Western Australia

Lotteries Commission Act 1990

Lotteries Commission (Soccer Pools) Rules 1996

These rules were repealed by the *Lotteries Commission (Authorised Lotteries) Rules 2016* r. 146(h) as at 8 Oct 2016 (see r. 2(b))

Western Australia

Lotteries Commission (Soccer Pools) Rules 1996

Contents

Part 1 — Preliminary

1. Citation 1
2. Terms used in these rules 1

Part 2 — Determination of results of Soccer Pools

3. Terms used in this Part 4
4. Determination of the winning numbers 4
5. Ranking matches 5
6. Dealing with void matches 6
8. When Pools Games are to be cancelled 6
8A. Commission may withdraw from non-conforming Pools Game 7

Part 3 — Requirements for entry

9. Playslip 8
10. Methods of entry 8
11. No limit to number of entries 9
12. Super 66 entry 9
13. Completion of playslip 9
13A. Ticket repeat 10
13B. Favourite numbers 11
14. Oral request for entry 11
15. Entry by mail 12
16. Receipted tickets 14
17. Surrender of receipted ticket 14
18. Accuracy of receipted ticket 15
19. Validity of receipted ticket 15

Extract from www.slp.wa.gov.au, see that website for further information

Part 3A — Syndicate entries

19A. Application of this Part 17
19B. Establishing a syndicate 17
19C. Syndicate share and cost parameters 18
19D. Agent's component of a syndicate share 18
19E. Syndicate participation parameters 19
19F. Types of syndicates 19
19G. Syndicate share receipted ticket 19
19H. Syndicate master ticket 20

Part 4 — General duties of Commission

20. Pools to be numbered 21
21. Publication of match list 21
22. Publication of results 21
23. Soccer pools prize pool and prize reserve fund 22

Part 5 — Determination of pools game prizes

24. Criteria for prizes 23
25. Only systems entry can win in more than one division 23
26. Distribution of prize pool 24
27. Division 1 jackpot 24
28. Divisions 2 — 5 prize pools may be varied or re-allocated 25
29. Bonus Pools Games and guaranteed prize pools 25
30. Division 1 prizes 26
31. Division 2, 3, 4 and 5 prizes 27
31A. Claiming a syndicate share prize 28
32. Commission may require a statutory declaration 29
33. Publication of names and addresses of prize winners 29
34. Player Registration Service 29
34A. Player's card holders may request direct credit of prizes 31
34B. Registering favourite numbers 31

Part 6 — Miscellaneous

35. Instructions 32

Extract from www.slp.wa.gov.au, see that website for further information

36. Rules to be made available 32
37. Decisions of Commission final 32

Schedule 1 — Calculating the total cost of entry — Soccer Pools

Schedule 2 — System entries and game equivalents

Schedule 3 — System entry prize schedule

Schedule 4 — Summary of parameters within which Soccer Pools is conducted

Notes

Compilation table 39

Defined terms

Extract from www.slp.wa.gov.au, see that website for further information

Western Australia

Lotteries Commission Act 1990

Lotteries Commission (Soccer Pools) Rules 1996

Part 1 — Preliminary

1. Citation

These rules may be cited as the *Lotteries Commission (Soccer Pools) Rules 1996* [1].

2. Terms used in these rules

In these rules —

agent means a person appointed by the Commission as its agent for purposes associated with Soccer Pools, and includes any branch or section of the Commission;

agent's component means that part of the entry cost calculated in accordance with the formula set out in Schedule 1 that is payable to the agent;

Australian Soccer Pools Bloc means the members of the Australian Soccer Pools Bloc Agreement;

authorised payout centre means an agent who has been authorised by the Commission to pay up to division 2 prizes;

entry means an entry as described in rule 13(5) or 14(2) or an entry as a result of redemption of a promotional coupon;

game means —

(a) that part of an entry consisting of 6 selected numbers; and

Extract from www.slp.wa.gov.au, see that website for further information

(b) in relation to a systems entry, one of the notional multiple games making up that systems entry;

match list means a list of matches published under rule 21;

participant means a person who has taken one or more of the steps necessary to participate in Soccer Pools;

payout period means the period from the Tuesday (or such other day as is selected by the Commission) after the determination of that Pools Game, to the close of business on the day 12 months after the day that Pools Game was determined;

player's card means a card issued following a request under rule 34;

player's card number includes a PRS number issued under these rules prior to 9 June 2008, if the PRS number is still valid under rule 34;

playslip means an entry form, whether for a single game or multiple games and for all types of play;

Pools Game means a particular game of Soccer Pools designated by a number in accordance with rule 20;

prize fund means the fund maintained by the Australian Soccer Pools Bloc in accordance with the agreement referred to in rule 23(1) and consisting of the prize pool and the prize reserve fund;

prize pool means the prize pool referred to in rule 23(2)(a);

promotional coupon means a coupon or an offer initiated by the Commission that allows a receipted ticket to be produced for a participant without full payment being required;

receipted ticket means a ticket that is produced and issued by an agent either as a result of processing a playslip, accepting a promotional coupon or as a response to an oral request for entry;

selling period means the period before a Pools Game, terminating at the time specified by the Commission for the weekend on which that Pools Game is determined;

Extract from www.slp.wa.gov.au, see that website for further information

Soccer Pools means a competition conducted in accordance with these rules;

subscription means the amount payable (exclusive of the agent's component) to enter Soccer Pools;

supplementary number means the number referred to in rule 4(3);

total prize pool means the prize pool for a Pools Game, plus any jackpot amount from a previous Pools Game and any amount from the prize reserve fund that has been taken from the fund to ensure that a guaranteed minimum prize pool for a Pools Game is met;

validation period means the period of time from midnight on the day on which a Pools Game was determined to the close of business —

(a) on the 14th day after that day; or

(b) if that 14th day is a public holiday, on the preceding business day;

winning number means any one of the 6 numbers referred to in rule 4(2).

[Rule 2 amended in Gazette 15 Nov 1996 p. 6525; 5 Aug 2005 p. 3599-600; 6 Jun 2008 p. 2323-4.]

Extract from www.slp.wa.gov.au, see that website for further information

Part 2 — Determination of results of Soccer Pools

3. Terms used in this Part

In this Part —

Away win means a result where the team printed in the right hand column of the match list has, or is deemed to have, scored more goals in the match than the other team;

Home win means a result where the team printed in the left hand column of the match list has, or is deemed to have, scored more goals in the match than the other team;

score draw means a result where both teams have scored, or are deemed to have scored, the same number of goals (being a number more than zero);

scoreless draw means a result where both teams have not scored, or are deemed not to have scored, any goals;

void match means a match on the match list that has been declared to be a void match by the Australian Soccer Pools Bloc.

