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LOTTERIES COMMISSION ACT 1990

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**LOTTERIES COMMISSION  
(AUTHORISED LOTTERIES)  
RULES 2016**



Western Australia

## **Lotteries Commission (Authorised Lotteries) Rules 2016**

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Lotteries Commission Act 1990

## **Lotteries Commission (Authorised Lotteries) Rules 2016**

Made by the Lotteries Commission under section 28(1) of the Act.

### **Part 1 — Preliminary**

#### **1. Citation**

These rules are the *Lotteries Commission (Authorised Lotteries) Rules 2016*.

#### **2. Commencement**

These rules come into operation as follows —

- (a) rules 1 and 2 — on the day on which these rules are published in the *Gazette*;
- (b) the rest of the rules — on the day after that day.

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**Part 2 — General provisions****Division 1 — General requirements of entry****3. Terms used**

In these rules —

***advance play option***, where offered, is where —

- (a) a subscriber using a playslip requests that the entry be valid for a particular day or sequence of days as specified on the playslip; or
- (b) an oral request is made for an entry to be valid for a specified day or sequence of days;

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

***Australian Lottery Blocs*** means a group that has entered into the Bloc Agreement, made up of the Commission and other designated authorities, for the promotion, conduct and sale of tickets in the games of lotto;

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

***Cash 3*** means a game conducted in accordance with Part 3 of these rules when read with Part 2;

***game board*** means that part of a playslip required to be filled out for one game of lotto to be entered, whether physically or in digital form;

***lotto*** means any of the following —

- (a) Cash 3;
- (b) Monday Lotto;
- (c) OZ Lotto;
- (d) Powerball;
- (e) Saturday Lotto;

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- (f) Set for Life;
- (g) Soccer Pools;
- (h) Super66;
- (i) Wednesday Lotto;

**lotto draw** includes a Soccer Pools Game as described in Part 9;

**Monday and Wednesday Lotto Rules** means the rules in Part 4 of these rules when read with Part 2;

**Monday Lotto** means a game of lotto conducted in accordance with Part 4 of these rules when read with Part 2;

**OZ Lotto** means a game of lotto conducted in accordance with Part 5 of these rules when read with Part 2;

**payout period** means the period from the day of a particular lotto draw to the close of business on the day 12 months after that draw;

**Play Online** has the meaning given in rule 39;

**Play Online profile** means the profile established in accordance with rule 41(3);

**player's card** means a card issued following a request under rule 15;

**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 19;

**Powerball** means a game of lotto conducted in accordance with Part 6 of these rules when read with Part 2;

**promotional coupon** means a coupon or an offer initiated by the Commission that allows a receipted ticket to be produced for a subscriber or an entry to be made in a lotto draw without full payment being required;

**PRS number** is a player registration service number under rule 15 which may be printed on a receipted ticket,

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corresponding to an account through which a player may be identified;

***publish*** means to disseminate to the public or a section of the public by any means, including —

- (a) in a newspaper or periodical publication; or
- (b) by radio broadcast, television, internet or other electronic or digital media;

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

***Saturday Lotto*** means a game of lotto conducted in accordance with Part 7 of these rules when read with Part 2;

***selected number*** means one of the numbers —

- (a) selected on a game board; or
- (b) shown on a receipted ticket as a selected number;

***selling period*** means the period before a particular lotto draw, Cash 3 draw or Soccer Pools Game, terminating at the time on the day of the draw or game specified by the Commission;

***Set for Life*** means a game of lotto conducted in accordance with Part 8 of these rules when read with Part 2;

***Soccer Pools*** means a game conducted in accordance with Part 9 of these rules when read with Part 2;

***subscriber*** means a person who is entering, or has entered lotto;

***Super66*** means a game of lotto conducted in accordance with Part 10 of these rules when read with Part 2;

***system entry*** means a type of entry that gives rise to multiple combinations of game numbers, in accordance with the rules for each type of lotto;

***wager*** means the amount tendered by the subscriber for entry into a game of lotto;

***Wednesday Lotto*** means a game of lotto conducted in accordance with Part 4 of these rules when read with Part 2.

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**Division 1****r. 4****4. Methods of entry**

- (1) A person may enter lotto —
  - (a) by filling out a playslip in accordance with the relevant rule in the Part relating to that type of lotto and giving it to an agent; or
  - (b) by making an oral request for entry in accordance with the relevant rule in the Part relating to that type of lotto; or
  - (c) by using the ticket repeat method set out in rule 6; or
  - (d) online in accordance with Division 5 of this Part,and paying the appropriate amount as calculated using the formula set out in the Part, or Schedule to the Part, relating to that type of lotto.
- (2) A person may enter lotto by redeeming a promotional coupon and, in that case, may be required to pay less than the amount payable under subrule (1).
- (3) A person may enter lotto as a part of a syndicate provided a syndicate entry is allowed for that type of lotto and the entry is in accordance with Division 3 of this Part.
- (4) 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.
- (5) A playslip may be rejected by the agent as an invalid entry, at the time of presentation by the subscriber, if —
  - (a) it has not been marked by hand in black or blue ball point pen in accordance with the conditions on that playslip; or
  - (b) it has been generated or marked by mechanical or electronic means.
- (6) Any money tendered with a playslip or oral request that is rejected is to be refunded to the subscriber.

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**5. Receipted tickets to be issued**

- (1) Where a person enters lotto in accordance with these rules, a receipted ticket or tickets must be generated and made available to the subscriber electronically or given to the subscriber (as the case requires).
- (2) A request for entry that is accompanied by a Super66 entry will be granted if Super66 is authorised by these rules as an adjunct to that type of lotto.

**6. Ticket repeat method of entry**

- (1) A person may select the numbers and game type required to enter a lotto draw 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 continue to be linked to the number unless the subscriber'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.

**7. Favourite numbers**

- (1) This rule does not apply to Super66.
- (2) A subscriber may register one or more sets of numbers against their player's Play Online profile or PRS number to be their "favourite numbers".
- (3) A subscriber may specify particular types of game entry and register sets of numbers for those types of game entry against their player's Play Online profile or PRS number to be their "favourite numbers".



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**Division 1****r. 8**

- (4) 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.
- (5) The selection of favourite numbers is subject to any variation within these rules for a particular type of lotto.

