbal request of the selling point terminal operator together with providing an Easiplay Club card if applicable (except at SA TAB and its sub-agencies); or
 - 3.11.3. an electronic request for entry in such format as SA Lotteries determines.
 - 3.12. If a player marks more or fewer than the specified number of selections in a game panel, a ticket will not be issued. The player may be required to complete another coupon.
 - 3.13. A player will not be able to register any Keno game purchases made at SA TAB and its sub-agencies on an Easiplay Club membership card.
4. *Consecutive Draws*
- 4.1. A player may enter forecasts for a series of consecutive draws by marking the appropriate forecast(s) in the "consecutive draws" panel or by verbally requesting such an entry. Subject to Rule 3.6, the number of consecutive draws that may be entered in this way is up to 500 draws or such other number as SA Lotteries determines.
 - 4.2. The rules governing entries will apply to every consecutive draw entry.
5. *QuickPick Entry*

- 5.1. A player can play by means of a QuickPick nomination at the selling point. The selling point terminal operator must enter the information nominated by a player into the selling point terminal and cause it to generate a ticket of the type nominated by a player (except at SA TAB and its sub-agencies).
- 5.2. A player may obtain a QuickPick entry by marking the "QuickPick" panel on the coupon (if this option is available) and, in respect of each game to be played, and the quantity of numbers to be selected, by making the appropriate mark in the Spot numbers panel.
- 5.3. A player may obtain a Keno Coin Toss QuickPick entry by marking the "QuickPick" panel and, in respect of each draw to be entered, the quantity of draws to be selected, by making the appropriate mark in the "consecutive draws" panel.

6. *Determination of Winning Selections*

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

7. *Prize Pool Allocation*

- 7.1. Only one prize can be won by any one selection of numbers.
- 7.2. The prizes payable for Keno will be as designated in Schedule 1, subject to Rules 7.3, 7.4 and 8.
- 7.3. The prize for 10 hits in a Spot 10 entry:
 - 7.3.1. if there is one winner, will be the amount designated in Schedule 1.
 - 7.3.2. if there is more than one winner, will be apportioned between such winners in accordance with the following formula:

$$W = \frac{Ew}{Et} \times (Ga+J) \quad (\text{where } W \text{ is the amount payable to a particular winner;}$$

Ew 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).

Ga is the guaranteed amount – see Rule 8.2;

J is the jackpot – see Rule 8.2).

- 7.4. Other than the prize for 10 hits in a Spot 10 entry, 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 was greater than 1,

the prize will be reduced to an amount calculated in accordance with the following formula:

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

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

7.5. The prizes payable for Keno Coin Toss will be as designated in Schedule 2.

8. *Keno Prize Reserve*

8.1. From time to time, and with Ministerial approval as required, SA Lotteries may set aside and maintain such sums, including a proportion of the total amount received from Spot 10 entry fees to any draw, to constitute a pool called the Keno Prize Reserve.

8.2. The Keno Prize Reserve will be accumulated by SA Lotteries to constitute the guaranteed amount and the jackpot and be applied as follows:

8.2.1. the jackpot will be distributed from time to time as additional or increased prize money to Spot 10 winners together with the guaranteed amount in such draws and in such amounts as SA Lotteries determines.

8.2.2. if there is no Spot 10 winner in any draw in which the jackpot is offered, the jackpot will be added to the jackpot in the next draw in which the jackpot is offered and this jackpotting will continue until there is a Spot 10 winner.

9. *Prize Structure*

9.1. The prize structure in a draw will be in accordance with Schedule 1, Schedule 2 and Rule 7.

10. *Ticket Checkers*

10.1. Ticket checkers are located in agencies and are linked to the central computer system via the selling point terminal.

10.2. A player can obtain the prize status of an online lottery ticket by inserting the bar code of each ticket into the scanning device.

10.3. All prize winning tickets must be identified by the central computer system via the selling point terminal as a prize winning ticket before payment of the prize is made.

