

STATE LOTTERIES ACT 1966

LOTTERIES (OZ LOTTO) RULES

*This consolidation includes amendments as at 11 May 2022.
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules and amendments as published in the South Australian Government Gazette from time to time.*

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Schedule

Date of commencement

1. *Preliminary*

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

2. *Interpretation*

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

“Bloc members” means the parties from time to time to the Bloc Agreement entered into by SALC with other lottery operators for the promotion, conduct and sale of tickets (among other things) in the game of Oz Lotto on a joint basis with a common winning number determination and a declaration of common dividends based on the equal participation of all players in the aggregated prize pool;

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

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

“Oz Lotto” means a lottery drawn at such intervals as the Bloc members determine in which a player is required to forecast 7 numbers to be drawn from the range of numbers 1 to 47 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:

Pick 6 entry:

$$\frac{(47 - P)!}{41! \times (7 - P)!} \quad (\text{where } P = \text{pick number})$$

- 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 861 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 41 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, 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 10 numbered balls to be drawn from the drawing equipment.
- 8.4. The first 7 balls drawn will be the winning numbers and the final 3 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 at least 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 at least 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 at least 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 jackpotting will continue for no more than 25 consecutive draws. If there is no Division 1 prize winner in the next (or 26th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 26th draw, will be added to the prize money allocated to the next lower division in which there is a winner.
- 12.2. If the 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 with the Master Agent 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. Prizes payable on a printed ticket 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: 11 May 2022

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