**8. Multiple weeks**

- (1) For lotto other than Set for Life and Super66, an entry can be selected for one week, or for 2, 5 or 10 consecutive weeks and the subscriber must indicate, in the appropriate manner which (if any) of those options they wish to exercise.
- (2) A Set for Life entry can be selected for one, 2, 4, 6, 8 or 10 consecutive weeks and the subscriber must indicate, in the appropriate manner which (if any) of those options they wish to exercise.
- (3) For lotto other than Set for Life and Super66, favourite numbers can be selected for one week, or for 2, 5 or 10 consecutive weeks.
- (4) For Set for Life, favourite numbers can be selected for one, 2, 4, 6, 8 or 10 consecutive weeks.

**9. Limitations on entries by a person**

- (1) Subject to this rule, there is no limit on the number of entries a person may make in a lotto draw.
- (2) A person cannot enter a particular game of lotto with a system entry that costs in excess of \$100 000 for that single entry.
- (3) A person cannot enter a game of lotto using Play Online if to do so would result in that person exceeding —
  - (a) the Play Online 7 day spending limit, imposed under rule 43, in a 7 day period; or
  - (b) a self-imposed Play Online 7 day spending limit, under rule 44, in a 7 day period.

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- (4) The Commission may, at any time and for any reason, suspend the play on any number or limit the placing of wagers on any number or combination of Cash 3 entries.
- (5) An entry that is in breach of this rule is void.

**10. Surrender of receipted tickets**

- (1) Subject to subrule (2), a subscriber may surrender a receipted ticket for any reason —
  - (a) to the selling point at which it was purchased; and
  - (b) on the day on which it was purchased; and
  - (c) prior to the close of the day's lotto business for that selling point; and
  - (d) within the selling period for that ticket.
- (2) The Commission may allow a subscriber 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.
- (3) If a subscriber surrenders a receipted ticket, the subscriber is entitled to a full refund from the agent or a further receipted ticket in exchange for the surrendered ticket.

**11. Effect of receipted tickets**

- (1) Subject to subrules (2) and (3), a receipted ticket is generated by the Commission to indicate the details of a valid entry, or of a number of system entries, as appearing on the ticket, have been recorded in the central gaming system records in relation to the numbered lotto draw or draws shown on the ticket.
- (2) Subrule (1) does not apply to a receipted ticket that —
  - (a) has been surrendered in accordance with rule 10; or
  - (b) is partially invalid because a "consecutive week" option is not allowed for some of the draws on the receipted ticket; or

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- (c) has, during the selling period for that draw, been found to be invalid as a result of non-compliance with these rules; or
  - (d) is forged or altered, or obtained as a direct result of fraud, by the subscriber 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.

**12. Which divisions can be won by a receipted ticket**

- (1) The holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 may claim a prize in only one division for each lotto game entered with that ticket or entry.
- (2) The holder of a receipted ticket which contains, or the purchaser of an entry under Part 2 Division 5 which comprises, a system entry may claim a prize in one division for each notional game making up that system entry, resulting in prizes in more than one division for that entry.
- (3) The holders of a syndicate share receipted ticket which contains a system entry may claim a share in a prize in one division for each notional game making up that system entry, resulting in shares in prizes in more than one division for that entry.

**13. Agents not required to check accuracy of receipted tickets**

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

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**14. Commission may require a statutory declaration as to compliance**

The Commission may require the holder of a receipted ticket to complete a statutory declaration, upon the payment of any lotto prize or share of a prize to that person, 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.

**15. Player Registration Service**

- (1) A player's card with a PRS number will be issued to a subscriber who requests a number from the Commission under this rule, pays the amount determined by the Commission (if any) and provides what the Commission accepts as appropriate confirmation of identification.
- (2) A person who presents a winning receipted ticket that is endorsed with a PRS 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, within a day of the loss or theft; 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.
- (3) The prize entitlement of a winning receipted ticket that —
  - (a) is endorsed with a PRS number; and
  - (b) is not claimed, or paid, within 5 weeks of the relevant draw,

will be paid in a manner determined by the Commission to the person named, and to the bank details recorded, against that player's PRS number.

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**Division 1****r. 16**

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- (4) Payment of a prize entitlement under subrule (2) or (3) discharges the liability of the Commission in relation to any particular winning receipted ticket that is endorsed with a PRS number, and possession by a subscriber of a player's card does not entitle the subscriber to claim a prize from the Commission that has already been paid.

**16. Information on playslips**

The Commission must ensure that a playslip for lotto displays —

- (a) such details to facilitate entry; and
- (b) such instructions to subscribers,

as the Commission considers necessary.

**17. Status of instructions on playslips**

- (1) The subscriber 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) In the event of any inconsistency arising between the instructions on a playslip or promotional coupon or receipted ticket and these rules, these rules prevail to the extent of the inconsistency.

**18. Commission's decisions are final**

A decision or determination of the Commission in relation to a lotto draw, and the declaration and payment of prizes under these rules, is final and binding upon the holders of receipted tickets and any other persons claiming prizes in respect of the lotto draw.

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**Division 2 — Conducting a lotto draw****19. Lotto draws to be numbered**

Each lotto draw conducted by the Commission is to be identified with a draw number.

**20. Lotto draws to be supervised**

Each lotto draw is to be supervised in the manner determined by the Commission.

**21. Availability of results**

The Commission is to ensure that, as a minimum, the result of each lotto draw is available on the Lotterywest website, on and from the commencement of business hours of the trading day following the results.

**22. Publication of results**

After each lotto draw the Commission is to publish —

- (a) the draw number; and
- (b) the winning numbers and any supplementary or bonus numbers; and
- (c) the amount allocated to a winning game in each division; and
- (d) the validation period and the date after which the division 1 or 1st prizes will be paid; and
- (e) any variation in the day on which the payout period commences.

**23. Publishing the names and addresses of prize winners**

Subject to rule 51, the Commission may publish the name and address of any prize recipient except where the back of the winning receipted ticket is marked to indicate that the name and address on the ticket is not for publication.

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General provisions

**Part 2**

Syndicate entries

**Division 3****r. 24**

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**24. These rules to be made available**

- (1) A copy of these rules must be kept and maintained on the Lotterywest website.
- (2) The Commission may also publicise the rules, and any amendment to them, in any other manner that it thinks fit.

**Division 3 — Syndicate entries****25. Application of this Part to informal syndicate entries**

- (1) An “informal syndicate entry” in a lotto draw (or an entry that has been bought using pooled money, with the understanding that the prize will be shared) 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 Division does not apply to an informal syndicate entry in a lotto draw.
- (3) This Division only applies to syndicate entries if the syndicate entries are offered in accordance with this Division by the Commission or an agent, as the case may be.

**26. Creating a syndicate**

- (1) In this rule —  
***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.
- (2) 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.