11. *Prize Claims*

11.1. In the case of Spots 9 and 10 prizes:

11.1.1. prize money will be distributed after the claim period has elapsed;

11.1.2. claims lodged within the claim period and determined by the central computer system to be prize winning tickets and any tickets subsequently identified within the claim period as prize winning tickets

- will share equally in the prize pool available to winners in the respective Spot; and
- 11.1.3. any player who claims to be entitled to a prize must lodge a claim with SA Lotteries.
- 11.2. In the case of prizes (including Keno Coin Toss) other than Spots 9 and 10 prizes:
- 11.2.1. prize money will be paid as soon as practicable after the draw either at Head Office or through any selling point terminal for tickets purchased from SA Lotteries, or at SA TAB or through any of its sub-agencies selling Keno tickets, for tickets purchased from SA TAB, on presentation of the ticket or record of electronic entry for evaluation by a selling point terminal, subject to these Rules.
- 11.2.2. Any player who claims to be entitled to a prize but:
- 11.2.2.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
- 11.2.2.2. consider that their ticket has been incorrectly evaluated by SA Lotteries; or
- 11.2.2.3. has not obtained confirmation that their ticket has won a prize, after its evaluation by a selling point terminal
- must lodge a claim with SA Lotteries.
- 11.3. A claim under Rule 11.1.3 or 11.2.2:
- 11.3.1. may be lodged with SA Lotteries either personally or by registered mail;
- 11.3.2. must reach SA Lotteries within the claim period; and
- 11.3.3. 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/or proof of purchase.
- 11.4. SA Lotteries:
- 11.4.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within 12 months of the relevant day; and
- 11.4.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.
- 11.5. SA Lotteries 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.

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	5		2.00
5		4.00	6		5.00
6		10.00	7		100.00
7		200.00	8		1,000.00
8		2,500.00	9		10,000.00
9		150,000.00	10		1,000,000.00 + jackpot

NB. Prize based on \$1.00 wager.

SCHEDULE 2

Keno Coin Toss Prize Structure

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).

'Heads' \$2.00

'Tails' \$2.00

'Evens' \$4.00

NB. Prize based on \$1.00 wager.

SCHEDULE 3

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966**LOTTERIES (SUPER 66) RULES**1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Super 66) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (Super 66) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 16 August 2012 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:

Name: SUZANNE MACKENZIE

Commission Member

Signature:

Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966

LOTTERIES (SUPER 66) RULES

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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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 be 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 the contrary intention appears:

“Bloc members” means the parties from time to time to the Bloc Agreement entered into by SA Lotteries with other lottery operators for the promotion, conduct and sale of tickets in the game of Super 66 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 on the 14th day thereafter;

“drawing equipment” means equipment operated by the Bloc members for ascertaining the winning numbers;

“Super 66” means a lottery drawn at such intervals as the Bloc members determine in which a player is required to cause the forecasting of 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.

“QuickPick entry” means a nomination made by a player at the selling point whereby the selling point terminal will process the information nominated by the player to generate a forecast of the type nominated by the player.

3. *Ordinary Entry*
 - 3.1. To create an ordinary entry, a player must cause to be forecast a 6 digit number by way of QuickPick entry.
 - 3.2. An ordinary entry will provide participation for the number of games selected and paid for in one (1) draw only.
 - 3.3. The minimum number of games that must be played will be one (1) or such number as otherwise determined by SA Lotteries.
 - 3.4. There will be a limit to the maximum number of games that can be played, including that in any one draw:
 - 3.4.1. SA Lotteries may decline to issue more than 1,000 entries to a player; and
 - 3.4.2. a player can be issued with no more than 1,000 equivalent games.

