

SUPPLEMENTARY GAZETTE



THE SOUTH AUSTRALIAN  
GOVERNMENT GAZETTE

[www.governmentgazette.sa.gov.au](http://www.governmentgazette.sa.gov.au)

---

PUBLISHED BY AUTHORITY

---

ALL PUBLIC ACTS appearing in this GAZETTE are to be considered official, and obeyed as such

---

ADELAIDE, THURSDAY, 27 OCTOBER 2016

---

CONTENTS

	Page
State Lotteries Act 1966—Rules	
Lotteries (General).....	4096
Lotteries (Monday and Wednesday X Lotto).....	4115
Lotteries (Instant Scratch-Its) .....	4125
Lotteries (Keno).....	4130
Lotteries (Oz Lotto).....	4141
Lotteries (Powerball).....	4151
Lotteries (Promotional Lottery) .....	4162
Lotteries (Saturday X Lotto).....	4166
Lotteries (Set for Life).....	4176
Lotteries (Super 66).....	4185
Lotteries (The Pools) .....	4194
Lotteries (Traditional Lottery).....	4206

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

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (General) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (General) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:  
Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (GENERAL) RULES

*This consolidation includes amendments as at 27 October 2016.  
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 Existing Rules
  - 1.3 Commencement
  - 1.4 Current lotteries
  - 1.5 Rules applicable to different types of lotteries
  
- 2 *Interpretation*
  - 2.1 Definitions
  - 2.2 General
  - 2.3 SALC's determination
  
- 3 *General*
  - 3.1 Amendment or abrogation of Rules
  - 3.2 Access to Rules
  - 3.3 Rules binding on player
  - 3.4 Lottery Blocs
  
- 4 *Agents*
  - 4.1 Appointment and termination
  - 4.2 Duties
  - 4.3 Payment of price by player
  - 4.4 Principal and Agent
  
- 5 *Liability*
  - 5.1 Player's liability
  - 5.2 Receipt of ticket
  - 5.3 Record of entry
  - 5.4 Agent altering coupon
  - 5.5 Exclusion of liability
  - 5.6 Limitation of liability
  - 5.7 Not For Publication request
  - 5.8 Finality of SALC's decision
  
- 6 *Entry and Tickets*
  - 6.1 Methods of requesting entry
  - 6.2 Payment
  - 6.3 Incomplete request for entry or payment
  - 6.4 Issue of ticket
  - 6.5 Scanning of Instant Scratch-Its ticket
  - 6.6 Cancellation of defective entry at Master Agent's option
  - 6.7 Cancellation of defective ticket at player's option
  - 6.8 Return of ticket by player for any other reason
  - 6.9 Return of Instant Scratch-Its ticket by player
  - 6.10 Alteration of ticket
  - 6.11 Cash refund
  - 6.12 'Play it again' barcode
  - 6.13 'Best pick' entry

- 7            *Electronic Request for Entry*
- 7.1          Entry not to be submitted by post
  - 7.2          Player's obligations
  - 7.3          Master Agent or Agent may decline request for entry
  - 7.4          Selection of draw
- 8            *Syndicate Entry*
- 8.1          Formation of syndicate entry
  - 8.2          Issue of unsold syndicate share
  - 8.3          Payment of syndicate share by Agent
  - 8.4          Payment of syndicate share by players
  - 8.5          Cancellation of syndicate entry
- 9            *Easiplay Club*
- 9.1          Application for membership
  - 9.2          Membership charges
  - 9.3          Application by minor
  - 9.4          Temporary membership
  - 9.5          Easiplay Club database
  - 9.6          Change of details
  - 9.7          Advertising material
  - 9.8          Refusal or cancellation of membership
  - 9.9          Payment to bearer with Easiplay Club card
  - 9.10         Lost ticket report
  - 9.11         Payment to bearer without Easiplay Club card
  - 9.12         Rule 9.11 not to apply after expiry of minimum Autopay period
  - 9.13         Payment on expiry of Autopay period
- 10          *Gift Vouchers*
- 10.1         Availability
  - 10.2         Payment
  - 10.3         Inclusion of security code
  - 10.4         Format of security code
  - 10.5         Restriction on redemption
  - 10.6         Expiry
  - 10.7         Not redeemable for cash
  - 10.8         Lodgement of claim
  - 10.9         Conditions of claim
  - 10.10        Master Agent's determination
- 11          *Disqualifications*
- 11.1         Decision to disqualify
  - 11.2         Reasons for disqualification
  - 11.3         Player notification
  - 11.4         Effect on prizes
- 12          *Payment of Prizes*
- 12.1         Master Agent's records to be conclusive
  - 12.2         Prizes not to bear interest
  - 12.3         Share entry
  - 12.4         Prize payments on printed tickets and Instant Scratch-Its tickets
  - 12.5         Prize payments on electronic tickets
  - 12.6         Handling fee
  - 12.7         Claim administration fee
  - 12.8         Details to be provided by applicant
  - 12.9         Prize claim by post
  - 12.10        Incomplete prize claim
  - 12.11        Master Agent may decline to pay prize
  - 12.12        Cancelled entry
  - 12.13        Retention of winning ticket
  - 12.14        Issue of exchange ticket
  - 12.15        Auto payment of prize to Easiplay Club member
  - 12.16        Claim for a prize already paid

- 12.17 Claim for a prize outside relevant claim period
- 12.18 Unclaimed prizes
  
- 13 *Syndicates and Payment of Prizes to Bearer*
  - 13.1 Bearer
  - 13.2 Master Agent not bound by syndicate agreement or trust
  
- 14 *Cancellation of Lottery or Entry*
  - 14.1 Decision to cancel lottery or ticket
  - 14.2 Cancellation of lottery
  - 14.3 Cancellation of ticket

*Schedule*

Date of commencement

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 SALC through its Master Agent 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 SALC through its Master Agent.
- 1.5 These Rules are to be read in conjunction with the Rules applicable to each type of lottery conducted by SALC through its Master Agent 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 the Master Agent pursuant to the Act and the transaction documents to sell entries to the public in lotteries offered by the Master Agent from time to time;

“Agent's Commission” means a charge determined by the Master Agent 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 SALC through its Master Agent from time to time;

“application form” means an application form for the issue of an Easiplay 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 Easiplay 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 Easiplay 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 the Master Agent, the prize will not autopay until a subsequent prize is won bringing the consolidated prize amount above the amount determined by the Master Agent, 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 the Master Agent;

“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 the Master Agent to be cancelled and incapable of winning a prize;

“close of acceptance of entries” means the date and time determined by the Master Agent 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;

“Easisplay Club member” means a player whose personal details have been provided to the Master Agent 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 Master Agent’s 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 the Master Agent, excluding the Agent’s Commission and any handling fee charged for an electronic request, and the Master Agent 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” and “set” have 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 SALC through its Master Agent from time to time;

“Lottery Rules” means these Rules and the Rules applicable to the different types of lotteries conducted by SALC through its Master Agent from time to time;

“Master Agent” means Tatts Lotteries SA Pty Ltd as exclusive master agent of SALC, to:

- (a) sell entries and pay prizes associated with those entries in lotteries operated by SALC 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 the Master Agent 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.

“SALC” means the Lotteries Commission of South Australia;

“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 Master Agent’s business to process requests for entries, where the price may be paid or received, or such other place as determined by the Master Agent;

“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 Master Agent’s business to generate and/or validate tickets, or such other place as determined by the Master Agent;

“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 the Master Agent determines;



“transaction documents” means the documents executed by the Master Agent to facilitate its appointment as the exclusive Master Agent to operate SALC’s brands and products.

- 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 SALC may at any time and from time to time make or vary any determination under these Rules.

### 3 *General*

- 3.1 SALC 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 may be made public by such means as determined by the Master Agent.
- 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 SALC 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 SALC, 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 SALC through its Master Agent;
  - 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 subject to any other statutory or contractual provision, may terminate the appointment summarily, 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 SALC through its Master Agent and will not have the power to pledge either the Master Agent’s or SALC’s credit;
  - 4.2.2 must sign an agreement as specified by the Master Agent;
  - 4.2.3 must comply with any directions or requirements issued by the Master Agent (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 the Master Agent 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 the Master Agent in accordance with the transaction documents; or
  - 4.2.4.2 be suspended for such period and on such terms and conditions as the Master Agent 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 the Master Agent.
  - 4.4.2 SALC (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 the Master Agent 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 the Master Agent 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 the Master Agent nor 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 Neither SALC nor the Master Agent will be liable where an Agent has altered a coupon in any way without the player's authority.
- 5.5 Neither SALC, the Master Agent, an Agent, nor an employee or agent of any of them, 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 the Master Agent 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 SALC through its Master Agent,

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 SALC, the Master Agent or such Agent, or an employee or agent of any of them.