[Rule 3 amended in Gazette 5 Aug 2005 p. 3600.]

4. Determination of the winning numbers

(1) The winning numbers and the supplementary number for a Pools Game are to be determined by —

(a) ranking the matches on the match list for that Pools Game in accordance with rule 5; and

(b) identifying the numbers on the match list corresponding to —

(i) the 6 highest ranked matches; and

(ii) the 7th highest ranked match.

(2) The numbers identified under subrule (1)(b)(i) are the 6 winning numbers for that Pools Game.

Extract from www.slp.wa.gov.au, see that website for further information

(3) The number identified under subrule (1)(b)(ii) is the supplementary number for that Pools Game.

5. Ranking matches

(1) The matches on the match list for a Pools Game are to be ranked in the following order —

(a) score draws;

(b) scoreless draws;

(c) Away wins; and

(d) Home wins.

(2) Within the category of score draws matches are to be ranked in order according to the number of goals scored (ie. the higher the score, the higher the ranking).

(3) Within the category of scoreless draws, all matches rank equally.

(4) Within the category of Away wins —

(a) matches are to be ranked in order according to the goal difference between teams (ie. the smaller the difference, the higher the ranking); and

(b) if the goal difference is the same in 2 or more matches, the match in which more goals overall were scored is to be ranked higher than a match in which fewer goals overall were scored.

(5) Within the category of Home wins —

(a) matches are to be ranked in order according to the goal difference between the teams (ie. the smaller the difference, the higher the ranking); and

(b) if the goal difference is the same in 2 or more matches, the match in which more goals overall were scored is to be ranked higher than a match in which fewer goals overall were scored.

(6) If, having been ranked in accordance with this rule, 2 or more matches are ranked equally, then those matches are to be ranked in descending order according to the numbers corresponding to them in the match list (ie. the higher the number on the match list, the higher the ranking).

6. Dealing with void matches

(1) If one or more of the matches numbered 1 to 38 on the match list for a Pools Game are void matches, those matches are to be replaced on the match list, starting with the void match with the lowest number.

(2) If a void match is to be replaced under subrule (1) it is to be replaced with the first match numbered 39 or higher on the match list which —

(a) is not a void match; and

(b) has not already been used as a replacement for another void match.

*[**7.** Deleted in Gazette 5 Aug 2005 p. 3600.]*

8. When Pools Games are to be cancelled

(1) The Commission is to cancel a Pools Game if the Australian Soccer Pools Bloc determines for any reason that the Pools Game for that week is to be cancelled.

(2) If a Pools Game is cancelled —

(a) no prizes are to be paid for that Pools Game; and

(b) all entries received by the Commission in respect of that Pools Game are to be entered in the next Pools Game in place of the cancelled Pools Game.

Extract from www.slp.wa.gov.au, see that website for further information

8A. Commission may withdraw from non-conforming Pools Game

(1) The Commission may withdraw all entries received by the Commission in respect of a particular Pools Game if —

(a) fewer than 38 matches remain scheduled to be played immediately before the close of entries for that Pools Game;

(b) results are declared in fewer than 7 matches; or

(c) the Australian Soccer Pools Bloc determines that the Pools Game for that week is to be conducted in a manner that is inconsistent with the Act.

(2) If the Commission withdraws from a Pools Game —

(a) no prizes are to be paid by the Commission for that Pools Game; and

(b) all entries received by the Commission in respect of that Pools Game are to be entered in the next Pools Game following the inconsistent Pools Game.

[Rule 8A inserted in Gazette 5 Aug 2005 p. 3600.]

Extract from www.slp.wa.gov.au, see that website for further information

Part 3 — Requirements for entry

9. Playslip

The Commission must ensure that a playslip for Soccer Pools displays —

(a) such details to facilitate entry; and

(b) such instructions to participants,

as the Commission considers necessary.

[Rule 9 amended in Gazette 6 Jun 2008 p. 2324.]

10. Methods of entry

(1) A person may enter Soccer Pools —

(a) by filling out a playslip in accordance with rule 13 and —

(i) giving it to an agent; or

(ii) posting it to the Commission;

or

(b) by making an oral request for entry in accordance with rule 14; or

(c) by using the "ticket repeat" method set out in rule 13A; or

(d) online in accordance with the *Lotteries Commission (Internet Entries) Rules 2010*,

and paying the appropriate entry amount as calculated using the formula set out in Schedule 1.

(1A) A person may enter Soccer Pools by redeeming a promotional coupon and, in that case, may be required to pay less than the amount payable under subrule (1).

(1B) A person may enter Soccer Pools as a part of a syndicate in accordance with Part 3A.

Extract from www.slp.wa.gov.au, see that website for further information

(2) A playslip or oral request for entry is invalid, and is to be rejected by an agent, if it has not been completed or made in accordance with these rules.

(3) Any money tendered with a playslip or oral request that is rejected is to be refunded to the participant.

[Rule 10 amended in Gazette 6 Jun 2008 p. 2325-6; 19 Nov 2010 p. 5735.]

11. No limit to number of entries

There is no limit on the number of entries a participant may make in a Pools Game.

12. Super 66 entry

A participant entering Soccer Pools in a particular week may, in conjunction with that entry, enter the super 66 draw for that week in accordance with the *Lotteries Commission (Super 66) Rules 1996*.

[Rule 12 inserted in Gazette 15 Nov 1996 p. 6525.]

13. Completion of playslip

(1) To enter Soccer Pools using a playslip, a participant must select —

(a) 6 numbers out of the numbers 1 to 38 in each of at least 2 games on the playslip; or

(b) between 4 and 20 numbers (other than 6 numbers) out of the numbers 1 to 38 in one or more games on the playslip.

(2) A participant who has filled out a game on a playslip in accordance with rule 13(1) may enter up to 17 further systems entries using the same playslip by selecting, in each further game, the same number of numbers as were selected in the first game, but only up to an entry cost that does not, in aggregate, exceed $100 000.

(3) The participant must also mark in the appropriate boxes on the playslip —

[(a) deleted]

(b) how many (if more than one) consecutive weeks (2, 5 or 10) the playslip is to be entered in Soccer Pools; and

(c) whether the method of entry is a "systems" entry, being either a systems 4-5 or a systems 7-20, depending on the number of numbers selected in each completed game.