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- (3) A playslip may be used to set up a syndicate under this Part, but cannot be used to purchase a syndicate share.
- (4) The Commission or the agent that produces the master ticket is the holder of the master ticket.
- (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.

**27. Syndicate share numbers 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 and maximum costs of entry for a syndicate are set out in Schedule 2.
- (4) 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.

**28. Agent's component of syndicate share**

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

**29. Syndicate participation parameters**

- (1) A syndicate cannot be created for more than one draw.
- (2) A syndicate can be for more than one system entry of the same or different system type on the one playslip, but the aggregate cost of the playslip cannot exceed the limit set out in Schedule 2.



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**Part 2**

Syndicate entries

**Division 3****r. 30**

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- (3) A syndicate cannot be for a combination of more than one type of lotto under these rules.

**30. Types of syndicate entries**

- (1) A syndicate entry in a lotto draw 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.

**31. Syndicate share receipted ticket**

A syndicate share receipted ticket in a lotto draw may be registered by the subscriber so that a PRS number is allocated to that receipted ticket.

**32. Unsold shares in some syndicates: 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) An unsold share in a Network syndicate following the close of the selling period for that syndicate is assigned to the Commission and any prize amount allocated to a prize winning unsold share is to be treated as unclaimed winnings by the Commission.

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- (3) A syndicate may be cancelled if, at the time of the request for cancellation, no shares have been sold in that syndicate.
- (4) Any truncation adjustments that are required under rules 27(4), 28 and 33(5) are to be made against the master ticket for each syndicate.
- (5) 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.
- (6) 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.

**Division 4 — Paying prizes for lotto draws****33. Distribution of prize pool**

- (1) For the purposes of prize distribution, the holders of a syndicate share ticket that has a winning game or games are to be treated as collectively making up one individual winning game.
- (2) The prize pool for a division or Prize Level is to be divided equally between the winning games in that division or Level.
- (3) The Commission may round off the individual entitlement for a prize in a division or Prize Level (other than division 1 or 1st Prize) to the nearest sum containing a 5 cent multiple.
- (4) Where a rounding off takes place under subrule (3), the Commission may adjust the prize pool for the division 1 or Prize Level to ensure that the whole of the prize pool for that draw 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

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Paying prizes for lotto draws

**Division 4****r. 34**

prizes won by that syndicate by the number of shares in the syndicate (truncated to the nearest cent).

**34. Claims for and payment of prizes**

- (1) A prize in a lotto draw is to be paid in accordance with this Division and under Part 2 Division 5 of these rules.
- (2) To claim a prize in a lotto draw the holder of a winning receipted ticket must present it —
  - (a) at an appropriate location based on the prize division claimed and the payout amount; and
  - (b) within the payout period specified for the particular division win in that draw.
- (3) Subject to subrule (4), a prize in a lotto draw is to be paid to the holder of a winning receipted ticket who presents it to the following persons within the payout period and after any applicable validation period —
  - (a) the Commission — for all prizes with a consolidated value as determined by the Commission; and
  - (b) an authorised payout centre or an agent — for prizes up to a value authorised by the Commission for the centre or agent.
- (4) Where a division 1 or 1st Prize 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; and
  - (b) the name and address of the person to be paid; and
  - (c) if multiple names and addresses appear on the receipted 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); or

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- (e) where multiple names and addresses appear on the receipted ticket, accept the claim and pay the prize to the person whose name appears first; or
  - (f) reject the claim.
- (5) In order to satisfy itself of the details referred to in subrule (4)(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.
- (6) Where the holder of a receipted ticket wins a division 1 prize or 1st Prize in a lotto draw 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 draw.

**35. Method of payment**

- (1) A prize in a lotto draw is to be paid in accordance with this Division and Part 2 Division 5 of these rules.
- (2) A prize is to be paid to the holder of a winning receipted ticket who presents it in accordance with rule 34 as follows —
  - (a) where the payment is by the Commission or an authorised payout centre — in the manner determined by the Commission; and
  - (b) where the payment is by an agent — in cash, unless the Commission has determined otherwise.

**36. Claims for and payment of syndicate share prizes**

For the purposes of claiming a share of a prize in a lotto draw, the holder of a winning syndicate share receipted ticket is subject to the same rules as the holder of a winning receipted ticket under this Division and Part 2 Division 5 of these rules.

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General provisions

**Part 2**

Internet entries

**Division 5****r. 37****Division 5 — Internet entries****37. Terms used**

In this Division —

***authorised financial institution account*** means a transaction account at —

- (a) an ADI (authorised deposit-taking institution) as defined in the *Banking Act 1959* (Commonwealth) section 5(1); or
- (b) a bank constituted by a law of a State, a Territory or the Commonwealth;

***entry*** means an entry in lotto using Play Online;

***player*** means a person who is registered with Play Online;

***player's account*** has the meaning given in rule 41;

***prize*** means a prize for an entry;

***registration*** means a registration with Play Online.

**38. Relevant rules of lotto unaffected**

Nothing in this Part affects the operation of the relevant rules of lotto in relation to receipted tickets.

**39. Play Online**

- (1) To enter lotto online a person must use the website (***Play Online***) or the mobile application (***Lotterywest App***) maintained by the Commission for the purposes of these rules.
- (2) If access to Play Online or the Lotterywest App is provided by an agent, a person may enter lotto online using equipment provided for that purpose.
- (3) If access to online entries has been made available without the need for equipment provided by the Commission or an agent, a person may enter lotto online using whatever equipment enables that access.

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**40. Registration**

- (1) To purchase an entry a person must be registered with Play Online.
- (2) To register with Play Online a person must —
  - (a) be an individual; and
  - (b) confirm that they are at least 16 years of age and provide a WA residential or business address; and
  - (c) have an email address that is not already registered with Play Online; and
  - (d) have an authorised financial institution account; and
  - (e) comply with rule 41(1); and
  - (f) not be already registered with Play Online or be a player whose registration has been suspended or cancelled under rule 42.
- (3) A player must ensure that the player's login details for Play Online are not disclosed to any other person.

**41. Player's account**

- (1) A player must have an account with the Commission (the ***player's account***) which is to be used for the purchase of all entries using Play Online or the Lotterywest App.
- (2) Moneys deposited into the player's account do not accrue interest or attract fees.
- (3) Details of a player's registration details, any limitations that may be imposed on that player and any favourite numbers preferred by that player, form the player's Play Online profile when that player purchases an entry using Play Online or the Lotterywest App.