5.6 In respect of:

- 5.6.1 any representation made by an employee or any other person on SALC's or the Master Agent's behalf;
- 5.6.2 loss or damage arising from an unlawful act by an employee or agent of SALC, the Master Agent 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 Master Agent's 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;

SALC's or the Master Agent's liability (if any and at SALC's or the Master Agent's 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 The Master Agent will use its best endeavours to respect any request by a prize winning player for Not For Publication (NFP) status and will not reveal any details of the prize that will identify the player without their consent. If the Master Agent 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 SALC or the Master Agent concerning any lottery conducted by SALC through its Master Agent (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 the Master Agent by a player or an Agent.
- 6.2 The price of an entry must be paid in either Australian currency, by credit card, by funds transfer from a player's account or by redemption of a gift voucher issued by the Master Agent or such other means as the Master Agent determines. Payment must accompany or be made with transmission of a coupon or other request for entry.
- 6.3 The Master Agent 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 the Master Agent 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 the Master Agent of acceptance of the request for entry into the series referred to on the Instant Scratch-Its ticket.
- 6.6 If the Master Agent 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, the Master Agent 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 the Master Agent 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 the Master Agent 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.
- The Master Agent 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 the Master Agent, 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 SALC through its Master Agent, equivalent or as close as possible to the nominated dollar amount. The Master Agent 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 the Master Agent or an Agent by post.
- 7.2 A player who sends a request for entry to the Master Agent 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 The Master Agent 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 the Master Agent 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 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 the Master Agent 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 the Master Agent 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 the Master Agent (“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 the Master Agent 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 the Master Agent 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 *Easiplay Club*

- 9.1 To become an Easiplay Club member, an applicant must complete a current application form and forward it to the Master Agent either directly or through any Agent's place of business.
- 9.2 The Master Agent may impose membership charges as it determines at any time. Prior to the imposition or any change to such a charge, the Master Agent will provide notification to players.
- 9.3 The Master Agent will be entitled to assume that any Easiplay Club member or any applicant for Easiplay Club membership is not a minor. An Easiplay Club member or an applicant for Easiplay Club membership must provide such evidence of their age as the Master Agent requires. If the Master Agent subsequently ascertains that Easiplay Club membership has been issued to a minor, the Master Agent 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 Easiplay Club temporary membership slip to the applicant for immediate use. The autopay facility will be activated once the Easiplay Club application form is processed and accepted by the Master Agent.
- 9.5 Once a duly completed application form has been processed and accepted by the Master Agent, the member's personal details will be included in the Easiplay Club database and an actual or electronic Easiplay Club card will be issued and details provided to the member. Subject to the issuing conditions, the card will be evidence of Easiplay Club membership.

- 9.6 An Easiplay Club member must ensure that the Master Agent is advised of any changes to details held in the Easiplay Club database. When requested by the Master Agent, an Easiplay Club member must sign and send a change of details form through any selling point or directly to Head Office. Neither the Master Agent nor any Agent will be liable to make good any loss incurred in respect of any prize forwarded to an address shown in the Easiplay Club database at the time of expiration of the relevant claim period.
- 9.7 The Master Agent will maintain a record of the information provided by each Easiplay Club member and will be permitted to use that information for the purpose of distributing advertising material and similar information. An Easiplay Club member who does not want to receive such material or information must advise the Master Agent in writing. The Master Agent will use its best endeavours to protect each member's personal information and maintain the highest level of confidentiality.
- 9.8 The Master Agent 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 the Master Agent 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, the Master Agent 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 the Master Agent for payment of a prize, but the bearer fails to produce the corresponding Easiplay Club membership card, the Master Agent will invite the bearer to provide a statutory declaration and such other documentation as the Master Agent requires to determine the rightful owner of the printed ticket.
- 9.11.1 If the Master Agent 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, the Master Agent 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 the Master Agent under this Rule is final and without appeal. The Master Agent 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 the Master Agent. 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,
- the Master Agent will pay the prize into the account nominated by the member or by such other means as determined by the Master Agent. Thereafter, the ticket's bearer will have no claim to the prize.

## 10 *Gift Vouchers*

- 10.1 The Master Agent may make available to players the purchase of gift vouchers for such defined value(s) as determined by the Master Agent 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 the Master Agent determines. Payment must be made at the time of requesting the gift voucher.
- 10.3 The Master Agent 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 the Master Agent.
- 10.6 Gift vouchers must be redeemed within twelve months of their date of issue or such other period as determined by the Master Agent.
- 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 Master Agent's business as a validly issued gift voucher; or
  - 10.8.2 considers that their gift voucher has been incorrectly evaluated by the Master Agent;
- may lodge a claim with the Master Agent.
- 10.9 A claim under Rule 10.8:
- 10.9.1 may be lodged with the Master Agent either personally or by registered mail;
  - 10.9.2 must reach the Master Agent 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 The Master Agent:
- 10.10.1 will not be obliged to recognise any claim not identified by a central computer system used in the Master Agent's 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 the Master Agent 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 Master Agent's business; or
  - 11.2.4 any other breach of these Rules which justifies disqualification.
- 11.3 The Master Agent shall use its best endeavours to notify a player whose name and address is known to the Master Agent that an entry has been disqualified and the reason therefor and the Master Agent shall refund to the player any price paid. Where the Master Agent does not know the name and address of a player, the Master Agent shall publicise, in a manner determined by the Master Agent, 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 The Master Agent's records as to payment of prizes in respect of a ticket shall be conclusive.
- 12.2 No prize will bear interest as against SALC or the Master Agent.
- 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 the Master Agent determines may be made by electronic funds transfer or by such other means as the Master Agent determines. Such prizes must be claimed at Head Office (unless an Agent has obtained prior approval from the Master Agent to make a cash payment).
  - 12.4.2 greater than \$500 but equal to or less than \$5000 or such other amount as the Master Agent 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 the Master Agent 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 the Master Agent determines shall be payable in cash, by electronic funds transfer or by such other means as the Master Agent 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 the Master Agent determines for payment of prizes won on printed tickets or Instant Scratch-Its tickets by electronic funds transfer or such other manner as the Master Agent determines. The handling fee will be deducted from the prize.
- 12.7 A non-refundable claim administration fee as determined by the Master Agent 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 the Master Agent.
- 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 the Master Agent may be rejected.
- 12.11 The Master Agent may decline to pay a prize in respect of any ticket presented as evidence of a winning entry if, in the Master Agent's 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, the Master Agent shall retain such a ticket for such period as the Master Agent determine.
- 12.12 A ticket that has been recorded as cancelled on a central computer system used in the Master Agent's business will be of no validity in claiming a prize. The player will have no claim against SALC or the Master Agent (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 Master Agent's business will be deemed cancelled. The Master Agent will determine whether a ticket has been correctly recorded.
- 12.13 A ticket identified by a central computer used in the Master Agent's business system as a prize winning ticket may, after evaluation by a selling point terminal and payment of the prize, be retained by the Master Agent for such period as the Master Agent determine.
- 12.14 Where a prize winning ticket processed in accordance with these Rules is acknowledged by a central computer system used in the Master Agent's 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 the Master Agent's 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 the Master Agent.
- 12.16 A claim for a prize already paid by the Master Agent will not be considered.
- 12.17 Subject to the provisions of the Act, a claim for a prize received by the Master Agent outside the relevant claim period will not be considered, nor will the Master Agent 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 SALC 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 Easiplay Club membership card submitted at the time of purchase of the ticket;
- 13.1.3 any name and address in the database for an Easiplay 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 the Master Agent;
- 13.1.5 that the Master Agent 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 Easiplay 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 the Master Agent's liability in respect of the ticket.
- 13.2 The Master Agent will not be bound:
- 13.2.1 by any agreement made between any syndicate or group participants other than an agreement between the Master Agent 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 The Master Agent may in respect of any lottery conducted by SALC through its Master Agent:
- 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 the Master Agent 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 the Master Agent 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 the Master Agent considers fair and reasonable in all the circumstances.

14.3 If the Master Agent 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:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

**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, 2016 (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 28 March 2014 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (MONDAY AND WEDNESDAY X LOTTO) RULES

*This consolidation includes amendments as at 27 October 2016.  
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. *Ordinary Entry*
  - 3.1 Creation
  - 3.2 Participation of ordinary entry
  - 3.3 Minimum number of games
  - 3.4 Maximum number of games
  - 3.5 Advance entry
  - 3.6 Methods of requesting entry
  - 3.7 Marking a coupon
4. *Multi-Week Entry*
  - 4.1 Creation
  - 4.2 Rules governing ordinary entries apply
5. *System/Pick Entry*
  - 5.1 Creation
  - 5.2 Methods of requesting entry
  - 5.3 Marking a coupon
  - 5.4 Picks 4 and 5
  - 5.5 Formula for picks 4 or 5
  - 5.6 Creating pick 4 entry
  - 5.7 Creating pick 5 entry
  - 5.8 Formula for systems 7 to 20
  - 5.9 Maximum number of system/pick entries on coupon
  - 5.10 Multi-week system/pick entry
  - 5.11 Price of system/pick entry
6. *QuickPick Entry*
  - 6.1 Creation
  - 6.2 Limitations when using a coupon
  - 6.3 Generation of entry
7. *Supervision of Draw*
  - 7.1 Supervision and finality of draw
  - 7.2 Announcement of prize pool
8. *Determination of Winning Numbers*
  - 8.1 Draw number
  - 8.2 Drawing equipment

- 8.3 Balls to be drawn
- 8.4 Winning numbers and supplementary numbers
- 8.5 Prize divisions
- 9. *Publication of Results*
  - 9.1 Publication
  - 9.2 Content
- 10. *Prize Pool Allocation*
  - 10.1. Single prize
  - 10.2. Creation of prize pool
  - 10.3. Aggregation of prize pool
  - 10.4. Distribution between divisions
  - 10.5. Apportionment between winners in a division
  - 10.6. Notification of change in prize pool distribution
  - 10.7. Allocation to other divisions
  - 10.8. Rounding out
- 11. *Division 1 Prize Reserve*
  - 11.1. Amount
  - 11.2. Determination of Division 1 prizes
  - 11.3. Augmentation
- 12. *Prize Reserve Fund*
  - 12.1. Creation
  - 12.2. Distribution
  - 12.3. Agreement with Bloc members
  - 12.4. Assignment
- 13. *Prize Claims*
  - 13.1. Division 1
  - 13.2. Other than Division 1
  - 13.3. Lodgement of claim
  - 13.4. Requirements for lodgement of claim
  - 13.5. SALC's discretion
- 14. *Ticket Checkers*
  - 14.1. Location
  - 14.2. Use
  - 14.3. Validation of ticket

*Schedule*

Date of commencement

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 SALC 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 14<sup>th</sup> 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 the Master Agent.
- 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. the Master Agent 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 advance of a current draw. The maximum number of advance draws in which an entry can be issued will be notified to players by the Master Agent following determination by SALC.
- 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 the Master Agent, 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 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 the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. 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 maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
  - 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 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, as appropriate.
  - 5.11. The price of a system/pick entry will be as determined by the Master Agent 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 the Master Agent 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 the Master Agent 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. *Supervision of Draw*

- 7.1. The selection of winning numbers and supplementary numbers will be conducted in such manner as agreed by the Bloc members and:
- 7.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body for the State in which the draw is conducted ; and
- 7.1.2. will be final for the purpose of determining the prize winners in that draw.
- 7.2. The provisional amount of the prize pool will be announced at each draw.