(4) A playslip —

(a) must be marked by hand in black or blue ball point pen or pencil in accordance with the instructions on that playslip; and

(b) must not be generated or marked by mechanical or electronic means.

(5) If a participant selects, in each completed game on the playslip —

(a) 6 numbers, the resulting receipted ticket constitutes one entry (made up of up to 18 games) in Soccer Pools; or

(b) between 4 and 20 numbers (but not 6 numbers), the resulting receipted ticket constitutes one entry in Soccer Pools for each completed game on the playslip.

[Rule 13 amended in Gazette 15 Nov 1996 p. 6525; 9 Mar 2001 p. 1344; 6 Jun 2008 p. 2326-7.]

13A. Ticket repeat

(1) A person may select the numbers and game type required to enter Soccer Pools by presenting an existing receipted ticket and requesting the same type of game entry and combination of numbers.

(2) If a receipted ticket linked to a player's card number is used to generate a repeat selection under subrule (1), that ticket does not

Extract from www.slp.wa.gov.au, see that website for further information

continue to be linked to the number unless the participant's player's card is presented as well.

(3) This rule does not apply to a syndicate share receipted ticket or a syndicate master ticket.

[Rule 13A inserted in Gazette 6 Jun 2008 p. 2328; amended in Gazette 15 May 2009 p. 1634-5.]

13B. Favourite numbers

(1) A person who has a player's card may —

(a) select the numbers and game type required to enter Soccer Pools by presenting his or her player's card and a playslip filled out with a selection of the "favourite numbers" (and game types) for Soccer Pools that relate to the card; or

(b) select the numbers and game type required to enter Soccer Pools by presenting his or her player's card and orally requesting the selection of the "favourite numbers" (and game types) for Soccer Pools that relate to the card.

(2) Favourite numbers can be selected for one week, or for 2, 5 or 10 consecutive weeks.

[Rule 13B inserted in Gazette 6 Jun 2008 p. 2328-9.]

14. Oral request for entry

(1) To enter Soccer Pools without a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a participant must make an oral request to an agent stating —

(a) that the entry is for Soccer Pools;

(b) whether the participant wishes to select —

(i) 6 numbers; or

(ii) between 4 and 20 numbers (ie. a systems entry);

(c) if the participant selects 6 selected numbers —

(i) whether the participant wishes the entry to be entered in 12, 18, 25, 30 or 50 games; or

(ii) where available, exactly how many games the participant wants to be entered, with a maximum of 50;

(d) how many (if more than one) consecutive weeks (2, 5 or 10) the entry is to be entered in Soccer Pools.

(2) If a participant requests —

(a) 6 numbers, the entry will be entered in the number of games selected under subrule (1)(c); or

(b) between 4 and 20 numbers (other than 6 numbers) the entry will be entered as one systems entry,

and the resulting receipted ticket constitutes one entry in Soccer Pools.

[Rule 14 amended in Gazette 15 Nov 1996 p. 6525; 29 Apr 1997 p. 2148; 9 Mar 2001 p. 1344; 6 Jun 2008 p. 2329.]

15. Entry by mail

(1) In this rule —

postal entry means a playslip or a promotional coupon completed and posted by a participant in accordance with rule 10(1)(a)(ii) and received by the Commission.

(2) If payment with a postal entry is tendered by cheque, the Commission is under no duty to issue a receipted ticket until that cheque has been cleared.

(3) Where the amount tendered with a postal entry is insufficient to enable the requested number of games or systems entries to be entered (but is sufficient to enter the minimum number of games), the Commission must enter the entry in the maximum number of games or systems entries that can be entered using the amount tendered, and refund any balance to the participant.

Extract from www.slp.wa.gov.au, see that website for further information

(4) If one or more of the games on a postal entry contains too many selected numbers the Commission may ignore the highest selected number or numbers in that game when producing a receipted ticket from that playslip.

(5) If one or more of the games on a postal entry contains too few selected numbers, the Commission may —

(a) ignore the games with too few numbers and produce a receipted ticket from the remaining games; or

(b) reject the entry,

and refund the balance to the participant.

(6) If a postal entry is bent or creased to the extent that a computer terminal will not accept or correctly read the playslip, the Commission may produce a receipted ticket that reflects the Commission's determination of the participant's intentions as shown by the entry.

(7) If a request for entry is received by the Commission by mail, together with the correct payment, but a playslip is not enclosed, the Commission may produce a receipted ticket that reflects the request as if it were an oral request.

(8) If a postal entry is specified as being an entry in one or more specified Pools Games the Commission must —

(a) enter the entry in the Pools Game or Games requested; or

(b) if the selling period for one or more of the specified Pools Games has passed, enter the entry in the requested number of Pools Games commencing with the next Game for which the selling period has not finished.

(9) The Commission is not responsible for the security or loss of a receipted ticket after it has been posted.

[Rule 15 amended in Gazette 6 Jun 2008 p. 2330.]

16. Receipted tickets

(1) Where a person gives to an agent a playslip completed in accordance with these rules and makes the appropriate payment, the agent must use that playslip to generate a receipted ticket or tickets and give it or them to the participant.

(1A) Where a person redeems a promotional coupon in accordance with these rules and the terms on which the promotional coupon is issued, the agent must generate a receipted ticket or tickets accordingly and give it or them to the participant.

(2) Where a person makes an oral request for entry in accordance with these rules and makes the appropriate payment, the agent must generate a receipted ticket or tickets (with randomly selected numbers generated by computer) in accordance with the participant's instructions and give it or them to the participant.

[(3) deleted]

(4) Subject to rule 15, where a person posts a playslip, completed in accordance with these rules, to the Commission with the appropriate payment, the Commission must, when it receives that playslip, use that playslip to generate a receipted ticket or tickets and post it or them by ordinary mail to the participant at the return address accompanying the entry.

[Rule 16 amended in Gazette 15 Nov 1996 p. 6525; 6 Jun 2008 p. 2330-1.]

17. Surrender of receipted ticket

(1) Subject to subrule (1A), a participant may surrender a receipted ticket for any reason —

(a) to the selling point at which it was purchased;

(b) on the day on which it was purchased;

(c) prior to the close of the day's Soccer Pools business for that selling point; and

(d) within the selling period for that ticket.

Extract from www.slp.wa.gov.au, see that website for further information

(1A) The Commission may allow a participant to surrender a receipted ticket (other than a shared syndicate receipted ticket) in circumstances outside those set out in subrule (1), but is under no obligation to do so.