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**42. Suspension or cancellation of registration**

- (1) The Commission may suspend or cancel a registration at any time without notice and without giving any reason.
- (2) If a registration is cancelled, the player's account is closed and the Commission must remit to the player any amount payable by law to the player.

**43. Seven day spending limit**

- (1) The Commission may set a 7 day spending limit for players' accounts under this Division.
- (2) The spending limit —
  - (a) may commence on any day of the week; and
  - (b) is to apply to the total purchases in any 7 day period by an online player account.

**44. Player may restrict own ability to purchase entries**

A player may set the following restrictions using their player's account —

- (a) a 7 day spending limit that is less than the Play Online 7 day spending limit referred to in rule 43;
- (b) a period during which the player cannot purchase any entries.

**45. Entries**

- (1) It is the responsibility of a player to satisfy themselves before purchasing an entry that all the details of the entry shown on the relevant page of Play Online or the Lotterywest App are correct.
- (2) After an entry is purchased the Commission must provide to the player the following details relating to the entry —
  - (a) the name of the relevant game;

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- (b) the numbers selected by the player and, if applicable, the type of entry;
  - (c) the draw number or, in the case of a multi-week entry, the draw number range to which the entry relates;
  - (d) the date and time of purchase;
  - (e) the cost of the entry;
  - (f) a unique number for the entry.
- (3) An entry for a draw cannot be purchased after the selling period for the draw has expired.

**46. Cancellation of entry**

- (1) A player may request the Commission to cancel an entry purchased by the player.
- (2) The Commission may, in its absolute discretion, cancel the entry if the request is received before the selling period for the relevant lotto draw has expired.
- (3) If the Commission cancels the entry, the Commission must refund into the player's account the amount paid by the player for the purchase of the entry.

**47. Commission not liable for delays and loss of chance**

The Commission is not liable for loss of any nature (including loss of a chance) that results from a delay —

- (a) in transferring funds from an authorised financial institution account to a player's account; or
- (b) in processing the purchase of an entry; or
- (c) in transferring funds from a player's account to an authorised financial institution account.



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**Part 2**

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**48. Prizes where there is no validation period**

- (1) If a player wins a prize and there is no validation period for the relevant lotto draw, the Commission must pay the prize into the player's account as soon as is practicable after the close of the selling period for that draw.
- (2) The requirement to pay the prize is not dependant on any claim being made by the player.

**49. Prizes where there is validation period**

- (1) This rule applies if a player wins a prize and there is a validation period for the relevant prize.
- (2) To claim the prize, the player must confirm their identity and bank account details for the Commission, within the payout period for the relevant draw.
- (3) The Commission must pay the prize into the player's account following the conclusion of the validation period and following confirmation under subrule (2).

**50. Play Online and the Lotterywest App information and format**

The Commission may change the information, or the format of the information, on Play Online or the Lotterywest App at any time without notice to players if those changes are not inconsistent with this Part.

**51. Publication of names and addresses of prize winners**

The Commission must not publish the name and address of any player who wins a prize using a Play Online or a Lotterywest App entry unless the player informs the Commission in writing that the player's name and address may be published.

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**Part 3 — Cash 3 rules****Division 1 — Requirements of entry****52. Terms used**

In this Part —

**entry** means an entry as described in rule 4, or an entry as a result of redemption of a promotional coupon;

**game** means a selection of 3 digits, together with at least one specified (or default) play type;

**play type** or **type of play** means one of the types of play set out in Schedule 1;

**selected number** consists of the 3 digits —

- (a) selected on a game board; or
- (b) shown on a receipted ticket as a selected number.

**53. No Super66 with Cash 3**

Super66 is not available with a Cash 3 entry.

**54. How to fill out a playslip**

- (1) To enter Cash 3 using a playslip, a subscriber must select a 3-digit number (one digit per row) in at least one of the game boards on the playslip.
- (2) For each game board filled out on the playslip, the subscriber must —
  - (a) indicate whether the wager is a 50 cent wager or a \$1.00 wager; and
  - (b) indicate the type of play (e.g. “Exact order”, “Any order”, or both).
- (3) A subscriber who has selected a number in which the 3 digits are all the same can only select an “Exact order” play type.

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Requirements of entry

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- (4) A subscriber who has a playslip that has at least one game board with a valid selection may specify an advance play option in respect of that entry if the advance play option is offered at that time by the Commission.
- (5) A subscriber is limited to a maximum of 6 game selections per playslip.
- (6) A subscriber who has a playslip that has at least one game board with a valid selection may specify that the entry is to be for 7, 14, 21 or 28 consecutive days.

**55. Oral request for entry**

- (1) To enter Cash 3 without a playslip or a promotional coupon, and without requesting a ticket repeat, a subscriber must make an oral request to an agent stating —
  - (a) that the entry is for Cash 3; and
  - (b) the amount to be wagered; and
  - (c) the type of play; and
  - (d) the number of draws; and
  - (e) the number of games per draw, with a maximum of 50 games per draw.
- (2) A subscriber may choose to enter Cash 3 using a default option (“Slikpik”) that can be configured in any of the following ways —
  - (a) an “Exact order” or an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a 50 cent wager per day;
  - (b) an “Exact order” or an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a \$1.00 wager per day;
  - (c) both an “Exact order” play type and an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a 50 cent wager per day for the “Exact order” play type and a 50 cent wager per day for the “Any order” play type;

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- (d) both an “Exact order” play type and an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a \$1.00 wager per day for the “Exact order” play type and a \$1.00 wager per day for the “Any order” play type.
- (3) The computer will categorise —
  - (a) an “Any order” play type to be a 3-way or 6-way play type; or
  - (b) a combination of an “Exact order” and an “Any order” play type to be a 3-way or 6-way play type,depending on the digits in the number that has been randomly selected.
- (4) The computer will only select a randomly selected number that consists of 3 digits that are all the same if the subscriber has requested an “Exact order” play type.

**Division 2 — Prize pool and prize reserve fund****56. Cash 3 prize pool and prize reserve fund**

- (1) Subject to subrule (2), the Commission is to allocate 1% of the gross sales generated by Cash 3 to a prize reserve fund, to be used —
  - (a) to promote bonus prizes that are to be offered; and
  - (b) for Cash 3 bonus prizes,in a manner determined by the Commission from time to time.
- (2) The Commission may, at its discretion, reallocate money from the prize reserve fund, so that it may be distributed in accordance with section 24 of the Act.

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Cash 3 rules

**Part 3**

Cash 3 draw

**Division 3****r. 57****Division 3 — Cash 3 draw****57. Nature of a Cash 3 draw**

Each Cash 3 draw is to consist of the random generation of 3 digits, each selected from the digits 0 to 9 inclusive, in a manner, and using such equipment, as the Commission determines.