- 3.5. Subject to Rule 3.7, a player may request that an entry be issued in a draw to be conducted within 52 weeks or such lesser period as determined by SA Lotteries.
 - 3.6. Super 66 entries will be limited to 50 games for an ordinary entry, or such other number as SA Lotteries determines.
 - 3.7. When played in conjunction with Saturday X Lotto, Monday and Wednesday X Lotto, Powerball, Oz Lotto and The Pools, a player must request a Super 66 entry by:
 - 3.7.1. marking the "Super 66" box on a coupon; or
 - 3.7.2. verbally requesting the required number of games when making a request for entry in another lottery.
 - 3.8. When not played in conjunction with another lottery, a player may request a Super 66 entry by making a verbal or electronic request at the selling point terminal.
4. *Multi-Week Entry*
- 4.1. A player may enter a Super 66 entry for a series of consecutive draws by verbally or electronically requesting such an entry at the selling point. The number of consecutive draws that may be entered in this way is up to 52 weeks or such lesser period as determined by SA Lotteries.
 - 4.2. When played in conjunction with a multi-week entry in another lottery, a Super 66 entry will be placed in the corresponding weekly draw for which the other lottery has been entered.
 - 4.3. The Rules governing ordinary entries will apply to every multi-week entry.
5. *Determination of Winning Number*
- 5.1. Each draw will be identified by a number.
 - 5.2. Each draw will be conducted using drawing equipment determined by the Bloc members.
 - 5.3. 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.
 - 5.4. There will be 5 winning divisions in each draw as follows:
 - Division 1 — player(s) who correctly forecast the 6 digit number identical to and in the same sequence as the 6 digit number drawn for that draw.
 - Division 2 — player(s) who correctly forecast:
 - 5.4.1. the first 5 digits of the number identical to and in the same sequence as the first 5 digits of the 6 digit number drawn for that draw; or
 - 5.4.2. the last 5 digits of the number identical to and in the same sequence as the last 5 digits of the 6 digit number drawn for that draw.
 - Division 3 — player(s) who correctly forecast:

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

5.4.4. the last 4 digits of the number identical to and in the same sequence as the last 4 digits of the 6 digit number drawn for that draw.

Division 4 — player(s) who correctly forecast:

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

5.4.6. the last 3 digits of the number identical to and in the same sequence as the last 3 digits of the 6 digit number drawn for that draw.

Division 5 — player(s) who correctly forecast:

5.4.7. the first 2 digits of the number identical to and in the same sequence as the first 2 digits of the 6 digit number drawn for that draw; or

5.4.8. the last 2 digits of the number identical to and in the same sequence as the last 2 digits of the 6 digit number drawn for that draw.

6. *Supervision of Draw*

6.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and:

6.1.1. will be supervised by the appropriate representatives for the State in which the draw is conducted; and

6.1.2. will be final for the purpose of determining the prize winners in that draw.

7. *Prize Pool Allocation*

7.1. 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.

7.2. 60% of the total entry fees received for each draw (or such greater amount as SA Lotteries determines) will be allocated as the prize pool.

7.3. SA Lotteries will pay the percentage referred to in Rule 7.2 into an aggregate prize pool to which each of the Bloc members must contribute the same percentage of the total entry fees received by them.

7.4. The total amount of the prize pool will be declared prior to each draw.

8. *Prize Structure*

8.1. Subject to Rules 8.2 and 10.2, the following prizes will be payable:

Division 1—\$16,666 per prize, subject to Rule 10.

Division 2—\$6,666 per prize.

Division 3—\$666 per prize.

Division 4—\$66 per prize.

Division 5—\$6.60 per prize.

- 8.2. After the prize pool has been allocated amongst the winners in all divisions:
- 8.2.1. if there is any amount remaining, that amount will be apportioned equally between the winner(s) in Division 1;
 - 8.2.2. if the prize pool is insufficient to pay each winner in each division the prize specified in Rule 8.1, the prize pool will be augmented from the Prize Reserve Fund by the amount of the deficiency.