(2) If a participant surrenders a receipted ticket, the participant is entitled to a full refund from the agent or a further receipted ticket in exchange for the surrendered ticket.

[Rule 17 amended in Gazette 15 Nov 1996 p. 6525; 9 Mar 2001 p. 1345; 6 Jun 2008 p. 2331.]

18. Accuracy of receipted ticket

An agent who generates a receipted ticket by processing a playslip, a promotional coupon or a ticket repeat or as a result of an oral request is under no duty to ensure that the receipted ticket accurately reflects the playslip, coupon, ticket or request.

[Rule 18 amended in Gazette 6 Jun 2008 p. 2331.]

19. Validity of receipted ticket

(1) Subject to subrules (2) and (3), a receipted ticket is generated by the Commission to indicate that the details of a valid entry, or of a number of systems entries, as appearing on the ticket, have been recorded in the central gaming system records in relation to the numbered Pools Game or Games shown on the ticket.

(2) Subrule (1) does not apply to a receipted ticket that —

(a) has been surrendered in accordance with rule 17; or

(ab) is partially invalid because a "consecutive weeks" option is not allowed for some of the draws on the receipted ticket; or

(b) has, during the selling period prior to the relevant Pools Game, been found to be invalid as a result of non-compliance with rule 13(4)(b); or

(c) is forged or altered, or obtained as a direct result of fraud, by the participant or person claiming a prize.

(3) If the details appearing on the receipted ticket are ambiguous, illegible or appear to be at odds with the information in the central gaming system records, the central gaming system records are taken to be the correct details in relation to that receipted ticket.

[Rule 19 amended in Gazette 15 Nov 1996 p. 6525; 6 Jun 2008 p. 2332.]

Extract from www.slp.wa.gov.au, see that website for further information

Part 3A — Syndicate entries

[Heading inserted in Gazette 6 Jun 2008 p. 2333.]

19A. Application of this Part

(1) An "informal syndicate entry" in a Pools Game may be organised by a person (whether or not that person is an agent) by means of a collective contribution to the payment for an entry, but the receipted ticket will not acknowledge that more than one person has contributed to the payment.

(2) This Part does not apply to an informal syndicate entry in a Pools Game.

(3) This Part only applies to syndicate entries if the syndicate entries are offered in accordance with rules 19B to 19H by the Commission or an agent, as the case may be.

[Rule 19A inserted in Gazette 6 Jun 2008 p. 2333.]

19B. Establishing a syndicate

(1) To create a syndicate, the Commission or an agent must produce a syndicate master ticket, which confirms that the particular syndicate with the parameters printed on that master ticket has been established in the central lotteries computer system.

(2) A playslip may be used to set up a syndicate under this Part, but cannot be used to purchase a syndicate share.

(3) The Commission or the agent that produces the master ticket is the holder of the master ticket.

(4) The master ticket may be registered against a player's card number.

(5) A syndicate sales (subscription) adjustment may be required from time to time, and the adjustment will be made against the master ticket held by the Commission or the agent.

(6) In this rule —

Extract from www.slp.wa.gov.au, see that website for further information

syndicate sales (subscription) adjustment means an adjustment of the difference in value between the master ticket subscription value and the sum of the actual subscription values of the syndicate shares.

[Rule 19B inserted in Gazette 6 Jun 2008 p. 2333; amended in Gazette 12 Mar 2010 p. 951.]

19C. Syndicate share and cost parameters

(1) The minimum number of shares that may be made available in a syndicate is 5.

(2) The maximum number of shares that may be made available in a syndicate is 500.

(3) The minimum cost of entry for a syndicate is $25.

(4) The maximum cost of entry for a syndicate master ticket is $100 000.

(5) The minimum share cost for a syndicate is $5.00.

(6) The maximum share cost for a syndicate is $20 000.

(7) The cost of a share in a particular syndicate is calculated by a method determined by the Commission that includes truncation to the nearest cent for the subscription component and agent commission component, followed by rounding down, where necessary, to the nearest sum containing a 5 cent multiple.

[Rule 19C inserted in Gazette 6 Jun 2008 p. 2334; amended in Gazette 12 Mar 2010 p. 951-2.]

19D. Agent's component of a syndicate share

The agent's component per share is the difference between the final price per share and the subscription per share.

[Rule 19D inserted in Gazette 12 Mar 2010 p. 952.]

Extract from www.slp.wa.gov.au, see that website for further information

19E. Syndicate participation parameters

(1) A syndicate cannot be created for more than one Pools Game.

(2) A syndicate can be for more than one system entry of the same system type on the one playslip, but the aggregate cost of the playslip cannot exceed $100 000.

(3) A syndicate under these rules cannot be for a combination of Soccer Pools and another type of lotto under the Act.

[Rule 19E inserted in Gazette 6 Jun 2008 p. 2334.]

19F. Types of syndicates

(1) A syndicate entry in a Pools Game may be created using one of the following types of entries —

(a) a Network syndicate;

(b) a Retailer Group syndicate;

(c) a Retailer syndicate.

(2) A Network syndicate is a syndicate created by the Commission, shares in which may be purchased from any agent.

(3) A Retailer Group syndicate is a syndicate created by a particular agent, shares in which may be purchased from up to 20 nominated agents, including the agent that created it.

(4) A Retailer syndicate is a syndicate created by a particular agent, shares in which may be purchased from the agent that created it.

[Rule 19F inserted in Gazette 6 Jun 2008 p. 2335.]

19G. Syndicate share receipted ticket

(1) A syndicate share receipted ticket in a Pools Game may be registered by the participant so that a player's card membership number is allocated to that receipted ticket.

(2) A syndicate share receipted ticket in a Pools Game cannot be cancelled but, where the Commission agrees, the entry fee may be refunded and the ticket may be returned for resale.

[Rule 19G inserted in Gazette 6 Jun 2008 p. 2335.]

19H. Syndicate master ticket

(1) All unsold shares in a Retailer Group syndicate or a Retailer syndicate following the close of the selling period for that syndicate are assigned to and shall be paid for by the agent who produced the master ticket.

(2) A master ticket may be cancelled if, at the time of the request for cancellation, no shares have been sold in that syndicate.

(3) Any truncation adjustments that are required under rules 19C(7), 19D and 26(5) are to be made against the master ticket for each syndicate.

(4) Subject to subrule (4A), any prize amount allocated to a prize winning Retailer Group syndicate or a Retailer syndicate that remains after rounding adjustment due to truncation may be claimed by the holder of the master ticket by presenting it for validation within the prize payout period.