**58. Frequency of Cash 3 draws**

- (1) Subject to subrule (2), a 3-digit Cash 3 number is to be drawn each day of the year.
- (2) If the Commission decides that a number will not be drawn on a specific day, the Commission must publish a notice at least 2 weeks before any day is excluded from the sequence of Cash 3 draws.

**59. Types of play**

- (1) A subscriber has the choice of the options set out in Schedule 1 of these rules as types of play.
- (2) Only one play type can be nominated for each 3-digit number selected, and the choice of method may be limited, depending upon whether the digits in the selected number are all different, or if some or all of the digits are the same.
- (3) The Commission may decline to offer, or may limit, the advance play option at any time.

**60. Criteria for Cash 3 prizes — 3 different digits**

A subscriber's receipted ticket, or a player's entry under Part 2 Division 5, showing a number, for the appropriate draw, with 3 different digits wins a prize (of an amount set out in Schedule 1) in the following situations —

- (a) if the entry is an "Exact order" play type, the subscriber wins a prize if the 3 digits selected in the draw by the

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Commission are the same as, and in the same order as, the subscriber's digits;

- (b) if the entry is an "Any order – 6-way" play type, the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as the subscriber's digits, regardless of order;
- (c) if the entry is both an "Exact order – 6-way" and an "Any order – 6-way" play type —
  - (i) the subscriber wins 2 prizes if the 3 digits selected in the draw by the Commission are the same as, and in the same order as, the subscriber's digits — the first prize for selecting the digits in the "Exact order", the second prize for selecting the digits in "Any order"; or
  - (ii) the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as, but not in the same order as, the subscriber's digits — the prize being for selecting the digits in "Any order".

**61. Criteria for Cash 3 prizes — 2 like digits**

A subscriber's receipted ticket, or a player's entry under Part 2 Division 5, showing a number, for the appropriate draw, with 2 like digits and a third different digit wins a prize (of an amount set out in Schedule 1) in the following situations —

- (a) if the entry is an "Exact order" play type, the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as, and in the same order as, the subscriber's digits;
- (b) if the entry is an "Any order – 3-way" play type, the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as the subscriber's digits;

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**Part 3**

Cash 3 draw

**Division 3****r. 62**

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- (c) if the entry is both an “Exact order – 3-way” and an “Any order – 3-way” play type —
- (i) the subscriber wins 2 prizes if the 3 digits selected in the draw by the Commission are the same as, and in the same order as, the subscriber’s digits — the first prize for selecting the digits in the “Exact order”, the second prize for selecting the digits in “Any order”; or
  - (ii) the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as, but not in the same order as, the subscriber’s digits — the prize being for selecting the digits in “Any order”.

**62. Criteria for Cash 3 prizes — 3 like digits**

A subscriber’s receipted ticket showing a number, for the appropriate draw, with 3 like digits wins a prize (of an amount set out in Schedule 1) if the 3 digits selected in the draw by the Commission are the same as the subscriber’s digits — the prize being for selecting the digits in the “Exact order”.

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**Part 4 — Monday and Wednesday Lotto rules****Division 1 — Requirements of entry****63. Terms used****(1) In this Part —**

***agent's component*** means that part of the entry cost (added to the subscription) calculated in accordance with the formula set out in Schedule 3 Division 1 that is payable to the agent;

***entry*** means an entry as described in rule 65 or 66 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

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

***game board*** means a portion of a playslip for a game of lotto containing the numbers 1 to 45, whether physically or in digital form;

***prize fund*** means the fund maintained by the Australian Lottery Blocs in accordance with the agreement referred to in rule 67(1) and consisting of the prize pool and the prize reserve fund;

***prize pool*** means the prize pool referred to in rule 67(2)(a);

***prize reserve fund*** means the fund referred to in rule 67(2)(b);

***validation period*** means the period of time commencing at midnight on the day of determination of a Monday and Wednesday Lotto draw's results and ending at the close of business on the 14th day following that day (or on the business day preceding that 14th day, if the day falls on a public holiday).

**(2) In this Part, in relation to Monday Lotto —**

***lotto*** means a game of lotto conducted in accordance with these rules;



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Monday and Wednesday Lotto rules

**Part 4**

Requirements of entry

**Division 1****r. 64**

**lotto draw** means a lotto draw conducted in accordance with rule 68 and supervised in accordance with rule 20;

**prize pool** means the prize pool for Monday Lotto referred to in rule 67(2)(a);

**supplementary number** means either of the last 2 numbers drawn from the barrel in a Monday Lotto draw;

**winning number** means any one of the first 6 numbers drawn from the barrel in a Monday Lotto draw.

- (3) In this Part, in relation to Wednesday Lotto —

**lotto** means a game of lotto conducted in accordance with these rules;

**lotto draw** means a lotto draw conducted in accordance with rule 68 and supervised in accordance with rule 20;

**prize pool** means the prize pool for Wednesday Lotto referred to in rule 67(2)(a);

**supplementary number** means either of the last 2 numbers drawn from the barrel in a Wednesday Lotto draw;

**winning number** means any one of the first 6 numbers drawn from the barrel in a Wednesday Lotto draw.

**64. Super66 entry may be made with Monday and Wednesday Lotto entry**

A subscriber entering a Monday and Wednesday Lotto draw for a particular day or days may, in conjunction with the entry, enter the Super66 draw for the following Super66 draw in accordance with rule 139(8) and Part 10 of these rules.

**65. How to fill out a playslip**

- (1) To enter lotto using a playslip, a subscriber must —
- (a) select 6 numbers between 1 and 45 in each of at least 4 game boards on the playslip; or

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- (b) select between 4 and 20 numbers (but not 6 numbers) between 1 and 45 in one or more game boards on the playslip (*i.e. a system entry*).
- (2) A subscriber who has filled out a game board on a playslip in accordance with subrule (1)(b) may enter up to 17 further system entries on that playslip by selecting, in each further game board, the same number of numbers as were selected in the first game board, but only up to an entry cost that does not, in aggregate, exceed \$100 000.
- (3) The subscriber must also indicate in the appropriate manner on the playslip —
  - (a) which lotto draw or draws the playslip is to be entered in; and
  - (b) whether the method of entry is a “system” entry, being either a system 4-5 or a system 7-20, depending on the number of selected numbers in each completed game board.
- (4) If a subscriber selects, in each completed game board on the playslip —
  - (a) 6 selected numbers, the resulting receipted ticket constitutes one entry (made up of no fewer than 4 and no more than 18 games) in lotto; or
  - (b) between 4 and 20 selected numbers (but not 6 numbers), the resulting receipted ticket constitutes one entry in lotto for each completed game board on the playslip.
- (5) In addition to allowing an entry for a particular draw or draws, the Commission may allow a lotto entry to be for 2, 5, or 10 consecutive weeks, and the subscriber must indicate, in the appropriate manner, which of those options (if any) that they wish to exercise.
- (6) A receipted ticket must be given to the subscriber upon payment of the amount calculated in accordance with Schedule 3 Division 1.