9. *Prize Reserve Fund*

- 9.1. From time to time, SA Lotteries 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 prizes will be reduced *pro rata* in all prize winning divisions. The amount set aside will be accumulated by SA Lotteries to constitute a pool called the Prize Reserve Fund.
- 9.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
- 9.2.1. prizes in respect of missed prize entries for lotteries conducted by SA Lotteries;
 - 9.2.2. additional or increased prizes in subsequent lotteries conducted by SA Lotteries;
- in such amount(s) and to such player(s) as SA Lotteries in its absolute discretion determines.
- 9.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.
- 9.4. In the event that the game of Super 66 is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 9 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of Super 66.

10. *Jackpots*

- 10.1. 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.
- 10.2. (a) If SA Lotteries guarantees a minimum prize payout in Division 1 of a super draw and the prize is not won, the amount by which SA Lotteries has augmented the prize pool allocated to Division 1 in that super draw will not be taken into account in determining the amount of any subsequent jackpot paid in respect of a Division 1 prize.
- (b) For the purpose of this Rule, SA Lotteries may from time to time declare a draw to be a super draw and fix a minimum guaranteed Division 1 prize pool for that draw.

- (c) If the prize pool is insufficient to pay the jackpot under this Rule, the amount of the deficit will be paid from the Prize Reserve Fund.

11. *Publication of Results*

- 11.1. SA Lotteries will publish the results of each draw as soon as practicable after each draw.
- 11.2. The information published may include:
- 11.2.1. the winning numbers;
 - 11.2.2. the amount of the prize pool allocated to each division;
 - 11.2.3. the number of prize winners or provisional prize winners in each division;
 - 11.2.4. the value or provisional value of each prize in each division;
 - 11.2.5. the dates when prizes will be paid;
 - 11.2.6. the date the claim period expires; and
 - 11.2.7. the guaranteed or estimated Division 1 prize pool in the next draw.

12. *Ticket Checkers*

- 12.1. Ticket checkers are located at all selling points except an internet site and are linked to the central computer system via the selling point terminal.
- 12.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each printed ticket into the scanning device.
- 12.3. A prize winning ticket must be identified by the central computer system as a prize winning ticket before payment of the prize is made.

13. *Prize Claims*

- 13.1. In the case of a Division 1 prize:
- 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 system to be prize winning tickets and any tickets subsequently identified as prize winning tickets will be paid the prize in accordance with Rule 8;
 - 13.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
 - 13.1.4. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, following the elapsing of the claim period.
- 13.2. In the case of prizes other than a Division 1 prize:
- 13.2.1. prize money will be paid as soon as practicable after the draw either at Head Office or an Agent's place of business upon presentation of the

- printed ticket or as otherwise determined by SA Lotteries, subject to these Rules;
- 13.2.2. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, as soon as practicable after the draw; and
- 13.2.3. if a printed or electronic ticket includes a game that has won a prize in Division 2 or a lower division in addition to a Division 1 prize, the lower division prize will not be paid until the Division 1 prize is payable.
- 13.3. Any player who claims to be entitled to a prize but:
- 13.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
- 13.3.2. considers that their ticket has been incorrectly evaluated; or
- 13.3.3. has not obtained confirmation that their ticket has won a prize, after its evaluation by the central computer system
- must lodge a claim with SA Lotteries in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.
- 13.4. A claim under Rule 13.1.3 or 13.3:
- 13.4.1. may be lodged with SA Lotteries either personally or by registered mail;
- 13.4.2. must reach SA Lotteries within 12 months of the relevant day; and
- 13.4.3. must be accompanied by the printed ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 13.5. SA Lotteries:
- 13.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within 12 months of the relevant day; and
- 13.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966**LOTTERIES (INSTANT SCRATCH-ITS) RULES**1. *Preliminary*

1.1 These Rules may be cited as the Lotteries (Instant Scratch-Its) Amendment Rules, 2014 (No. 1).

1.2 The Lotteries (Instant Scratch-Its) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 20 May 2010 are hereinafter referred to as the “Principal Rules”.