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 agreed by the Bloc members.
- 8.3. For each draw the Bloc members will cause 8 numbered balls to be drawn from the drawing equipment.
- 8.4. The first 6 balls drawn will be the winning numbers and the final 2 balls will be the supplementary numbers.
- 8.5. 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.

9. *Publication of Results*

- 9.1. The Master Agent will publish the results of each draw as soon as practicable after each draw.
- 9.2. The information published may include:
- 9.2.1. the winning numbers;
- 9.2.2. the number of prize winners or provisional prize winners in each division;
- 9.2.3. the value or provisional value of each prize in each division;
- 9.2.4. the dates when prizes will be paid; and
- 9.2.5. the date the claim period expires.

10. *Prize Pool Structure*

- 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 SALC in consultation with Bloc members will be allocated as the prize pool.
- 10.3. Each of the Bloc members must contribute the same percentage of the total entry fees received by them into the prize pool.
- 10.4. The prize pool will be distributed between Divisions 2 to 6 inclusive in accordance with the determination of SALC, after consultation with the Bloc members.
- 10.5. The prize money allocated to each of Divisions 2 to 6 inclusive will be apportioned in equal shares between the winners in that division.
- 10.6. Any variation to the prize divisions or the prize pool distributions between Divisions 2 to 6 inclusive, as determined by SALC, will be advised to players by way of the Master Agent's website and at all selling points, at least fourteen (14) days prior to their operational date.
- 10.7. 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.
- 10.8. Notwithstanding any other Rule, the Master Agent 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.

11. *Division 1 Prize Reserve*

- 11.1. A percentage of the total entry fees received for each draw, as determined by SALC in consultation with Bloc members shall be put aside to accumulate as part of a Division 1 prize reserve.
- 11.2. The Master Agent will pay from the Division 1 prize reserve:
  - 11.2.1. if there are no more than four Division 1 winners, \$1 000 000 to each Division 1 winner, or
  - 11.2.2. if there are more than four Division 1 winners, \$4 000 000 divided equally among the Division 1 winners.
- 11.3. If there is not enough money in the Division 1 prize reserve to pay the prizes mentioned in Rule 11.2, the Master Agent will draw upon the Prize Reserve Fund to fund any such shortfall.

12. *Prize Reserve Fund*

- 12.1. From time to time, SALC 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 SALC 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 in such amount(s) and to such player(s) as the Master Agent in its absolute discretion determines;

- 12.2.2. prizes in respect of missed prize entries for lotteries conducted by SALC through its Master Agent;
  - 12.2.3. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent;
- in such amount(s) and to such player(s) as SALC 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. *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 share equally in the prize pool available to winners in their respective division;
  - 13.1.3. any player who claims to be entitled to a prize 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 the Master Agent, 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 the Master Agent 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 the Master Agent either personally or by registered mail;
  - 13.4.2. must reach the Master Agent 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. SALC:
  - 13.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged within 12 months of the relevant day; and
  - 13.5.2. may in its absolute discretion accept or refuse to accept any claim in whole or in part.
- 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.

## **SCHEDULE**

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

## 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, 2016 (No. 1).
- 1.2 The Lotteries (Instant Scratch-Its) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (INSTANT SCRATCH-ITS) RULES

*This consolidation includes amendments as at 27 October 2016.  
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
    - 3.3. Relevant day
  4. *Security Code*
    - 4.1. Inclusion of security code
    - 4.2. Composition of security code
    - 4.3. Effect of security code
  5. *Sale of Tickets*
    - 5.1. Notwithstanding that all prizes won
    - 5.2. No release of information
  6. *Prizes*
    - 6.1. Determined by Master Agent
    - 6.2. Statement on ticket
    - 6.3. Evaluation of prize winning ticket
    - 6.4. SALC's discretion
  7. *Prize Claims*
    - 7.1. Circumstances of claim
    - 7.2. Requirements for lodgement of claim
    - 7.3. SALC's discretion
  8. *Ticket Checkers*
    - 8.1. Location
    - 8.2. Use
    - 8.3. Validation of ticket
- 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 SALC 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 the Master Agent determines. Each series of tickets will be issued in lots of such number(s) of tickets as the Master Agent determines, which will constitute a separate lottery.
- 3.3. For the purposes of section 16B(2)(b)(ii) of the Act, and unless SALC determines otherwise, the relevant day for determination of the period in which prizes may be collected will be the date on which the last ticket(s) in each lot of tickets was or were issued by the Master Agent to any selling point in respect of that lottery.

4. *Security Code*

- 4.1. The Master Agent 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. The Master Agent 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 the Master Agent 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 the Master Agent.
- 6.2. A prize will be paid for a winning ticket as set out on the face of the ticket or as otherwise determined by the Master Agent.
- 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. SALC 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 the Master Agent; or
  - 7.1.3. has not obtained confirmation that the ticket has won a prize after its evaluation by a selling point terminalmay lodge a claim with the Master Agent.
- 7.2. A claim under Rule 7.1:
  - 7.2.1. may be lodged with the Master Agent either personally or by registered mail;
  - 7.2.2. must reach the Master Agent 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. SALC:
  - 7.3.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged 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.

8. *Ticket Checkers*

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

## **SCHEDULE**

*Date of commencement of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

## STATE LOTTERIES ACT, 1966

### LOTTERIES (KENO) RULES

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Keno) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (Keno) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (KENO) RULES

*This consolidation includes amendments as at 27 October 2016.  
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*
  - 3.1. Creating entry
  - 3.2. Keno Coin Toss entry
  - 3.3. Selection of Spot entry
  - 3.4. Marking coupon
  - 3.5. Minimum number of games
  - 3.6. Maximum number of games
  - 3.7. Master Agent may decline to accept entry
  - 3.8. Dollar value per game
  - 3.9. Combo coupon entry
  - 3.10. SA TAB Combo coupon entry
  - 3.11. Methods of requesting entry
  - 3.12. Marking too many or too few selections
  - 3.13. Registration of purchases by Easiplay Club members
4. *Consecutive Draws*
  - 4.1. Creating entry in consecutive draws
  - 4.2. Rules governing entry to apply
5. *QuickPick Entry*
  - 5.1. Creating QuickPick entry
  - 5.2. Spot number
  - 5.3. QuickPick entry and ticket through selling point terminal
6. *Determination of Winning Numbers*
  - 6.1. Draw number
  - 6.2. Computer to select winning numbers
7. *Prize Pool Structure*
  - 7.1. Single prize
  - 7.2. Prize for other than Spot 10
  - 7.3. Prize for Spot 10
  - 7.4. Scaling of prizes
  - 7.5. Prizes payable for Keno Coin Toss
  - 7.6. Prize structure in a draw

8. *Keno Prize Reserve*
  - 8.1. Keno prize reserve
  - 8.2. Jackpot
  
9. *Prize Claims*
  - 9.1. Spot 9 and 10
  - 9.2. Any other prize
  - 9.3. Lodging a claim
  - 9.4. Requirements for lodgement of claim
  - 9.5. SALC's discretion
  - 9.6. Retention of draw results
  
10. *Ticket Checkers*
  - 10.1. Location
  - 10.2. Use
  - 10.3. Validation of ticket

*Schedule 1*

Keno Prize Structure

*Schedule 2*

Keno Coin Toss Prize Structure

*Schedule 3*

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 14<sup>th</sup> day thereafter;

“combination entry” means in the case of a 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;

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

“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 SALC 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 the Master Agent determines;

“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 with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible. 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 the Master Agent.
- 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. the Master Agent 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. The Master Agent 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 a 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 the Master Agent 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 the Master Agent 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 SALC 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 the Master Agent will cause 20 winning numbers to be selected from the numbers 1 to 80 inclusive.

7. *Prize Pool Structure*

- 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:

$$W = \frac{E_w \times (Ga+J)}{E_t} \quad (\text{where } W \text{ is the amount payable to a particular winner; } E_w \text{ is the entry fee paid by the particular winner for the winning selection of numbers; } E_t \text{ is the total of all entry fees paid by all winners in respect of winning selections of numbers). } Ga \text{ is the guaranteed amount – see Rule 8.2; } J \text{ is the jackpot – see Rule 8.2).}$$

- 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:

$$P = \frac{W \times \$500\,000}{W_t} \quad (\text{where } P \text{ is the reduced prize; } W \text{ is the amount payable to a particular winner under Schedule 1; and } W_t \text{ is the total of all prizes payable to all winners under Schedule 1.)}$$

- 7.5. The prizes payable for Keno Coin Toss will be as designated in Schedule 2.
- 7.6. The prize structure in a draw will be in accordance with Schedule 1, Schedule 2 and Rule 7.