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Monday and Wednesday Lotto rules

**Part 4**

Prize pool and prize reserve fund

**Division 2****r. 66****66. Oral request for entry**

- (1) To enter lotto without a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a subscriber must make an oral request to an agent stating —
  - (a) which day or days that the lotto entry is to be for; and
  - (b) whether the subscriber wishes to select —
    - (i) 6 numbers; or
    - (ii) between 4 and 20 numbers (but not 6 numbers) (*i.e. a system entry*);and
  - (c) if the subscriber selects 6 numbers —
    - (i) whether the subscriber wishes the entry to be entered in 12, 18, 25, 30 or 50 games; or
    - (ii) where available, exactly how many games the subscriber wants to be entered, with a maximum of 50.
- (2) If a subscriber requests —
  - (a) 6 numbers, the entry will be entered in the number of games as requested under subrule (1)(c); or
  - (b) between 4 and 20 numbers (but not 6 numbers), the entry will be entered as one system entry,and the resulting receipted ticket constitutes one entry in lotto.
- (3) A receipted ticket must be given to the subscriber upon payment of the amount calculated in accordance with Schedule 3 Division 1.

**Division 2 — Prize pool and prize reserve fund****67. Australian Lottery Blocs prize pool and prize reserve fund**

- (1) The Commission must contribute a percentage of all subscriptions received for each lotto draw to a combined

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Australian Lottery Blocs prize fund in accordance with the appropriate agreement and the permit for that lotto draw.

- (2) The total contribution under subrule (1) is to be divided so that —
  - (a) not less than 33% of the Commission's subscriptions go to the Australian Lottery Blocs prize pool for payment of division 2 to 6 prizes; and
  - (b) the balance of the contribution goes to the Australian Lottery Blocs prize reserve fund.
- (3) The prize reserve fund is to be used to pay the division 1 prizes in accordance with rule 71.
- (4) The prize reserve fund may only be distributed as additional prize money or promotional prizes, in such amounts and in such lotto draws, as are agreed by the members of the Australian Lottery Blocs.

**Division 3 — Conducting a Monday and Wednesday Lotto draw****68. Nature of a lotto draw**

A lotto draw consists of the mechanical, equally random selection of 8 numbered balls from balls individually numbered from 1 to 45 inclusive from a barrel in a manner and using such equipment as the Commission or a designated authority determines.

**69. Criteria for winning**

In a lotto draw the purchaser of an entry under Part 2 Division 5 of these rules or the holder of a receipted ticket wins —

- (a) division 1, if all 6 winning numbers;
- (b) division 2, if any 5 winning numbers and a supplementary number;

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Monday and Wednesday Lotto rules

**Part 4**

Conducting a Monday and Wednesday Lotto draw

**Division 3****r. 70**

- (c) division 3, if any 5 winning numbers;
- (d) division 4, if any 4 winning numbers;
- (e) division 5, if any 3 winning numbers and a supplementary number;
- (f) division 6, if any one or 2 winning numbers and 2 supplementary numbers,

are selected in the one game.

**70. Only one prize per game except for system entries**

- (1) The holder of a receipted ticket which contains, or the purchaser of an entry under Part 2 Division 5 of these rules which comprises, a system entry may claim a prize in one division for each notional game making up that system entry, resulting in prizes in more than one division for that entry.
- (2) The holders of a syndicate share receipted ticket which contains a system entry may claim a share in a prize in one division for each notional game making up that system entry, resulting in shares in prizes in more than one division for that entry.

**71. Distribution of prize pool**

- (1) If there is no winner of a division 1 prize in a particular lotto draw, the prize reserve fund retains the entire amount allocated to it for that draw.
- (2) If there are 1, 2, 3 or 4 winners of a division 1 prize the prize reserve fund is to be used to pay a division 1 prize of \$1 000 000 each.
- (3) If there are 5 or more winners of a division 1 prize the prize reserve fund is to be used to pay each division 1 winner an equal share of \$4 000 000.

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**72. Application of prize pool if divisions 2 to 5 prize not won**

If no one wins a prize in division 2, 3, 4 or 5 in a particular lotto draw, 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 lotto draw.

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OZ Lotto rules

**Part 5**

Requirements of entry

**Division 1****r. 73****Part 5 — OZ Lotto rules****Division 1 — Requirements of entry****73. Terms used**

In this Part —

**agent's component** means that part of the entry cost (added to the subscription) calculated in accordance with the relevant formula set out in Schedule 4 Division 1 that is payable to the agent;

**entry** means an entry as described in rules 4, 75 and 76 or an entry as a result of redemption of a promotional coupon;

**game** means —

- (a) in relation to OZ Lotto, a single entry in which between 4 and 19 numbers inclusive out of 45 are selected, and which, individually, may constitute part, or all, of a playslip;
- (b) in relation to a system entry, the notional multiple games making up that single system entry;

**prize fund** means the fund maintained by the Australian Lottery Blocs in accordance with the agreement referred to in rule 77(1) and consisting of the OZ Lotto prize pool and the prize reserve fund;

**prize pool** means the prize pool referred to in rule 77(2)(a);

**prize reserve fund** means the fund referred to in rule 77(2)(b);

**supplementary number** in relation to an OZ Lotto draw, means one of the last 2 numbers drawn;

**total prize pool** means the prize pool for that draw, plus any jackpot amount from a previous draw and any amount from the prize reserve fund that has been taken from the fund to ensure that a guaranteed minimum division 1 prize pool is met (if it is won);

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**validation period** for an OZ Lotto draw means the period of time commencing at midnight on the day of determination of an OZ Lotto draw's results and ending at close of business on the 14th day following that day (or on the business day preceding that 14th day, if the day falls on a public holiday);

**winning number** means in relation to an OZ Lotto draw, any one of the first 7 numbers drawn in that draw.

**74. Super66 entry may be made with OZ Lotto entry**

A subscriber entering an OZ Lotto draw in a particular week may, in conjunction with that entry, enter the Super66 draw for that week in accordance with Part 10 of these rules.