(4A) In the case of a master ticket that is registered so that a player's card membership number is allocated to that ticket, any prize entitlement may be paid out via the Player Registration Service payment process.

(5) Any prize amount allocated to a prize winning Network syndicate that remains after rounding adjustment due to truncation is to be treated as unclaimed winnings by the Commission.

[Rule 19H inserted in Gazette 6 Jun 2008 p. 2335-6; amended in Gazette 12 Mar 2010 p. 952.]

Extract from www.slp.wa.gov.au, see that website for further information

Part 4 — General duties of Commission

20. Pools to be numbered

Each game in Soccer Pools conducted by the Commission is to be identified with a "Pools Game number".

21. Publication of match list

(1) Before each Pools Game the Commission must publish the list of soccer matches included in the list of matches for that week.

(2) The Commission must provide a copy of the match list for each week to each agent and each agent must make a copy of the match list available for inspection by any person on request.

[Rule 21 amended in Gazette 5 Aug 2005 p. 3600.]

22. Publication of results

After each Pools Game the Commission must publish, in a daily newspaper in this State —

(a) the "Pools Game number" for that Pools Game;

(b) the 6 winning numbers and the supplementary number;

(c) the prize pool for each division;

(d) the amount allocated to a winning game in each division;

(e) the validation period and the date after which the division 1 prizes will be paid;

(f) the day on which the payout period commences, if it is not the Tuesday after the determination of the Pools Game;

(g) the amount, if any, to carry over as a jackpot to the division 1 prize pool for the next Pools Game; and

(h) the total prize pool for that Pools Game.

Extract from www.slp.wa.gov.au, see that website for further information

23. Soccer pools prize pool and prize reserve fund

(1) The Commission must contribute 50% of all subscriptions received for each Pools Game to a combined Australian Soccer Pools Bloc prize fund in accordance with the appropriate agreement.

(2) The total contribution under subrule (1) is to be divided so that —

(a) not less than 45% of the Commission's subscriptions go to the Australian Soccer Pools Bloc prize pool; and

(b) the balance of the contribution goes to the Australian Soccer Pools Bloc prize reserve fund.

(3) The prize reserve fund may only be distributed as additional prize money, in such amounts and in such Pools Games as are agreed by the members of the Australian Soccer Pools Bloc.

[Rule 23 amended in Gazette 29 Sep 2006 p. 4275; 26 Jun 2007 p. 3058; 6 Jun 2008 p. 2336.]

Extract from www.slp.wa.gov.au, see that website for further information

Part 5 — Determination of pools game prizes

24. Criteria for prizes

In a Pools Game, the holder of a receipted ticket or the purchaser of an entry under the *Lotteries Commission (Internet Entries) Rules 2010* wins —

(a) division 1, if 6 winning numbers;

(b) division 2, if any 5 of the 6 winning numbers and the supplementary number;

(c) division 3, if any 5 of the 6 winning numbers;

(d) division 4, if any 4 of the 6 winning numbers;

(e) division 5, if any 3 of the 6 winning numbers and the supplementary number,

are selected in the one game.

[Rule 24 amended in Gazette 19 Nov 2010 p. 5735.]

25. Only systems entry can win in more than one division

(1) The holder of a receipted ticket or the purchaser of an entry under the *Lotteries Commission (Internet Entries) Rules 2010* may claim a prize in only one division for each Pools Game entered with that ticket or entry.

(2) The holder of a receipted ticket which contains, or the purchaser of an entry under the *Lotteries Commission (Internet Entries) Rules 2010* which comprises, a systems entry may claim a prize in one division for each notional game making up that systems entry, resulting in prizes in more than one division for that entry as set out in Schedule 3.

(3) The holders of a syndicate share receipted ticket which contains a systems entry may claim a share in a prize in one division for each notional game making up that systems entry, resulting in shares in prizes in more than one division for that entry as set out in Schedule 3.

Extract from www.slp.wa.gov.au, see that website for further information

[Rule 25 amended in Gazette 6 Jun 2008 p. 2336-7; 19 Nov 2010 p. 5735-6.]

26. Distribution of prize pool

(1) For the purposes of prize distribution, the holders of a syndicate share ticket that has a winning game are to be treated as collectively making up one individual winning game.

(2) The prize pool for a division is to be divided equally between the winning games in that division.

(3) The Commission may round off the individual entitlement for a prize in any division (other than division 1) to the nearest sum containing a 5 cent multiple.

(4) Where a rounding off process takes place under subrule (3), the Commission may adjust the payout for division 1 to ensure that the whole of the prize pool is distributed.

(5) The holders of a syndicate share ticket that has a winning game are entitled to a prize calculated by dividing the total prize or prizes won by that syndicate by the number of shares in the syndicate (truncated to the nearest cent).

[Rule 26 amended in Gazette 26 Jun 2007 p. 3058; 6 Jun 2008 p. 2337.]

27. Division 1 jackpot

(1) If no one wins a division 1 prize in a particular Pools Game, then the division 1 prize pool for that Pools Game (calculated without any prize reserve fund augmentation) is to be added to, and then forms part of, the division 1 prize pool for the next Pools Game.

(2) The division 1 prize pool is to continue to jackpot in accordance with subrule (1), (without any limit to the number of consecutive times the prize may jackpot), until there is a division 1 winner.

[Rule 27 amended in Gazette 6 Jun 2008 p. 2337.]

Extract from www.slp.wa.gov.au, see that website for further information

28. Divisions 2 — 5 prize pools may be varied or re-allocated

(1) If no one wins a prize in division 2, 3 or 4 in a particular Pools Game, then the prize pool for that division is to be added to the prize pool for the next lower division in which there is at least one winner in that Pools Game.

(2) If an individual prize entitlement in division 2, 3 or 4 is less than the individual prize entitlement in any lower division, the prize pool for that division and all lower divisions are to be combined and divided equally among all winners in all the divisions the prize pools for which were combined.

(3) If an individual prize entitlement in division 2, 3, 4 or 5 would (after the application of subrule (2) if that subrule is applicable) be less than $1.00, the Commission is to increase the entitlement to $1.00.

29. Bonus Pools Games and guaranteed prize pools

(1) The Commission may from time to time declare a Pools Game to be a Bonus Pools Game and fix a minimum guaranteed prize pool for division 1 in that Game.