8. *Keno Prize Reserve*

- 8.1. From time to time, and with Ministerial approval as required, SALC 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 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 SALC 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 Claims*

- 9.1. In the case of Spots 9 and 10 prizes:
  - 9.1.1. prize money will be distributed after the claim period has elapsed;
  - 9.1.2. 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
  - 9.1.3. any player who claims to be entitled to a prize must lodge a claim with the Master Agent.
- 9.2. In the case of prizes (including Keno Coin Toss) other than Spots 9 and 10 prizes, 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 the Master Agent, 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.
- 9.3. Any player who claims to be entitled to a prize but:
  - 9.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
  - 9.3.2. consider that their ticket has been incorrectly evaluated by the Master Agent; or
  - 9.3.3. has not obtained confirmation that their ticket has won a prize, after its evaluation by a selling point terminalmust lodge a claim with the Master Agent.
- 9.4. A claim under Rule 9.1.3 or 9.3:
  - 9.4.1. may be lodged with the Master Agent either personally or by registered mail;
  - 9.4.2. must reach the Master Agent within the claim period; and
  - 9.4.3. must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 9.5. SALC:
  - 9.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged within 12 months of the relevant day; and
  - 9.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

- 9.6. The Master Agent 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.

10. *Ticket Checkers*

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

**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:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

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

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Oz Lotto) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (Oz Lotto) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:  
Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (OZ LOTTO) RULES

*This consolidation includes amendments as at 27 October 2016.  
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. *Ordinary Entry*
  - 3.1. Creation
  - 3.2. Participation of ordinary entry
  - 3.3. Minimum number of games
  - 3.4. Maximum number of games
  - 3.5. Advance entry
  - 3.6. Methods of requesting entry
  - 3.7. Marking a coupon
4. *Multi-Week Entry*
  - 4.1. Creation
  - 4.2. Rules governing ordinary entries apply
5. *System/Pick Entry*
  - 5.1. Creation
  - 5.2. Methods of requesting entry
  - 5.3. Marking a coupon
  - 5.4. Picks 5 and 6
  - 5.5. Formula for picks 5 or 6
  - 5.6. Creating pick 5 entry
  - 5.7. Creating pick 6 entry
  - 5.8. Formula for systems 8 to 20
  - 5.9. Maximum number of system/pick entries on coupon
  - 5.10. Multi-week system/pick entry
  - 5.11. Price of system/pick entry
6. *QuickPick Entry*
  - 6.1. Creation
  - 6.2. Limitations when using a coupon
  - 6.3. Generation of entry
7. *Supervision of Draw*
  - 7.1. Supervision and finality of draw
  - 7.2. Announcement of prize pool
8. *Determination of Winning Numbers*
  - 8.1. Draw number
  - 8.2. Drawing equipment
  - 8.3. Balls to be drawn
  - 8.4. Winning numbers and supplementary numbers



- 8.5. Prize divisions
- 9. *Publication of Results*
  - 9.1. Publication
  - 9.2. Content
- 10. *Prize Pool Structure*
  - 10.1. Single prize
  - 10.2. Creation of prize pool
  - 10.3. Aggregation of prize pool
  - 10.4. Distribution between divisions
  - 10.5. Apportionment between winners in a division
  - 10.6. Notification of change in prize pool distribution
  - 10.7. Allocation to other divisions
  - 10.8. Rounding out
- 11. *Prize Reserve Fund*
  - 11.1. Creation
  - 11.2. Distribution
  - 11.3. Agreement with Bloc members
  - 11.4. Assignment
- 12. *Jackpots*
  - 12.1. Creation
  - 12.2. Augmentation of Division 1
- 13. *Prize Claims*
  - 13.1. Division 1
  - 13.2. Other than Division 1
  - 13.3. Lodgement of claim
  - 13.4. Requirements for lodgement of claim
  - 13.5. SALC's discretion
- 14. *Ticket Checkers*
  - 14.1. Location
  - 14.2. Use
  - 14.3. Validation of ticket

*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 SALC 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 14<sup>th</sup> 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 the Master Agent.
- 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. the Master Agent 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 advance of the current draw. The maximum number of advance draws in which an entry can be issued will be notified to players by the Master Agent following determination by SALC.
- 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 the Master Agent, 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 with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. 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 maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
- 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 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 as appropriate.
- 5.11. The price of a system/pick entry will be as determined by the Master Agent 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 the Master Agent 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 the Master Agent 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. *Supervision of Draw*

- 7.1. The selection of winning numbers and supplementary numbers will be conducted in such a manner as agreed by the Bloc members and:
- 7.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body for the State in which the draw is conducted ; and
- 7.1.2. will be final for the purpose of determining the prize winners in that draw.
- 7.2. The total amount of the prize pool will be announced at each draw.

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 agreed by the Bloc members.
- 8.3. For each draw, the Bloc members will cause 9 numbered balls to be drawn from the drawing equipment.
- 8.4. The first 7 balls drawn will be the winning numbers and the final 2 balls will be the supplementary numbers.
- 8.5. 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.

9. *Publication of Results*

- 9.1. The Master Agent will publish the results of each draw as soon as practicable after each draw.
- 9.2. The information published may include:
  - 9.2.1. the winning numbers;
  - 9.2.2. the amount of the prize pool allocated to each division;
  - 9.2.3. the number of prize winners or provisional prize winners in each division;
  - 9.2.4. the value or provisional value of each prize in each division;
  - 9.2.5. the date when prizes will be paid;
  - 9.2.6. the date the claim period expires; and
  - 9.2.7. the guaranteed Division 1 prize pool in the next draw.

10. *Prize Pool Structure*

- 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 SALC determines in consultation with Bloc members) will be allocated as the prize pool.

- 10.3. Each of the Bloc members must contribute the same percentage of the total entry fees received by them into the prize pool.
- 10.4. The total prize pool will be distributed between the prize divisions in accordance with the determination of SALC, after consultation with the Bloc members.
- 10.5. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
- 10.6. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SALC, will be advised to players by way of the Master Agent's website and at all selling points, at least fourteen (14) days prior to their operational date.
- 10.7. 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.
- 10.8. Notwithstanding any other Rule, the Master Agent 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, SALC 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 SALC 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 SALC through its Master Agent;
  - 11.2.2. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent;in such amount(s) and to such player(s) as SALC 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 jackpoting will continue for no more than 25 consecutive draws. If there is no Division 1 prize winner in the next (or 26th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 26th draw, will be added to the prize money allocated to the next lower division in which there is a winner.

- 12.2. If the Master Agent guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Master Agent 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. *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 share equally in the prize pool available to winners in their respective division;
- 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 the Master Agent, 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 then 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 the Master Agent 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 the Master Agent either personally or by registered mail;
- 13.4.2. must reach the Master Agent 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. SALC:

13.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged 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.

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.

### **SCHEDULE**

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---



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

- 1.1 These Rules may be cited as the Lotteries (Powerball) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (Powerball) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

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

*This consolidation includes amendments as at 27 October 2016.  
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. *Ordinary Entry*
  - 3.1. Creation
  - 3.2. Participation of ordinary entry
  - 3.3. Minimum number of games
  - 3.4. Maximum number of games
  - 3.5. Advance entry
  - 3.6. Methods of requesting entry
  - 3.7. Marking a coupon
  
4. *Multi-Week Entry*
  - 4.1. Creation
  - 4.2. Rules governing ordinary entries apply
  
5. *System/Pick Entry*
  - 5.1. Creation
  - 5.2. Methods of requesting entry
  - 5.3. Marking a coupon
  - 5.4. Picks 4 and 5
  - 5.5. Formula for picks 4 or 5
  - 5.6. Creating pick 4 entry
  - 5.7. Creating pick 5 entry
  - 5.8. Formula for systems 7 to 20
  - 5.9. Maximum number of system/pick entries on coupon
  - 5.10. Multi-week system/pick entry
  - 5.11. Price of system/pick entry
  
6. *QuickPick Entry*
  - 6.1. Creation
  - 6.2. Limitations when using a coupon
  - 6.3. Generation of entry
  
7. *PowerHit Entry*
  - 7.1. Creating PowerHit entry using a coupon or QuickPick method
  - 7.2. Ordinary PowerHit entry
  - 7.3. System/pick PowerHit entry

8. *Supervision of Draw*
  - 8.1. Supervision and finality of draw
  - 8.2. Announcement of prize pool
  
9. *Determination of Winning Numbers*
  - 9.1. Draw number
  - 9.2. Drawing equipment
  - 9.3. Balls to be drawn
  - 9.4. Prize divisions
  
10. *Publication of Results*
  - 10.1. Publication
  - 10.2. Content
  
11. *Prize Pool Structure*
  - 11.1. Single prize
  - 11.2. Creation of prize pool
  - 11.3. Aggregation of prize pool
  - 11.4. Distribution between divisions
  - 11.5. Apportionment between winners in a division
  - 11.6. Notification of change in prize pool distribution
  - 11.7. Allocation to other divisions
  - 11.8. Rounding out
  
12. *Prize Reserve Fund*
  - 12.1. Creation
  - 12.2. Distribution
  - 12.3. Agreement with Bloc members
  - 12.4. Assignment
  
13. *Jackpots*
  - 13.1. Creation
  - 13.2. Augmentation of Division 1
  
14. *Prize Claims*
  - 14.1. Division 1
  - 14.2. Other than Division 1
  - 14.3. Lodgement of claim
  - 14.4. Requirements for lodgement of claim
  - 14.5. SALC's discretion
  
15. *Ticket Checkers*
  - 15.1. Location
  - 15.2. Use
  - 15.3. Validation of ticket

*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 SALC 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 14<sup>th</sup> 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 the Master Agent.
- 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. the Master Agent 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 advance of a current draw. The maximum number of advance draws in which an entry can be issued will be notified to players by the Master Agent following determination by SALC.
- 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 the Master Agent, 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 with either a cross mark or vertical mark within the designated square and circle, or such other mark as the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. 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 maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
  - 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 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, as appropriate.
- 5.11. The price of a system/pick entry will be as determined by the Master Agent 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 the Master Agent 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 the Master Agent 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 the Master Agent 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. *Supervision of Draw*
- 8.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and:
    - 8.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body for the State in which the draw is conducted; and
    - 8.1.2. will be final for the purpose of determining the prize winners for that draw.