**75. How to fill out a playslip**

- (1) To enter OZ Lotto using a playslip, a subscriber must —
  - (a) select 7 numbers between 1 and 45 for each of at least one game on the playslip; or
  - (b) select between 4 and 19 numbers (but not 7 numbers) between 1 and 45 in one or more games on the playslip (*i.e. a system entry*).
- (2) For entry into OZ Lotto the subscriber must also mark in the appropriate boxes on the playslip —
  - (a) how many, if any, consecutive weeks the playslip is to be entered, if the consecutive week option is offered; and
  - (b) whether the method of entry is a “system” entry, being either a system 4-6 or a system 8-19, depending on the number of numbers selected in each game,

and must pay the amount calculated using the relevant formula set out in Schedule 4 Division 1.

- (3) A subscriber who has filled out a game board on a playslip in accordance with subrule (1) may enter up to 17 further games on that playslip by selecting in each further game the same



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OZ Lotto rules

**Part 5**

Requirements of entry

**Division 1****r. 76**

number of numbers as were selected in the first game board, but only up to an entry cost that does not, in aggregate, exceed \$100 000.

- (4) After the subscriber has completed the requirements in this rule, the agent must use that playslip to generate a receipted ticket.

**76. Oral request for entry**

- (1) To enter OZ Lotto without a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a subscriber must make an oral request to an agent stating —
- (a) which day or days that the entry is to be for; and
  - (b) whether the subscriber wishes to select —
    - (i) 7 numbers; or
    - (ii) between 4 and 19 numbers (but not 7 numbers) (*i.e. a system entry*);and
  - (c) if the subscriber selects 7 numbers —
    - (i) whether the subscriber wishes the entry to be entered in 12, 18, 25, 30 or 50 games; or
    - (ii) where available, exactly how many games the subscriber wants to be entered, with a maximum of 50.
- (2) If a subscriber requests —
- (a) 7 numbers, the entry will be entered in the number of games as requested under subrule (1)(c); or
  - (b) between 4 and 19 numbers (but not 7 numbers), the entry will be entered as one system entry,
- and the resulting receipted ticket constitutes one entry in lotto.
- (3) A receipted ticket must be given to the subscriber upon payment of the amount calculated in accordance with Schedule 4 Division 1.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 5** OZ Lotto rules**Division 2** Prize pool and prize reserve fund**r. 77**

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**Division 2 — Prize pool and prize reserve fund****77. Australian Lottery Blocs prize pool and prize reserve fund**

- (1) The Commission must contribute a percentage of all subscriptions received for each lotto draw to a combined Australian Lottery Blocs prize fund in accordance with the appropriate agreement and the permit for that lotto draw.
- (2) The total contribution under subrule (1) is to be divided so that —
  - (a) not less than 55% of the Commission's subscriptions go towards the Australian Lottery Blocs prize pool; and
  - (b) the balance of the contribution goes towards the Australian Lottery Blocs prize reserve fund.
- (3) Distribution of the prize reserve fund must be as additional prize money or promotional prizes, in such amounts and in such OZ Lotto draws, as are agreed by the Australian Lottery Blocs members.

**Division 3 — OZ Lotto draw****78. Nature of an OZ Lotto draw**

An OZ Lotto draw involves the mechanical, equally random selection of 9 numbered balls selected from balls individually numbered from 1 to 45 inclusive, in a manner and using such equipment as the Commission or designated authority determines to be adequate.

**79. Criteria for winning**

In an OZ Lotto draw the holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules wins —

- (a) division 1, if all 7 winning numbers;

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OZ Lotto rules

**Part 5**

OZ Lotto draw

**Division 3****r. 80**

- (b) division 2, if any 6 winning numbers and a supplementary number;
- (c) division 3, if any 6 winning numbers;
- (d) division 4, if any 5 winning numbers and a supplementary number;
- (e) division 5, if any 5 winning numbers;
- (f) division 6, if any 4 winning numbers;
- (g) division 7, if any 3 winning numbers and a supplementary number,

are selected in the one game.

**80. Only one prize per game except for system entries**

- (1) An entry in which 7 numbers have been selected per game does not entitle the holder of the receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules to claim to have won in more than 1 division per game in an OZ Lotto draw.
- (2) A system entry in which 4 to 19 numbers (but not 7 numbers) have been selected may entitle the holder of the receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules to claim to have won in more than 1 division per game in an OZ Lotto draw.
- (3) The holders of a syndicate share receipted ticket which contains a system entry may claim a share in a prize in one division for each notional game making up that system entry, resulting in shares in prizes in more than one division for that entry.

**81. Distribution of prize pool**

- (1) If no one wins a division 1 prize in a particular OZ Lotto draw, then the division 1 prize pool for that OZ Lotto draw (calculated without any prize reserve fund augmentation) must be added to, and form a part of, the next OZ Lotto draw division 1 prize pool.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 5** OZ Lotto rules**Division 3** OZ Lotto draw**r. 82**

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- (2) Where there is no OZ Lotto division 1 prize winner for 26 consecutive OZ Lotto draws, the Commission must allocate the accumulated division 1 prize pool in the 26th OZ Lotto draw to the prize pool for the division 2 winners in that OZ Lotto draw.
- (3) If an OZ Lotto division 1 prize pool is distributed to division 2 winners, the prize money is still treated as a division 1 prize for the purposes of making a claim.

**82. Application of prize pool if divisions 2 to 6 prize not won**

If no one wins a prize in division 2, 3, 4, 5 or 6 in a particular OZ Lotto draw, 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 OZ Lotto draw.

**83. Bonus draws and guaranteed prize pools for division 1**

- (1) The Commission may from time to time declare an OZ Lotto draw to be a bonus draw and fix a minimum guaranteed prize pool for division 1 in that draw.
- (2) The Commission may add all or part of the prize reserve fund to the division 1 prize pool in a bonus draw 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 draw is fixed under this rule, and a jackpot division 1 OZ Lotto prize coincides with that draw, the Commission may elect to reduce the augmentation from the prize reserve fund set out in subrule (2) by the amount of the OZ Lotto division 1 jackpot amount for that draw, and retain that part of the prize reserve fund for a future OZ Lotto bonus draw.

**Lotteries Commission (Authorised Lotteries) Rules 2016**

OZ Lotto rules

**Part 5**

OZ Lotto draw

**Division 3****r. 84**

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**(4) If —**

- (a)** no one wins a division 1 prize in a bonus draw; 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,

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 OZ Lotto draw.