(2) The Commission may add all or part of the prize reserve fund to the division 1 prize pool in a Bonus Pools Game to increase the division 1 prize pool to the guaranteed amount and any amount so added forms part of that prize pool.

(3) Where a Bonus Pools Game is declared under this rule, and a jackpot division 1 prize coincides with that Pools Game, the Commission may elect to reduce the augmentation under subrule (2) by the amount of the jackpot.

(4) If —

(a) no one wins a division 1 prize in a Bonus Pools Game; and

(b) all or part of the prize reserve fund would have to have been used to increase the division 1 prize pool to a guaranteed amount had there been a division 1 winner,

Extract from www.slp.wa.gov.au, see that website for further information

the amount of the reserve that would have been so used is to be returned to the prize reserve fund and is not to be counted when calculating the jackpot prize pool for the next Pools Game.

[Rule 29 amended in Gazette 6 Jun 2008 p. 2337.]

30. Division 1 prizes

(1A) A division 1 prize in a Pools Game is to be paid in accordance with these rules and the *Lotteries Commission (Internet Entries) Rules 2010*.

(1) To claim a division 1 prize in a Pools Game the holder of a winning receipted ticket must present it at the Commission's head office within the payout period for that Pools Game.

(2) Subject to subrule (3), a division 1 prize in a Pools Game is to be paid to the holder of a winning receipted ticket —

(a) by the Commission; and

(b) subject to rule 34A, by cheque or in any other manner determined by the Commission; and

(c) after the validation period for that Pools Game.

(3) Where a division 1 winning receipted ticket is presented to the Commission and details set out in the space provided on the receipted ticket for the prize winners details are not sufficient to establish —

(a) the identity of the prize winner;

(b) the name and address of the person to be paid; and

(c) if multiple names and addresses appear on the ticket, which of the named people is to be paid,

the Commission may —

(d) accept the claim but refuse to pay the prize until it is satisfied of the details referred to in paragraphs (a), (b) and (c);

Extract from www.slp.wa.gov.au, see that website for further information

(e) where multiple names and addresses appear on the ticket, accept the claim and pay the prize to the person whose name appears first; or

(f) reject the claim.

(4) In order to satisfy itself of the details referred to in subrule (3)(a), (b) and (c), the Commission may request a statutory declaration containing such information as it may require as to the identity of the prize winner and person to be paid.

(5) Where the holder of a receipted ticket wins a division 1 prize in a Pools Game and one or more other prizes on the same ticket, none of those prizes are to be paid until after the validation period for that Pools Game.

[Rule 30 amended in Gazette 6 Jun 2008 p. 2338; 19 Nov 2010 p. 5736.]

31. Division 2, 3, 4 and 5 prizes

(1A) A division 2, 3, 4 or 5 prize in a Pools Game is to be paid in accordance with these rules and the *Lotteries Commission (Internet Entries) Rules 2010*.

(1) To claim a division 2, 3, 4 or 5 prize in a Pools Game the holder of a winning receipted ticket must present it to an agent within the payout period for that Pools Game.

(2) A division 2, 3, 4 or 5 prize is to be paid to the holder of the winning receipted ticket —

(a) if it is $500 or less —

(i) by the Commission, an authorised payout centre or any other agent;

(ii) subject to rule 34A, in cash or in any other manner determined by the Commission; and

(iii) after the receipted ticket is presented to the Commission, authorised payout centre or agent;

Extract from www.slp.wa.gov.au, see that website for further information

or

(b) if it is more than $500 —

(i) by the Commission, an authorised payout centre or an agent who has been authorised by the Commission to pay that prize;

(ii) subject to rule 34A, by cheque or in any other manner determined by the Commission; and

(iii) after the receipted ticket is presented to the Commission, authorised payout centre or authorised agent.

[Rule 31 amended in Gazette 6 Jun 2008 p. 2338; 19 Nov 2010 p. 5736.]

31A. Claiming a syndicate share prize

(1) To claim a share of a prize in a Pools Game, the holder of a winning syndicate share receipted ticket must present it to an agent within the payout period for that Pools Game.

(2) A share of a division 1 prize in a Pools Game cannot be paid until after the validation period for that Pools Game.

(3) A share of a prize is to be paid to a holder of a winning syndicate share receipted ticket —

(a) if it is $500 or less —

(i) by the Commission, an authorised payout centre or any other agent; and

(ii) subject to rule 34A, in cash or in any other manner determined by the Commission; and

(iii) after the receipted ticket is presented to the Commission, authorised payout centre or agent;

or

(b) if it is more than $500 —

(i) by the Commission, an authorised payout centre or by any agent to which the ticket may be

Extract from www.slp.wa.gov.au, see that website for further information

presented under subrule (1) who has been authorised by the Commission to pay prizes over $500; and

(ii) subject to rule 34A, by cheque or in any other manner determined by the Commission; and

(iii) after the receipted ticket is presented to the Commission, authorised payout centre or agent.

[Rule 31A inserted in Gazette 6 Jun 2008 p. 2338-9.]

32. Commission may require a statutory declaration

(1) Before paying any prize or share of a prize the Commission may require the holder of a receipted ticket to complete a statutory declaration stating that the person has not, or is not to that person's knowledge part of a group which has, acted in a manner contrary to the Act or these rules in relation to a receipted ticket.

(2) If the holder of a receipted ticket refuses or fails to provide a statutory declaration when required to do so, the Commission may refuse to pay a prize or share of a prize to that person.

[Rule 32 amended in Gazette 6 Jun 2008 p. 2339.]

33. Publication of names and addresses of prize winners

The Commission may publish the name and address of any prize recipient unless the back of the winning receipted ticket is marked to indicate that the person's name and address shown on the ticket are not for publication.

34. Player Registration Service

(1) A "Player Registration Service" (PRS) number —

(a) is a number which may be printed on a receipted ticket, corresponding to a name and address to which an unclaimed prize won by that ticket can be sent; and

(b) is valid —

Extract from www.slp.wa.gov.au, see that website for further information

(i) for 2 years from the date of issue, if issued before 10 August 2003; or

(ii) for 5 years from the date of issue, if issued on or after 10 August 2003.

(2) On and from 9 June 2008, a player's card will be issued to a participant who requests a number from an agent under this rule, pays the amount of $10.00 and provides what the Commission accepts as appropriate confirmation of identification.

(3) A person who presents a winning receipted ticket that is endorsed with a player's card number, within 5 weeks of the relevant draw, will be paid in accordance with these rules, unless —

(a) the Commission has been notified that the particular ticket has been lost or stolen, in time to set up appropriate monitoring or cancellation processes; or

(b) the Commission requests verification of ownership or identity at the time of presentation, by means of a statutory declaration, and that verification is not provided.