8.2. The total amount of the prize pool will be announced at each draw.

9. *Determination of Winning Numbers*

9.1. Each draw will be identified by a number.

9.2. Each draw will be conducted using drawing equipment agreed by the Bloc members.

9.3. 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.

9.4. 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.

10. *Publication of Results*

10.1. The Master Agent will publish the results of each draw as soon as practicable after each draw.

10.2. The information published may include:

10.2.1. the winning numbers;

10.2.2. the amount of the prize pool allocated to each division;

10.2.3. the number of prize winners or provisional prize winners in each division;

10.2.4. the value or provisional value of each prize in each division;

10.2.5. the dates when prizes will be paid;

10.2.6. the date the claim period expires; and

10.2.7. the guaranteed Division 1 prize pool in the next draw.



11. *Prize Pool Structure*

- 11.1. Only one prize can be won by any one ordinary entry in a game.
- 11.2. 60% of the total entry fees received for each draw (or such greater amount as SALC determines in consultation with Bloc members) will be allocated as the prize pool.
- 11.3. Each of the Bloc members will contribute the same percentage of the entry fees received by them into the prize pool.
- 11.4. The total prize pool will be distributed between the prize divisions in accordance with the determination of SALC, after consultation with the Bloc members.
- 11.5. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
- 11.6. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SALC, will be advised to players by way of the Master Agent's website and at all selling points, at least fourteen (14) days prior to their operational date.
- 11.7. 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.
- 11.8. Notwithstanding any other Rule, the Master Agent 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, SALC 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 SALC 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 SALC through its Master Agent;
  - 12.2.2. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent;in such amount(s) and to such player(s) as SALC 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 the Master Agent guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Master Agent 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. *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 division;
  - 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 the draw either at Head Office or an Agent's place of business upon presentation of the printed ticket, or as otherwise determined by the Master Agent, subject to these Rules;
  - 14.2.2. 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
  - 14.2.3. 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.
- 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 entry has won a prize after its evaluation by the central computer system
- must lodge a claim with the Master Agent 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 the Master Agent either personally or by registered mail;
  - 14.4.2. must reach the Master Agent 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. SALC:
- 14.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged 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.
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.

## SCHEDULE

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

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

- 1.1 These Rules may be cited as the Lotteries (Promotional Lottery) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (Promotional Lottery) Rules made under the State Lotteries Act, 1966 and published in the Government Gazette on 28 March 2014 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

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

*This consolidation includes amendments as at 27 October 2016.  
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. *Supervision of Promotional Lottery Draw*
  - 4.1. Supervision and finality of draw
5. *Determination of Winning Entries*
  - 5.1. Drawing equipment  
Ticket entries to be drawn
6. *Publication of Results*
  - 6.1. Publication
  - 6.2. Content
7. *Prize Structure*
  - 7.1. Amount of prize(s) in any promotional lottery
8. *Prize Claims*
  - 8.1. Presentation of winning entry

*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 the Master Agent.

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 the Master Agent 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 the Master Agent; 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. *Supervision of Promotional Lottery Draw*

- 4.1. The draw of the winning entries will be conducted and supervised by the appropriate representative of the Master Agent and will be final for the purpose of determining the prize winner(s) for that promotional lottery draw.

5. *Determination of Winning Entries*

- 5.1. Each promotional lottery draw will be conducted using drawing equipment as the Master Agent determines.

6 *Publication of Results*

For each promotional lottery draw, the Master Agent will cause to be drawn from the drawing equipment such quantity of entries as the Master Agent determines are necessary to determine the winners of the promotional lottery.

6.1 The Master Agent will publish the results of each promotional lottery draw as soon as practicable after each draw.

6.2 The information published may include:

6.2.1 the promotional lottery draw details; and/or

6.2.2 the amount of the prize(s) won.

7 *Prize Structure*

7.1 The prize(s) to be awarded in any promotional lottery will be such prize(s) or such amount(s) as the Master Agent determines.

8 *Prize Claims*

8.1 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.

## **SCHEDULE**

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

**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, 2016 (No. 1).
- 1.2 The Lotteries (Saturday X Lotto) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance



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

*This consolidation includes amendments as at 27 October 2016.  
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. *Ordinary Entry*
  - 3.1. Creation
  - 3.2. Participation of ordinary entry
  - 3.3. Minimum number of games
  - 3.4. Maximum number of games
  - 3.5. Advance entry
  - 3.6. Methods of requesting entry
  - 3.7. Marking a coupon
4. *Multi-Week Entry*
  - 4.1. Creation
  - 4.2. Rules governing ordinary entries apply
5. *System/Pick Entry*
  - 5.1. Creation
  - 5.2. Methods of requesting entry
  - 5.3. Marking a coupon
  - 5.4. Picks 4 and 5
  - 5.5. Formula for picks 4 or 5
  - 5.6. Creating pick 4 entry
  - 5.7. Creating pick 5 entry
  - 5.8. Formula for systems 7 to 20
  - 5.9. Maximum number of system/pick entries on coupon
  - 5.10. Multi-week system/pick entry
  - 5.11. Price of system/pick entry
6. *QuickPick Entry*
  - 6.1. Creation
  - 6.2. Limitations when using a coupon
  - 6.3. Generation of entry
7. *Supervision of Draw*
  - 7.1. Supervision and finality of draw
  - 7.2. Announcement of prize pool
8. *Determination of Winning Numbers*
  - 8.1. Draw number
  - 8.2. Drawing equipment
  - 8.3. Balls to be drawn

- 8.4. Winning numbers and supplementary numbers
- 8.5. Prize divisions
  
- 9. *Publication of Results*
  - 9.1. Publication
  - 9.2. Content
  
- 10. *Prize Pool Structure*
  - 10.1. Single prize
  - 10.2. Creation of prize pool
  - 10.3. Aggregation of prize pool
  - 10.4. Distribution between divisions
  - 10.5. Apportionment between winners in a division
  - 10.6. Notification of change in prize pool distribution
  - 10.7. Allocation to other divisions
  - 10.8. Rounding out
  
- 11. *Prize Reserve Fund*
  - 11.1. Creation
  - 11.2. Distribution
  - 11.3. Agreement with Bloc members
  - 11.4. Assignment
  
- 12. *Jackpots*
  - 12.1. Creation
  - 12.2. Augmentation of Division 1
  
- 13. *Prize Claims*
  - 13.1. Division 1
  - 13.2. Other than Division 1
  - 13.3. Lodgement of claim
  - 13.4. Requirements for lodgement of claim
  - 13.5. SALC's discretion
  
- 14. *Ticket Checkers*
  - 14.1. Location
  - 14.2. Use
  - 14.3. Validation of ticket

*Schedule*

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 SALC 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 14<sup>th</sup> 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 the Master Agent.
- 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. the Master Agent 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 advance of a current draw. The maximum number of advance draws in which an entry can be issued will be notified to players by the Master Agent, following determination by SALC.
- 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 the Master Agent, 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 Easiplay Club membership card if applicable.
- 3.7. In the case of a coupon:
  - 3.7.1. a player's forecast must be marked with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. 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 maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
  - 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 the Master Agent 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 the Master Agent 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 the Master Agent 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. *Supervision of Draw*

- 7.1. The selection of winning numbers and supplementary numbers will be conducted in such manner as agreed by the Bloc members and:
- 7.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body for the State in which the draw is conducted; and
- 7.1.2. will be final for the purpose of determining the prize winners in that draw.
- 7.2. The total amount of the prize pool will be announced at each draw.

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 agreed by the Bloc members.
- 8.3. For each draw, the Bloc members will cause 8 numbered balls to be drawn from the drawing equipment.
- 8.4. The first 6 balls drawn will be the winning numbers and the final 2 balls will be the supplementary numbers.
- 8.5. 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.

9. *Publication of Results*

- 9.1. The Master Agent will publish the results of each draw as soon as practicable after each draw.
- 9.2. The information published may include:
  - 9.2.1. the winning numbers;
  - 9.2.2. the amount of the prize pool allocated to each division;
  - 9.2.3. the number of prize winners or provisional prize winners in each division;
  - 9.2.4. the value or provisional value of each prize in each division;
  - 9.2.5. the dates when prizes will be paid;
  - 9.2.6. the date the claim period expires; and
  - 9.2.7. the guaranteed or estimated Division 1 prize pool in the next draw.

10. *Prize Pool Structure*

- 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 SALC determines in consultation with Bloc members) will be allocated as the prize pool.

- 10.3. Each of the Bloc members must contribute the same percentage of the total entry fees received by them into the prize pool.
- 10.4. The total prize pool will be distributed between the prize divisions in accordance with the determination of SALC, after consultation with the Bloc members.
- 10.5. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
- 10.6. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SALC, will be advised to players by way of the Master Agent's website and at all selling points, at least fourteen (14) days prior to their operational date.
- 10.7. 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.
- 10.8. Notwithstanding any other Rule, the Master Agent 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, SALC 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 SALC 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 SALC through its Master Agent;
  - 11.2.2. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent;in such amount(s) and to such player(s) as SALC 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 jackpotting will continue for no more than 4 consecutive draws. If there is no Division 1 prize winner in the next (or 5th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 5th draw will be added to the prize money allocated to the next lower division in which there is a winner.

- 12.2. If the Master Agent guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Master Agent 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. *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 share equally in the prize pool available to winners in their respective division;
- 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 the Master Agent, 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 then 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 the Master Agent 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 the Master Agent either personally or by registered mail;
- 13.4.2. must reach the Master Agent 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. SALC:



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

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.