1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:

Name: SUZANNE MACKENZIE

Commission Member

Signature:

Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

STATE LOTTERIES ACT 1966**LOTTERIES (INSTANT SCRATCH-ITS) RULES**

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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
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 4. *Security Code*
 - 4.1. Inclusion of security code
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 5. *Sale of Tickets*
 - 5.1. Notwithstanding that all prizes won
 - 5.2. No release of information
 6. *Prizes*
 - 6.1. Determined by Commission
 - 6.2. Statement on ticket
 - 6.3. Evaluation of prize winning ticket
 - 6.4. SA Lotteries' discretion
 7. *Prize Claims*
 - 7.1. Circumstances of claim
 - 7.2. Requirements for lodging claim under Rule 7.1
 - 7.3. SA Lotteries' discretion
- Schedule*
- Date of commencement

1. *Preliminary*
 - 1.1. These Rules may be cited as the Lotteries (Instant Scratch-Its) 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 Scratch-Its”.

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;

“Instant Scratch-Its” means a lottery promoted and conducted by SA Lotteries in which tickets are sealed or concealed in some way (whether by means of removable latex material or otherwise) and the revealing of specified symbols or the matching of symbols results in determining whether a prize has been won.

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 SA Lotteries determines. Each series of tickets will be issued in lots of such number(s) of tickets as SA Lotteries determines, which will constitute a separate lottery.
 - 3.3. For the purposes of section 16B(2)(b)(ii) of the Act, and unless SA Lotteries 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 SA Lotteries to any selling point in respect of that lottery.

4. *Security Code*
 - 4.1. SA Lotteries shall include a security code on any part of a ticket for the purpose of:
 - 4.1.1. verifying by the central computer system whether the ticket entitles the bearer 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. SA Lotteries may continue to distribute and sell tickets from a particular ticket series or lot, even if any or all of the prizes for that series or lot have already been won or claimed.
- 5.2. Nothing in these Rules requires SA Lotteries to release to a person or to the public generally information as to:
- 5.2.1. whether any or all of the prizes for a particular ticket series or lot, or a particular lottery, have been won or claimed;
- 5.2.2. players who have won prizes in any lottery;
- 5.2.3. the amount (if any) of the prize pool still available to be won from a particular ticket series or lot, or a particular lottery;
- 5.2.4. the date a prize is claimed; or
- 5.2.5. the agency selling a prize winning ticket.

6. *Prizes*

- 6.1. The prize structure will be as determined by SA Lotteries.
- 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 SA Lotteries.
- 6.3. A prize will be paid on presentation of the ticket for evaluation by the selling point terminal and the central computer system identifying it as a prize winning ticket.
- 6.4. SA Lotteries may in its absolute discretion accept or refuse to accept a prize claim in whole or in part.

7. *Prize Claims*

- 7.1. Any player who claims to be entitled to a prize but:
- 7.1.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
- 7.1.2. considers that their ticket has been incorrectly evaluated by SA Lotteries; or
- 7.1.3. has not obtained confirmation that the ticket has won a prize after its evaluation by a selling point terminal
- may lodge a claim with SA Lotteries.
- 7.2. A claim under Rule 7.1:
- 7.2.1. may be lodged with SA Lotteries either personally or by registered mail;

- 7.2.2. must reach SA Lotteries within the period specified for the collection or taking delivery of a prize; and
 - 7.2.3. must be accompanied by the ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 7.3. SA Lotteries:
- 7.3.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within the period specified for the collection or taking delivery of a prize; and
 - 7.3.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

SCHEDULE

Date of commencement of these Rules:

7 April 2014

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STATE LOTTERIES ACT, 1966**LOTTERIES (PROMOTIONAL LOTTERY) RULES**1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Promotional Lottery) Rules, 2014 (No. 1).
- 1.2 The Lotteries (Promotional Lottery) Rules made under the State Lotteries Act, 1966 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Implementation of Rules*

The Principal Rules are the Rules as annexed hereto.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