(4) The prize entitlement of a winning receipted ticket that —

(a) is endorsed with a player's card number; and

(b) is not claimed, or paid, within 5 weeks of the relevant draw,

will, subject to rule 34A, be paid in a manner determined by the Commission to the person named, and at the address recorded, against that player's card number.

(5) Payment of a prize entitlement under subrule (3) or (4) discharges the liability of the Commission in relation to any particular winning receipted ticket that is endorsed with a player's card number, and possession by a participant of a player's card does not entitle the participant to claim a prize from the Commission that has already been paid.

Extract from www.slp.wa.gov.au, see that website for further information

[Rule 34 amended in Gazette 31 Oct 1997 p. 6017; 9 Mar 2001 p. 1345; 8 Aug 2003 p. 3579; 6 Jun 2008 p. 2340.]

34A. Player's card holders may request direct credit of prizes

The holder of a player's card may request that payment of a prize be in the manner of a direct credit to a participant's nominated account at a particular financial institution.

[Rule 34A inserted in Gazette 6 Jun 2008 p. 2341.]

34B. Registering favourite numbers

(1) A participant may register one or more sets of numbers against his or her player's card number to be the "favourite numbers" for Soccer Pools.

(2) A participant may specify particular types of game entry and register sets of numbers for those types of game entry against his or her player's card number to be the "favourite numbers" for Soccer Pools.

(3) The number of sets of numbers and types of game entry that may be registered under these rules may be fixed or varied by the Commission from time to time.

[Rule 34B inserted in Gazette 6 Jun 2008 p. 2341.]

Extract from www.slp.wa.gov.au, see that website for further information

Part 6 — Miscellaneous

35. Instructions

(1) The participant, the holder of a receipted ticket and any other person claiming a prize in respect of a receipted ticket should follow the instructions on any playslip or promotional coupon used, and on the back of the receipted ticket.

(2) If there is an inconsistency between the instructions on a playslip or promotional coupon or receipted ticket and these rules, these rules prevail to the extent of the inconsistency.

[Rule 35 amended in Gazette 6 Jun 2008 p. 2341.]

36. Rules to be made available

(1) A copy of these rules must be kept at every selling point and must be made available for public inspection on request.

(2) The Commission may also publicize the rules, and any amendment to them, in any other manner it thinks fit.

37. Decisions of Commission final

A decision or determination of the Commission in relation to Soccer Pools or an entry in Soccer Pools, and the determination and payment of prizes under these rules, is final and binding on participants, holders of receipted tickets and any other persons claiming prizes in Soccer Pools.

[Part 7 omitted under the Reprints Act 1984 s. 7(4)(f) and (g).]

Extract from www.slp.wa.gov.au, see that website for further information

Schedule 1 — Calculating the total cost of entry — Soccer Pools

[r. 10]

[Heading inserted in Gazette 6 Jun 2008 p. 2342.]

The unit cost of entering a Pools Game is made up of a subscription of 50 cents per game and an agent's component.

The agent's component is calculated as 9% of the total subscription amount for a particular week's entry, rounded* (where necessary) to the nearest 5 cent multiple.

((G x $0.50) x .09 —> rounded) x W = T

where —

G = No. of games entered in a draw

W = No. of weeks the entry spans

T = Total agent's component cost payable by the participant

Examples:

The total cost of entry for a Slikpik 25 entry for a single Pools Game is calculated as follows —

Subscription [25 games @ $0.50 each]	=	$12.50
9% of subscription [.09 x $12.50]	=	$1.125
Rounded using "bankers rounding"	=	$1.10
Total cost of entry	**=**	**$13.60**

The total cost of entry for a System 8 entry for a single Pools Game is calculated as follows —

Subscription [28 games @ $0.50 each]	=	$14.00
9% of subscription [.09 x $14.00]	=	$1.26
Rounded using "bankers rounding"	=	$1.25
Total cost of entry	**=**	**$15.25**

Extract from www.slp.wa.gov.au, see that website for further information

The total cost of entry for a 6 game board System 9 entry for a single Pools Game is calculated as follows —

Subscription [6 x 84 games @ $0.50 each]	=	$252.00
9% of subscription [.09 x $252.00]	=	$22.68
Rounded using "bankers rounding"	=	$22.70
Total cost of entry	**=**	**$274.70**

The total cost of entry for a Slikpik 25 entry spanning 10 weeks of Soccer Pools is calculated as follows —

Subscription for one week [25 games @ $0.50 each]	=	$12.50
9% of subscription [.09 x $12.50]	=	$1.125
Rounded using "bankers rounding"	=	$1.10
Total cost of entry for one week	=	$13.60
Total cost of entry for 10 weeks	**=**	**$136.00**

* Rounding is calculated using the method known as "bankers rounding" or "round-to-even" rounding.

[Schedule 1 inserted in Gazette 6 Jun 2008 p. 2342-3.]

Extract from www.slp.wa.gov.au, see that website for further information

Schedule 2 — System entries and game equivalents

[Heading inserted in Gazette 6 Jun 2008 p. 2344.]

Soccer Pools	
System	**No. of games per game board**
4	561
5	33
7	7
8	28
9	84
10	210
11	462
12	924
13	1 716
14	3 003
15	5 005
16	8 008
17	12 376
18	18 564
19	27 132
20	38 760

[Schedule 2 inserted in Gazette 6 Jun 2008 p. 2344.]