## **SCHEDULE**

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

**STATE LOTTERIES ACT, 1966**  
**LOTTERIES (SET FOR LIFE) RULES**

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (Set for Life) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (Set for Life) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 30 July 2015 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:  
Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (SET FOR LIFE) RULES

*This consolidation is of effect as at 27 October 2016.*

*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. *Ordinary Entry*
  - 3.1 Creation
  - 3.2 Participation of ordinary entry
  - 3.3 Number of sets
  - 3.4 Maximum number of sets
  - 3.5 Advance entry
  - 3.6 Methods of requesting entry
  - 3.7 Marking a coupon
4. *Multi-Week Entry*
  - 4.1 Creation
  - 4.2 Rules governing ordinary entries apply
5. *QuickSET Entry*
  - 5.1 Creation
  - 5.2 Limitations when using a coupon
  - 5.3 Generation of entry
6. *Supervision of Draw*
  - 6.1 Supervision and finality of draw
  - 6.2 Announcement of prize pool
7. *Determination of Winning Numbers*
  - 7.1 Draw number
  - 7.2 Drawing equipment
  - 7.3 Numbers to be drawn
  - 7.4 Winning numbers and bonus numbers
  - 7.5 Prize levels
8. *Publication of Results*
  - 8.1 Publication
  - 8.2 Content

9. *Prize Structure*
  - 9.1 Single prize
  - 9.2 Creation of prize pool
  - 9.3 Aggregation of prize pool
  - 9.4 Distribution between prize levels
  
10. *1st Prize Reserve*
  - 10.1 Amount
  - 10.2 Determination of prizes
  - 10.3 Payment by instalments
  - 10.4 Augmentation
  
11. *Divisions 2 to 8 Prize Pool*
  - 11.1 Apportionment between winners in a prize level
  - 11.2 Allocation to other prize level
  - 11.3 Jackpot to next draw
  - 11.4 Notification of change in prize pool distribution
  - 11.5 Rounding out
  
12. *Prize Reserve Fund*
  - 12.1 Creation
  - 12.2 Distribution
  - 12.3 Agreement with Bloc members
  - 12.4 Assignment
  
13. *Prize Claims*
  - 13.1 1st Prize
  - 13.2 Other than 1st Prize
  - 13.3 Lodgement of claim
  - 13.4 Requirements for lodgement of claim
  - 13.5 SALC's discretion
  
14. *Ticket Checkers*
  - 14.1 Location
  - 14.2 Use
  - 14.3 Validation of ticket

*Schedule*

Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (Set for Life) 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 “Set for Life”.

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 Set for Life Bloc Agreement entered into by SALC with other lottery operators for the promotion, conduct and sale of tickets in the game of Set for Life 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 14<sup>th</sup> day thereafter;

“1<sup>st</sup> prize reserve” means the reserve created by Rule 11 from which 1<sup>st</sup> prizes are paid;

“drawing equipment” means the random number generator or other approved drawing device operated by Golden Casket Lottery Corporation Limited on behalf of the Bloc members for ascertaining the winning numbers;

“Master Agent” means Tatts Lotteries SA Pty Ltd

“prize pool” means the pool created by Rule 9 from which all prizes are paid;

“QuickSET entry” means a nomination made by a player indicating that the player wishes to make a QuickSET selection in accordance with Rule 5 of these Rules;

“SALC” means the Lotteries Commission of South Australia.

“Set for Life” means a lottery in which a player is required to forecast eight numbers to be drawn from the range of numbers 1 to 37 inclusive for seven consecutive draws.

3. *Ordinary Entry*

- 3.1. To create an ordinary entry, a player must forecast or cause to be forecast eight numbers per set for seven consecutive draws.
- 3.2. An ordinary entry will provide participation for the number of sets selected and paid for in seven consecutive draws.
- 3.3. The minimum number of sets that must be completed in respect of each draw will be two or such number as otherwise determined by the Master Agent.
- 3.4. There will be a limit to the maximum number of sets that can be played, including that in any one draw, the Master Agent may decline to issue more than 1,000 entries to a player.
- 3.5. A player may request that an entry be issued in advance of a current draw. The maximum number of advance draws in which an entry can be issued will be notified to players by the Master Agent following determination by SALC.
- 3.6. Subject to Rule 5, a player may enter a draw by:

- 3.6.1. submitting a coupon provided for that purpose from time to time by the Master Agent, 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 with a cross mark in the centre of the circle, by filling the selected circle or by such other mark as the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. A coupon must not be marked in red.
  - 3.7.2. a player who marks a "top up" circle will be taken to have authorised the selling point operator to generate a random forecast of a sufficient quantity of numbers to complete the set, the coupon or the nominated number of sets, as the case may be.
  - 3.7.3. if a player marks more than the specified number of circles in any set panel, a ticket will not issue until the player has nominated the number(s) to be deleted. The player may be required to complete another coupon.
  - 3.7.4. if a player marks fewer than the specified number of circles in any set panel and does not mark the relevant "top up" circle, a ticket will not issue until the player has marked the relevant "top up" circle or has nominated the number(s) to be added.
  - 3.7.5. a player can nominate to commence their entry by marking their preference in the "choose when you play" section of the coupon for either
    - 3.7.5.1. the current draw day or a specific draw day within the following six day period; or
    - 3.7.5.2. a start later draw day beyond that period in which case a verbal request for the commencement date must also be made at the selling point.
- If no circle is marked the entry will default to commence from the current draw day and will be played for seven consecutive draws.
4. *Multi-Week Entry*
- 4.1. A player may enter their number forecasts for a series of consecutive draws by marking the appropriate circle in the "choose when you play" section on a coupon or by verbally or electronically requesting such an entry at the selling point. The maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
  - 4.2. The Rules governing ordinary entries will apply to every multi-week entry.
5. *QuickSET Entry*
- 5.1. A player can play by means of a QuickSET 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 sets for an ordinary entry as the Master Agent determines.
  - 5.2. When using a coupon, a player can "top up" to any of the QuickSET entry levels, namely 2, 3, 4, 5, 10, 15, 25 or 50 sets (of 8 numbers), by marking the appropriate "top up" circle for an ordinary entry for each draw.
  - 5.3. The QuickSET 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.

6. *Supervision of Draw*

- 6.1. The selection of winning numbers and bonus numbers will be conducted in such manner as agreed by the Bloc members and:
- 6.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body 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.
- 6.2. The provisional amount of the prize pool will be announced at each draw.

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 agreed by the Bloc members.
- 7.3. For each draw the Bloc members will cause 10 numbers to be drawn by the drawing equipment.
- 7.4. The first 8 numbers drawn will be the winning numbers and the final 2 numbers will be the bonus numbers.
- 7.5. There will be 8 prize winning levels in each draw as follows:
- 1<sup>st</sup> Prize — player(s) who correctly forecast the 8 winning numbers in any one set.
- 2<sup>nd</sup> Prize — player(s) who correctly forecast any 7 of the 8 winning numbers and either one of the bonus numbers in any one set.
- 3<sup>rd</sup> Prize — player(s) who correctly forecast any 7 of the 8 winning numbers in any one set.
- 4<sup>th</sup> Prize — player(s) who correctly forecast any 6 of the 8 winning numbers and either one of the bonus numbers in any one set.
- 5<sup>th</sup> Prize — player(s) who correctly forecast any 6 of the 8 winning numbers in any one set.
- 6<sup>th</sup> Prize — player(s) who correctly forecast any 5 of the 8 winning numbers and either one of the bonus numbers in any one set.
- 7<sup>th</sup> Prize — player(s) who correctly forecast any 5 of the 8 winning numbers in any one set.
- 8<sup>th</sup> Prize — player(s) who correctly forecast any 4 of the 8 winning numbers and either one of the bonus numbers in any one set.

8. *Publication of Results*

- 8.1. The Master Agent 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 numbers;
- 8.2.2. the number of prize winners or provisional prize winners in each prize level;
- 8.2.3. the value or provisional value of each prize in each prize level;
- 8.2.4. the dates when prizes will be paid; and
- the date the claim period expires.

9. *Prize Structure*

- 9.1. Only one prize can be won by any one ordinary entry in a set.
- 9.2. A percentage of the total entry fees received for each draw, as determined by SALC in consultation with Bloc members shall be allocated as the prize pool.
- 9.3. Each of the Bloc members must contribute the same percentage of the total entry fees received by them into the prize pool.
- 9.4. The prize pool will be distributed between the prize levels in accordance with the determination of SALC, after consultation with the Bloc members.

10. *1<sup>st</sup> Prize Reserve*

- 10.1. A percentage of the total entry fees received for each draw, as determined by SALC in consultation with Bloc members shall be put aside to accumulate as part of a 1<sup>st</sup> prize reserve.
- 10.2. The Master Agent will pay from the 1<sup>st</sup> prize reserve:
  - 10.2.1. if there are no more than four 1<sup>st</sup> prize winners, \$4,800,000 to each 1<sup>st</sup> prize winner;
  - 10.2.2. if there are more than four 1<sup>st</sup> prize winners, \$19,200,000 divided equally among the 1<sup>st</sup> prize winners.
- 10.3. Each 1<sup>st</sup> prize winner will be paid by 240 equal monthly instalments with the first instalment being paid by the Master Agent as soon as practicable after the claim period and with each subsequent instalment being paid on the 15<sup>th</sup> day of each subsequent month until all instalments have been paid.
- 10.4. If there is not enough money in the 1<sup>st</sup> prize reserve to pay the prizes mentioned in clause 10.2, the Master Agent will draw upon the Prize Reserve Fund to fund any such shortfall.