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

*This consolidation includes amendments as at 1 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

ARRANGEMENT

1. *Preliminary*
 - 1.1. Citation
 - 1.2. Commencement
 - 1.3. Lotteries (General) Rules
 - 1.4. Application
 2. *Interpretation*
 - 2.1. Definitions
 3. *Entry Method*
 - 3.1. Methods of entering
 - 3.2. Promotional code
 - 3.3. Code not part of a lottery or lottery conditions
 4. *Determination of Winning Entries*
 - 4.1. Drawing equipment
 - 4.2. Ticket entries to be drawn
 5. *Supervision of Promotional Lottery Draw*
 - 5.1. Supervision and finality of draw
 6. *Prize Structure*
 - 6.1. Amount of prize(s) in any promotional lottery
 7. *Prize Claims*
 - 7.1. Presentation of winning entry
 8. *Publication of Results*
 - 8.1. Publication after promotional lottery draw
 - 8.2. Information to be published
- Schedule*
- Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (Promotional 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 promotional lottery conducted by SA Lotteries.

2. *Interpretation*

- 2.1. In these Rules and in each part of these Rules unless the contrary intention appears:
 - “drawing equipment” means equipment operated and determined by SA Lotteries for ascertaining the winning entries;
 - “promotional lottery” means a lottery conducted for the purposes of promoting another lottery product, and in respect of which:
 - (a) eligibility to enter is confined to players in a lottery that is currently selling or in which selling has concluded; and
 - (b) no further entry fee or commission is charged.

3. *Entry Method*

- 3.1. A person may enter a drawing of a promotional lottery in a variation of ways including but not limited to:
 - 3.1.1. entering into a promotional lottery in a manner determined by SA Lotteries; or
 - 3.1.2. using a promotional code that may be included on a ticket for the purpose of entering into a promotional lottery.
- 3.2. A promotional code may be:
 - 3.2.1. characters, words, numerals, symbols or other markings; and
 - 3.2.2. printed, stamped, embossed or otherwise shown on the ticket.
- 3.3. A promotional 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.

4. *Determination of Winning Entries*

- 4.1. Each promotional lottery draw will be conducted using drawing equipment as SA Lotteries determines.
- 4.2. For each promotional lottery draw, SA Lotteries will cause to be drawn from the drawing equipment such quantity of entries as SA Lotteries determines are necessary to determine the winners of the promotional lottery.

- 5 *Supervision of Promotional Lottery Draw*
- 5.1 The drawing of the winning entries will be supervised by the appropriate representative of SA Lotteries and will be final for the purpose of determining the prize winner(s) for that promotional lottery draw.
- 6 *Prize Structure*
- 6.1 The prize(s) to be awarded in any promotional lottery will be such prize(s) or such amount(s) as SA Lotteries determines.
- 7 *Prize Claims*
- 7.1 Prizes will be paid as soon as practicable after the drawing of the promotional lottery and presentation of the winning entry and verification of the players' identity.
- 8 *Publication of Results*
- 8.1 SA Lotteries will publish the results of each promotional lottery draw as soon as practicable after each draw.
- 8.2 The information published may include:
- 8.2.1 the promotional lottery draw details; and/or
- 8.2.2 the amount of the prize(s) won.

SCHEDULE

Date of operation of these Rules:

1 April 2014

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STATE LOTTERIES ACT, 1966**LOTTERIES (TRADITIONAL LOTTERY) RULES**1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Traditional Lottery) Amendment Rules, 2014 (No. 1).
- 1.2 The Lotteries (Traditional Lottery) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 20 May 2010 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 7 April 2014 and these Rules will take effect immediately thereafter, except as provided in these Rules.

2. *Amendment of Rules*

The Principal Rules are deleted and the Rules as annexed are to be substituted therefor.