Schedule 3 — System entry prize schedule

[Rule 25(2)]

Soccer Pools

NUMBER OF PRIZES

WINNING NUMBERS	PRIZE TAKE DIVISIONS	SYSTEMS															
	5	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Six and One Supplementary																
1	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	-	6	6	6	6	6	6	6	6	6	6	6	6	6	6
3	-	-	-	6	12	18	24	30	36	42	48	54	60	66	72	78
4	-	-	-	15	45	90	150	225	315	420	540	675	825	990	1170	1365
5	-	-	-	-	20	60	120	200	300	420	560	720	900	1100	1320	1560
Six																
1	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3	-	-	6	12	18	24	30	36	42	48	54	60	66	72	78	84
4	-	-	-	15	45	90	150	225	315	420	540	675	825	990	1170	1365
Five and One Supplementary																
2	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3	-	-	1	2	3	4	5	6	7	8	9	10	11	12	13	14
4	-	-	5	15	30	50	75	105	140	180	225	275	330	390	455	525
5	-	-	-	10	30	60	100	150	210	280	360	450	550	660	780	910
Five																
1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	31	-	2	3	4	5	6	7	8	9	10	11	12	13	14	15
4	-	-	5	15	30	50	75	105	140	180	225	275	330	390	455	525
Four and One Supplementary																
2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	31	-	3	6	10	15	21	28	36	45	55	66	78	91	105	120
5	-	-	4	12	24	40	60	84	112	144	180	220	264	312	364	420
Four																
1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	2	62	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	31	496	3	6	10	15	21	28	36	45	55	66	78	91	105	120
Three and One Supplementary																
2	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	3	93	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	30	465	3	6	10	15	21	28	36	45	55	66	78	91	105	120
Three																
3	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	3	93	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	1	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Extract from www.slp.wa.gov.au, see that website for further information

WINNING NUMBERS	PRIZE TAKE DIVISIONS	SYSTEMS														
	5	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Two and One Supplementary																
4	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	4	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Two																
4	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-
One and One Supplementary																
5	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Schedule 4 — Summary of parameters within which Soccer Pools is conducted

[Heading inserted in Gazette 6 Jun 2008 p. 2345.]

Unit cost	$0.50 + a 9% agent's component
Prize fund — % of base costs	50.0%
Prize pool — % of base costs	no less than 45.0%
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (up to 5.0%)
Number of Divisions	5
Winning numbers	6
Supplementary numbers	1
Forecast range	1 to 38 inclusive
Odds of winning —	
division 1	1 in 2 760 681
division 2	1 in 460 114
division 3	1 in 14 842
division 4	1 in 371
division 5	1 in 297
System range	4-5/7-20 inclusive
Multiweek options	2, 5 or 10 weeks
Advance sales (maximum)	10 weeks
Games per playslip (minimum)	2
Systems entries per playslip (minimum)	1
Games per playslip (maximum)	18
Systems entries per playslip (maximum)	18 (*subject to the maximum aggregate entry cost*)
Games per oral request (default)	12, 18, 25, 30 or 50
Games per oral request (*if available*)	2 to 50
Syndicate entries may be purchased (*if available*)	(see Part 3A)
Systems entries per oral request	1
Prize payout period	12 months
Maximum aggregate entry cost	$100 000

[Schedule 4 inserted in Gazette 6 Jun 2008 p. 2345-6.]

Extract from www.slp.wa.gov.au, see that website for further information

Notes

[1] This is a compilation of the *Lotteries Commission (Soccer Pools) Rules 1996* and includes the amendments made by the other written laws referred to in the following table. The table also contains information about any reprint.

Compilation table

Citation	Gazettal	Commencement
Lotteries Commission (Soccer Pools) Rules 1996	13 Sep 1996 p. 4615-46	13 Sep 1996
Lotteries Commission (Super 66) Rules 1996 r. 29	15 Nov 1996 p. 6509-28	18 Nov 1996 (see r. 2)
Lotteries Commission (Soccer Pools) Amendment Rules 1997	29 Apr 1997 p. 2148-9	5 May 1997 (see r. 2)
Lotteries Commission (Lotto and Soccer Pools) Amendment Rules 1997	31 Oct 1997 p. 6017	3 Nov 1997 (see r. 2)
Lotteries Commission (Soccer Pools) Amendment Rules 2001	9 Mar 2001 p. 1344-7	11 Mar 2001 (see r. 2)
Reprint of the *Lotteries Commission (Soccer Pools) Rules 1996* as at 17 May 2002 (includes amendments listed above)		
Lotteries Commission (Soccer Pools) Amendment Rules 2003	8 Aug 2003 p. 3578-9	10 Aug 2003 (see r. 2)
Lotteries Commission (Soccer Pools) Amendment Rules 2005	5 Aug 2005 p. 3599-601	28 Aug 2005 (see r. 2)
Lotteries Commission (Soccer Pools) Amendment Rules 2006	29 Sep 2006 p. 4274-5	29 Sep 2006
Lotteries Commission (Soccer Pools) Amendment Rules 2007	26 Jun 2007 p. 3057-8	r. 1 and 2: 26 Jun 2007 (see r. 2(a)); Rules other than r. 1 and 2: 27 Jun 2007 (see r. 2(b))
Lotteries Commission (Soccer Pools) Amendment Rules 2008	6 Jun 2008 p. 2323-46	r. 1 and 2: 6 Jun 2008 (see r. 2(a)); Rules other than r. 1 and 2: 8 Jun 2008 (see r. 2(b))
Reprint 2: The *Lotteries Commission (Soccer Pools) Rules 1996* as at 22 Aug 2008 (includes amendments listed above)		

Extract from www.slp.wa.gov.au, see that website for further information

Citation	Gazettal	Commencement
Lotteries Commission Amendment Rules 2009 Pt. 3	15 May 2009 p. 1632-5	17 May 2009 (see r. 2(b))
Lotteries Commission (Soccer Pools) Amendment Rules 2010	12 Mar 2010 p. 950-2	r. 1 and 2: 12 Mar 2010 (see r. 2(a)); Rules other than r. 1 and 2: 14 Mar 2010 (see r. 2(b))
Lotteries Commission (Soccer Pools) Amendment Rules (No. 2) 2010	19 Nov 2010 p. 5734-6	r. 1 and 2: 19 Nov 2010 (see r. 2(a)); Rules other than r. 1 and 2: 20 Nov 2010 (see r. 2(b))

These rules were repealed by the *Lotteries Commission (Authorised Lotteries) Rules 2016* r. 146(h) as at 8 Oct 2016 (see r. 2(b))

Extract from www.slp.wa.gov.au, see that website for further information

Defined terms

[This is a list of terms defined and the provisions where they are defined. The list is not part of the law.]

Defined term	Provision(s)
agent	2
agent's component	2
Australian Soccer Pools Bloc	2
authorised payout centre	2
Away win	3
entry	2
game	2
Home win	3
match list	2
participant	2
payout period	2
player's card	2
player's card number	2
playslip	2
Pools Game	2
postal entry	15(1)
prize fund	2
prize pool	2
promotional coupon	2
receipted ticket	2
score draw	3
scoreless draw	3
selling period	2
Soccer Pools	2
subscription	2
supplementary number	2
syndicate sales (subscription) adjustment	19B(6)
total prize pool	2
validation period	2
void match	3
winning number	2

Extract from www.slp.wa.gov.au, see that website for further information