11. *Divisions 2 to 8 Prize Pool*

- 11.1. The prize money allocated to each of prize levels 2 to 8 inclusive will be apportioned in equal shares between the winners in that prize level.
- 11.2. If there is no winner in any of the prize levels 2, 3, 4, 5, 6, or 7 of any draw, the prize money allocated to that prize level will be added to the prize money allocated to the next lower prize level in which there is a winner.
- 11.3. If there is no winner in prize level 8 of any draw, the prize money allocated to that prize level will be jackpotted to the next draw and allocated between prize levels 2, 3, 4, 5, 6, 7 and 8.
- 11.4. Any variation to the prize levels or the prize pool distributions between prize levels 2 to 8 inclusive, as determined by SALC, will be advised to players by way of the Master Agent's website and at all selling points, at least fourteen (14) days prior to their operational date.
- 11.5. Notwithstanding any other Rule, the Master Agent may, at its discretion round out the amount of any 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, SALC 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*. The amount set aside will be accumulated 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 1<sup>st</sup> prize reserve in such amount(s) and to such player(s) as the Master Agent in its absolute discretion determines;
  - 12.2.2. prizes in respect of missed prize entries for lotteries conducted by the Master Agent, or additional or increased prizes in subsequent lotteries conducted by the Master Agent, in such amount(s) and to such player(s) as SALC 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 Set for Life 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 Set for Life.

13. *Prize Claims*

- 13.1. In the case of a 1<sup>st</sup> Prize:
  - 13.1.1. the first instalment of the prize money will be distributed after the claim period has elapsed with each subsequent instalment being paid on the 15th day of each subsequent month until all instalments have been paid;
  - 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 entitle the owner of such ticket to:
    - (a) receive a maximum amount of \$4,800,000;
    - (b) if there are more than four prize winning tickets, share equally a maximum total sum of \$19,200,000; and
    - (c) be paid by 240 equal monthly instalments of such prize
  - 13.1.3. any player who claims to be entitled to a prize on a printed ticket must lodge a claim at Head Office;
  - 13.1.4. a prize 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.
  - 13.1.5. the right of a 1st Prize winner to receive a prize by instalments is not transferable or assignable.
  - 13.1.6. if the winner of a 1st Prize dies whilst instalments of the prize remain unpaid, then the remaining instalments will be paid as soon as the Master Agent is provided with acceptable documentation to facilitate payment to the estate of such winner of the prize.
  - 13.1.7. if the winner of a 1<sup>st</sup> Prize receives one or more instalments of the prize and then fails to update his or her personal details and/or his or her nominated bank account details resulting in an instalment of the prize being unpaid to such winner then the relevant unpaid instalment of the prize will remain payable to such winner and the right to that unpaid instalment of the prize will be treated by the Master Agent as unclaimed monies under the Unclaimed Moneys Act 1891 (South Australia) (if applicable).
- 13.2. In the case of prizes other than a 1st 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 the Master Agent, 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 set that has won a prize in the 2nd Prize level or a lower Prize level in addition to a 1st Prize, the lower prize level will not be paid until the 1st 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 the Master Agent.
- 13.4. A claim under Rule 13.1.3 or 13.3:
- 13.4.1. may be lodged with the Master Agent either personally or by registered mail;
  - 13.4.2. must reach the Master Agent within 12 months of the relevant draw; 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. SALC:
- 13.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged within 12 months of the relevant day; and
  - 13.5.2. may in its absolute discretion accept or refuse to accept any claim in whole or in part.

14. *Ticket Checkers*

- 14.1. Ticket checkers are located at all selling points 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.

## SCHEDULE

*Date of operation of these Rules:*

27 October 2016

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

- 1.1 These Rules may be cited as the Lotteries (Super 66) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (Super 66) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (SUPER 66) RULES

*This consolidation includes amendments as at 27 October 2016.  
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. *Ordinary Entry*
  - 3.1. Creation
  - 3.2. Participation of ordinary entry
  - 3.3. Minimum number of games
  - 3.4. Maximum number of games
  - 3.5. Advance entry
  - 3.6. Maximum number of games for an ordinary entry
  - 3.7. Entry in conjunction with another online lottery
  - 3.8. Entry not in conjunction with another online lottery
4. *Multi-Week Entry*
  - 4.1. Creation
  - 4.2. In conjunction with multi-week entry in another online lottery
  - 4.3. Rules governing ordinary entries apply
5. *Supervision of Draw*
  - 5.1. Supervision and finality of draw
  - 5.2. Announcement of prize pool
6. *Determination of Winning Number*
  - 6.1. Draw number
  - 6.2. Drawing equipment
  - 6.3. Balls to be drawn and determination of winning number
  - 6.4. Prize divisions
7. *Publication of Results*
  - 7.1. Publication
  - 7.2. Content
8. *Prize Pool Structure*
  - 8.1. Single prize
  - 8.2. Creation of prize pool
  - 8.3. Aggregation of prize pool
  - 8.4. Prize payable in each division
  - 8.5. Allocation to winners
9. *Prize Reserve Fund*
  - 9.1. Creation
  - 9.2. Distribution

- 9.3. Agreement with Bloc members
- 9.4. Assignment

10. *Jackpots*

- 10.1. Creation
- 10.2. Augmentation of prize pool

11. *Prize Claims*

- 11.1. Division 1
- 11.2. Other than Division 1
- 11.3. Lodgement of claim
- 11.4. Requirements for lodgement of claim
- 11.5. SALC's discretion

12. *Ticket Checkers*

- 12.1. Location
- 12.2. Use
- 12.3. Validation of ticket

*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 SALC 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 14<sup>th</sup> 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 the Master Agent.
- 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. the Master Agent 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 SALC.
- 3.6. Super 66 entries will be limited to 50 games for an ordinary entry, or such other number as the Master Agent 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 maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
  - 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. *Supervision of Draw*
- 5.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and:
    - 5.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body for the State in which the draw is conducted; and
    - 5.1.2. will be final for the purpose of determining the prize winners in that draw.
  - 5.2. The total amount of the prize pool will be declared prior to each draw.
6. *Determination of Winning Number*
- 6.1. Each draw will be identified by a number.
  - 6.2. Each draw will be conducted using drawing equipment agreed by the Bloc members.
  - 6.3. For each draw, the Bloc members will cause a series of 6 numbered balls to be drawn from the drawing equipment. The winning number so determined will be in the range from 000000 to 999999 inclusive.
  - 6.4. There will be 5 winning divisions in each draw as follows:
    - Division 1 — player(s) 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:
      - 6.4.1. 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
      - 6.4.2. 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:

- 6.4.3. 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
- 6.4.4. 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:

- 6.4.5. 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
- 6.4.6. 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:

- 6.4.7. 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
- 6.4.8. 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.

## 7. *Publication of Results*

- 7.1. The Master Agent will publish the results of each draw as soon as practicable after each draw.
- 7.2. The information published may include:
  - 7.2.1. the winning numbers;
  - 7.2.2. the amount of the prize pool allocated to each division;
  - 7.2.3. the number of prize winners or provisional prize winners in each division;
  - 7.2.4. the value or provisional value of each prize in each division;
  - 7.2.5. the dates when prizes will be paid;
  - 7.2.6. the date the claim period expires; and
  - 7.2.7. the guaranteed or estimated Division 1 prize pool in the next draw.

## 8. *Prize Pool Structure*

- 8.1. Only one prize can be won by any one 6 digit number selection. If a 6 digit number selection satisfies the criteria for a prize in more than one division, only the prize in the highest of those divisions will be payable.
- 8.2. 60% of the total entry fees received for each draw (or such greater amount as SALC determines in consultation with Bloc members) will be allocated as the prize pool.
- 8.3. Each of the Bloc members must contribute the same percentage of the total entry fees received by them into the prize pool.
- 8.4. Subject to Rules 8.5 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.

- 8.5. After the prize pool has been allocated amongst the winners in all divisions:
- 8.5.1. if there is any amount remaining, that amount will be apportioned equally between the winner(s) in Division 1;
- 8.5.2. if the prize pool is insufficient to pay each winner in each division the prize specified in Rule 8.4, 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, SALC 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 SALC 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 SALC through its Master Agent;
- 9.2.2. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent ;
- in such amount(s) and to such player(s) as SALC 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 the Master Agent guarantees a minimum prize payout in Division 1 of a super draw and the prize is not won, the amount by which the Master Agent 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, the Master Agent 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. *Prize Claims*

11.1. In the case of a Division 1 prize:

- 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 as prize winning tickets will be paid the prize in accordance with Rule 8;
- 11.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
- 11.1.4. 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.

11.2. In the case of prizes other than a Division 1 prize:

- 11.2.1. 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 the Master Agent, subject to these Rules;
- 11.2.2. 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
- 11.2.3. 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.

11.3. Any player who claims to be entitled to a prize but:

- 11.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
- 11.3.2. considers that their ticket has been incorrectly evaluated; or
- 11.3.3. has not obtained confirmation that their ticket has won a prize, after its evaluation by the central computer system

must lodge a claim with the Master Agent in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.

11.4. A claim under Rule 11.1.3 or 11.3:

- 11.4.1. may be lodged with the Master Agent either personally or by registered mail;
- 11.4.2. must reach the Master Agent within 12 months of the relevant day; and
- 11.4.3. 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.

11.5. SALC:

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

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.