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

Dated: 12 February 2014

Signature:
Name: SUZANNE MACKENZIE

Commission Member

Signature:
Name: JUNE ROACHE

Commission Member

Approved,

JAY WEATHERILL, Minister for Finance

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

*This consolidation includes amendments as at 7 April 2014.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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)*
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 - 4.3. Ticket number(s) to be drawn
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 - 5.1. Supervision and finality of draw
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 - 6.1. Amount of prize(s) in any traditional lottery
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 - 7.1. Creation of Prize Reserve Fund
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 - 9.1. Location of ticket checkers
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 10. *Prize Claims*
 - 10.1. Claim period
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 - 10.3. Prize Claim
 - 10.4. Requirements for lodging claim under Rule 10.3
 - 10.5. SA Lotteries' discretion
- 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 or special appeal lottery conducted by SA Lotteries.

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

“claim period” means

 - a) for any traditional lottery, other than a special appeal lottery, the period commencing at midnight on the day of determination of the draw results and ending on the 14th day thereafter;
 - b) for any special appeal lottery the period specified by the Minister on a case by case basis;

“drawing equipment” means equipment operated and determined by SA Lotteries for ascertaining the winning ticket number(s).

3. *General*
 - 3.1. Each ticket will be identified by a number.
 - 3.2. There will be a limit to the maximum number of tickets that can be issued, including that SA Lotteries 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 SA Lotteries determines.
 - 4.3. For each draw SA Lotteries will cause to be drawn from the drawing equipment such quantity of ticket numbers as SA Lotteries 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 in any traditional lottery, other than a special appeal lottery, will be such prize(s) or such amount(s) as SA Lotteries determines.
- 6.2. The prize(s) to be awarded in any special appeal lottery will be those approved by the Minister on a case by case basis.

7. *Prize Reserve Fund*

- 7.1. From time to time, SA Lotteries may set aside a proportion of the total amount received from entry fees to any traditional lottery draw, other than a special appeal lottery draw, and, in respect of that draw, the distribution of prizes will be reduced *pro rata* in all prize winning levels. The amount set aside will be accumulated by SA Lotteries to constitute a pool called the Prize Reserve Fund.
- 7.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
- 7.2.1. prizes in respect of missed prize entries for lotteries conducted by SA Lotteries;
- 7.2.2. additional or increased prizes in subsequent lotteries conducted by SA Lotteries;

in such amount(s) and to such player(s) as SA Lotteries in its absolute discretion determines.

8. *Publication of Results*

- 8.1. SA Lotteries will publish the results of each draw 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.

9. *Ticket Checkers*

- 9.1. Ticket checkers are located in agencies and are linked to the central computer system via the selling point terminal.
- 9.2. A player can obtain the prize status of an online lottery ticket by inserting the bar code of each ticket into the scanning device.
- 9.3. All prize winning tickets must be identified by the central computer system via the selling point terminal as a prize winning ticket before payment of the prize is made.

10. *Prize Claims*

- 10.1. Prizes will be distributed after the relevant claim period has elapsed.

- 10.2. Prizes will be paid as soon as practicable after the drawing of the draw either at Head Office or through any selling point terminal on presentation of the ticket or record of electronic entry for evaluation by a selling point terminal, subject to these Rules.
- 10.3. Any player who claims to be entitled to a prize but:
- 10.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
 - 10.3.2. considers that their ticket has been incorrectly evaluated by SA Lotteries; or
 - 10.3.3. has not obtained confirmation that the ticket has won a prize after its evaluation by a selling point terminal
- must lodge a claim with SA Lotteries.
- 10.4. A claim under Rule 10.3:
- 10.4.1. may be lodged with SA Lotteries either personally or by registered mail;
 - 10.4.2. must reach SA Lotteries within the period specified for the collection or taking delivery of a prize; and
 - 10.4.3. 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/or proof of purchase.
- 10.5. SA Lotteries:
- 10.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system within the period specified for the collection or taking delivery of a prize; and
 - 10.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

SCHEDULE

Date of operation of these Rules:

7 April 2014

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