## **SCHEDULE**

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

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

1. *Preliminary*

- 1.1 These Rules may be cited as the Lotteries (The Pools) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (The Pools) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the “Principal Rules”.
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:  
Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance

## STATE LOTTERIES ACT 1966

### LOTTERIES (THE POOLS) RULES

*This consolidation includes amendments as at 27 October 2016.  
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. *Ordinary Entry*
  - 3.1. Creation
  - 3.2. Participation of ordinary entry
  - 3.3. Minimum number of games
  - 3.4. Maximum number of games
  - 3.5. Advance entry
  - 3.6. Methods of requesting entry
  - 3.7. Marking a coupon
4. *Multi-Week Entry*
  - 4.1. Creation
  - 4.2. Rules governing ordinary entries apply
5. *System/Pick Entry*
  - 5.1. Creation
  - 5.2. Methods of requesting entry
  - 5.3. Marking a coupon
  - 5.4. Picks 4 and 5
  - 5.5. Formula for picks 4 or 5
  - 5.6. Creating pick 4 entry
  - 5.7. Creating pick 5 entry
  - 5.8. Formula for systems 7 to 20
  - 5.9. Maximum number of system/pick entries on coupon
  - 5.10. Multi-week system/pick entry
  - 5.11. Price of system/pick entry
6. *QuickPick Entry*
  - 6.1. Creation
  - 6.2. Limitations when using a coupon
  - 6.3. Generation of entry
7. *Determination of Winning Numbers*
  - 7.1. Draw number
  - 7.2. Aligning coupon entry to match list
  - 7.3. Match list
  - 7.4. Determination of results
  - 7.5. Void match
  - 7.6. Adoption of results
  - 7.7. Barrel draw

- 7.8. Prize divisions
- 8. *Publication of Results*
  - 8.1. Publication
  - 8.2. Content
- 9. *Prize Pool Structure*
  - 9.1. Single prize
  - 9.2. Creation of prize pool
  - 9.3. Aggregation of prize pool
  - 9.4. Apportionment between winners in a division
  - 9.5. Distribution between divisions
  - 9.6. Allocation to other divisions
  - 9.7. Notification of change in prize pool distribution
  - 9.8. Aggregation of divisions
  - 9.9. Rounding out
- 10. *Prize Reserve Fund*
  - 10.1. Creation
  - 10.2. Distribution
  - 10.3. Agreement with Bloc members
  - 10.4. Assignment
- 11. *Jackpots*
  - 11.1. Creation
  - 11.2. Augmentation of Division 1
- 12. *Prize Claims*
  - 12.1. Division 1
  - 12.2. Other than Division 1
  - 12.3. Lodgement of claim
  - 12.4. Requirements for lodgement of claim
  - 12.5. SALC's discretion
- 13. *Ticket Checkers*
  - 13.1. Location
  - 13.2. Use
  - 13.3. Validation of ticket

*Schedule*

Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (The Pools) Rules.
- 1.2. These Rules will come into operation on the date specified in the Schedule to these Rules.
- 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
- 1.4. These Rules apply 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 SALC 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 14<sup>th</sup> 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 the Master Agent.

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 the Master Agent.
- 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. the Master Agent 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 advance of a current draw. The maximum number of advance draws in which an entry can be issued will be notified to players by the Master Agent following determination by SALC.
- 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 the Master Agent, 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 with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. 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 maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
- 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 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, as appropriate.
- 5.11. The price of a system/pick entry will be as determined by the Master Agent 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 the Master Agent 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 the Master Agent 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 the Master Agent's 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. *Publication of Results*

- 8.1. The Master Agent will publish the results of each draw as soon as practicable after their determination.
- 8.2. The information published may include:
  - 8.2.1. the winning numbers;
  - 8.2.2. the amount of the prize pool allocated to each division;
  - 8.2.3. the number of prize winners or provisional prize winners in each division;
  - 8.2.4. the value or provisional value of each prize in each division;
  - 8.2.5. the dates when prizes will be paid;
  - 8.2.6. the date the claim period expires; and
  - 8.2.7. the estimated prize pool for the next draw.

9. *Prize Pool Structure*

- 9.1. Only one prize can be won by any one ordinary entry in a game.
- 9.2. 50% of the total entry fees received for each draw (or such greater amount as SALC determines in consultation with Bloc members) will be allocated as the prize pool.
- 9.3. Each of the Bloc members must contribute the same percentage of the total entry fees received by them into the prize pool.
- 9.4. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.
- 9.5. The total prize pool will be distributed between the prize divisions in accordance with the determination of SALC, after consultation with the Bloc members.
- 9.6. 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.
- 9.7. 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.

- 9.8. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SALC, will be advised to players by way of the Master Agent's website and at all selling points, at least fourteen (14) days prior to their operational date.
- 9.9. Notwithstanding any other Rule, the Master Agent 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, SALC 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 SALC 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 SALC through its Master Agent;
- 10.2.2. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent;
- in such amount(s) and to such player(s) as SALC 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 jackpoting will continue until there is a Division 1 winner.
- 11.2. If the Master Agent guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Master Agent 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. *Prize Claims*
- 12.1. In the case of a Division 1 prize:
- 12.1.1. prize money will be distributed after the claim period has elapsed;
- 12.1.2. 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;

- 12.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
- 12.1.4. 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.
- 12.2. In the case of prizes other than a Division 1 prize:
  - 12.2.1. 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 the Master Agent, subject to these Rules;
  - 12.2.2. 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
  - 12.2.3. 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.
- 12.3. Any player who claims to be entitled to a prize but:
  - 12.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
  - 12.3.2. considers that their ticket has been incorrectly evaluated; or
  - 12.3.3. has not obtained confirmation that their ticket has won a prize after its evaluation by the central computer system

must lodge a claim with the Master Agent in the case of a printed ticket and with the provider of the electronic ticket in the case of an electronic ticket.
- 12.4. A claim under Rule 12.1.3 or 12.3:
  - 12.4.1. may be lodged with the Master Agent either personally or by registered mail;
  - 12.4.2. must reach the Master Agent within 12 months of the relevant day; and
  - 12.4.3. 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.
- 12.5. SALC:
  - 12.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged within 12 months of the relevant day; and
  - 12.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.
- 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.

## **SCHEDULE**

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

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

- 1.1 These Rules may be cited as the Lotteries (Traditional Lottery) Amendment Rules, 2016 (No. 1).
- 1.2 The Lotteries (Traditional Lottery) Rules made under the State Lotteries Act, 1966 and published in the *Government Gazette* on 28 March 2014 are hereinafter referred to as the "Principal Rules".
- 1.3 The Principal Rules are hereby amended effective from 27 October 2016 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 Commissioner:

Dated: 17 October 2016

Signature:

Name: DAVID GRAEME HARDY

Commissioner

Approved,

TOM KOUTSANTONIS, Minister for Finance



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

*This consolidation includes amendments as at 27 October 2016.  
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. *Supervision of Draw*
  - 4.1. Supervision and finality of draw
  - 4.2. Announcement of prize pool
5. *Determination of Winning Ticket Number(s)*
  - 5.1. Draw number
  - 5.2. Drawing equipment
  - 5.3. Ticket number(s) to be drawn
6. *Publication of Results*
  - 6.1. Publication
  - 6.2. Content
7. *Prize Structure*
  - 7.1. Amount of prize(s) in any traditional lottery
  - 7.2. Amount of prize(s) in any special appeal lottery
8. *Prize Reserve Fund*
  - 8.1. Creation
  - 8.2. Distribution
9. *Prize Claims*
  - 9.1. Claim period
  - 9.2. Place of prize claim
  - 9.3. Lodgement of claim
  - 9.4. Requirements for lodgement of claim
  - 9.5. SALC's discretion
10. *Ticket Checkers*
  - 10.1. Location
  - 10.2. Use
  - 10.3. Validation of ticket

*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 operated by SALC.
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 14<sup>th</sup> 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 the Master Agent 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 the Master Agent may decline to issue more than 1,000 tickets to a player in any one draw.
4. *Supervision of Draw*
  - 4.1. The drawing of the winning ticket number(s) will be conducted in such manner as agreed by the Master Agent and:
    - 4.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body for the State in which the draw is conducted; and
    - 4.1.2. will be final for the purpose of determining the prize winner(s) for that draw.
  - 4.2. The total amount of the prize pool will be declared prior to each draw.
5. *Determination of Winning Ticket Number(s)*
  - 5.1. Each draw will be identified by a number.
  - 5.2. Each draw will be conducted using drawing equipment as the Master Agent determines.
  - 5.3. For each draw the Master Agent will cause to be drawn from the drawing equipment such quantity of ticket numbers as the Master Agent determines.
6. *Publication of Results*
  - 6.1. The Master Agent will publish the results of each draw as soon as practicable after each draw.

- 6.2. The information published may include:
  - 6.2.1. the winning ticket number(s);
  - 6.2.2. the amount of the prize(s)
  - 6.2.3. the date(s) when the prize(s) will be paid; and
  - 6.2.4. the date the claim period expires.

7. *Prize Structure*

- 7.1. 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 the Master Agent determines.
- 7.2. The prize(s) to be awarded in any special appeal lottery will be those approved by the Minister on a case by case basis.

8. *Prize Reserve Fund*

- 8.1. From time to time, SALC 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 SALC to constitute a pool called the Prize Reserve Fund.
- 8.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
  - 8.2.1. prizes in respect of missed prize entries for lotteries conducted by SALC through its Master Agent;
  - 8.2.2. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent;

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

9. *Prize Claims*

- 9.1. Prizes will be distributed after the relevant claim period has elapsed.
- 9.2. 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.
- 9.3. Any player who claims to be entitled to a prize but:
  - 9.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
  - 9.3.2. considers that their ticket has been incorrectly evaluated by the Master Agent; or
  - 9.3.3. has not obtained confirmation that the ticket has won a prize after its evaluation by a selling point terminalmust lodge a claim with the Master Agent.
- 9.4. A claim under Rule 9.3:
  - 9.4.1. may be lodged with the Master Agent either personally or by registered mail;

- 9.4.2. must reach the Master Agent within the period specified for the collection or taking delivery of a prize; and
  - 9.4.3. must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 9.5. SALC:
- 9.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged within the period specified for the collection or taking delivery of a prize; and
  - 9.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.
10. *Ticket Checkers*
- 10.1. Ticket checkers are located at all selling points and are linked to the central computer system via the selling point terminal.
  - 10.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each ticket into the scanning device.
  - 10.3. A prize winning ticket must be identified by the central computer system as a prize winning ticket before payment of the prize is made.

## SCHEDULE

*Date of operation of these Rules:*

27 October 2016

© The Crown in right of the State of South Australia 2016

---

---