**84. Combination of jackpot and prize reserve amount to form single division 1 prize pool**

If a jackpot is available for an OZ Lotto draw division 1 prize pool and an amount is to be distributed from the prize reserve fund for that OZ Lotto draw division 1 prize pool, then both amounts form a single OZ Lotto division 1 prize pool for the purposes of these rules.

**85. Minimum division 1 prize pool may be guaranteed**

- (1)** The Commission may from time to time guarantee that a minimum amount for an OZ Lotto draw division 1 prize pool will be available for a particular OZ Lotto draw.
- (2)** If a minimum OZ Lotto draw division 1 prize pool is guaranteed for a particular OZ Lotto draw, and the Commission is obliged to contribute an amount to that division 1 prize pool to make up the guaranteed minimum, then the extra amount contributed is not to be taken into account when calculating a jackpot prize pool.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 6** Powerball rules**Division 1** Requirements for entry**r. 86**

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**Part 6 — Powerball rules****Division 1 — Requirements for entry****86. Terms used**

In this Part —

**agent's component** means that part of the entry cost (added to the subscription) calculated in accordance with the relevant formula set out in Schedule 5 Division 1 that is payable to the agent;

**barrel A** means the barrel referred to in rule 91(a);

**barrel A selection** means one of the numbers —

- (a) selected in the group of numbers of a game board (labelled "PICK 6"); or
- (b) shown on the receipted ticket as a barrel A selection;

**barrel B** means the barrel referred to in rule 91(b);

**entry** means an entry as described in rule 4 or an entry as a result of redemption of a promotional coupon;

**game** means —

- (a) that part of an entry consisting of 6 barrel A selections and a Powerball selection; and
- (b) in relation to a simple Powerpik entry, that part of an entry consisting of 6 barrel A selections; and
- (c) in relation to a Powerpik or other system entry, one of the notional multiple games making up that system entry;

**game board** means a group of 2 sets of numbers made up of 1 to 40 and 1 to 20 set out on a playslip that may be filled out either physically or in digital form;

**Powerball draw** means a lotto draw conducted in accordance with rule 91 and supervised in accordance with rule 20;

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Powerball rules **Part 6**  
Requirements for entry **Division 1**  
**r. 86**

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**Powerball number** means the number on the winning ball drawn from barrel B as part of a Powerball draw;

**Powerball section** means the section of a playslip for a game of Powerball, containing the numbers 1 to 20;

**Powerball selection** means the number —

- (a) selected in the Powerball section; or
- (b) shown on the receipted ticket as the Powerball selection;

**Powerpik** means —

- (a) a method of entry where 6 barrel A selections are made per entry, and all the barrel B selections are purchased for each entry; or
- (b) a method of system entry where all selections made are barrel A selections, and all the barrel B selections are purchased for each system entry;

**prize fund** means the fund maintained by the Australian Lottery Blocs in accordance with the agreement referred to in rule 90(1) and consisting of the Powerball prize pool and the prize reserve fund;

**prize pool** means the prize pool referred to in rule 90(2)(a);

**prize reserve fund** means the fund referred to in rule 90(2)(b);

**total prize pool** means the prize pool for a Powerball draw, plus any jackpot from a previous draw and any amount that has been taken from the prize reserve fund under rule 96 to ensure that a guaranteed minimum division 1 prize pool can be met (if it is won);

**validation period** means the period of time commencing at midnight on the day of determination of a Powerball draw's results and ending at the close of business on the 14th day following that day (or on the business day preceding that 14th day, if the day falls on a public holiday);

**winning number** means, in relation to a Powerball draw, any one of the 6 numbers drawn from barrel A in that draw.

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**87. Super66 entry may be made with Powerball entry**

A subscriber entering Powerball in a particular week may, in conjunction with that entry, enter the Super66 draw for that week in accordance with Part 10 of these rules.

**88. How to fill out a playslip**

- (1) To enter Powerball using a playslip, a subscriber must —
  - (a) select —
    - (i) 6 numbers between 1 and 40 in the group of numbers of a game board; and
    - (ii) one number between 1 and 20 in the Powerball section of a game board,in each of at least 2 game boards on the playslip; or
  - (b) select —
    - (i) between 3 and 20 numbers (but not 6 numbers) between 1 and 40 in the group of numbers of a game board; and
    - (ii) one number between 1 and 20 in the Powerball section of a game board,in one or more game boards on the playslip; or
  - (c) indicate that one or more entries is to be a simple Powerpik entry and, for the indicated entry or entries, select 6 numbers between 1 and 40 in the group of numbers of a game board, in one or more game boards on the playslip; or
  - (d) indicate that one or more entries is to be a Powerpik system entry and, for the indicated entry or entries, select between 3 and 5 numbers, or 7 to 14 numbers, between 1 to 40 in the group of numbers of a game board, in one or more game boards on the playslip.
- (2) The number selected in the Powerball section of a game board (for an entry that is not a Powerpik entry) may be the same as



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Powerball rules **Part 6**  
Requirements for entry **Division 1**  
**r. 88**

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one of the numbers selected in the group of numbers of that game board.

- (3) A subscriber who has filled out a game board on a playslip in accordance with subrule (1)(b) may enter up to 11 further system entries using the same playslip by selecting, in each further game board, the same number of barrel A selections as were selected in the first game board and one Powerball selection.
- (4) A subscriber who has filled out a game board on a playslip in accordance with subrule (1)(d) may fill out up to 11 further Powerpik entries using the same playslip by selecting, in each further game board, the same number of barrel A selections as were selected in the first game board.
- (5) The subscriber must also mark in the appropriate boxes on the playslip —
  - (a) whether the method of entry is a Powerpik entry; and
  - (b) whether the playslip is to be entered in Powerball for one week or for 2, 5 or 10 consecutive weeks; and
  - (c) whether the method of entry is a “system” entry, being either a system 3-5 or a system 7-20, depending on the number of barrel A selections in each completed game board.
- (6) If a subscriber selects, in each completed game board on the playslip —
  - (a) a selection from the Powerball barrel and 6 barrel A selections, the resulting receipted ticket constitutes one entry (made up of no fewer than 2 and no more than 12 games) in Powerball; or
  - (b) a selection from the Powerball barrel and between 3 and 20 barrel A selections (but not 6 numbers), the resulting receipted ticket constitutes one entry in Powerball for each completed game board on the playslip.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 6** Powerball rules**Division 1** Requirements for entry**r. 89**

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- (7) If a subscriber selects, in each completed game board on a playslip marked as a Powerpik entry between 4 and 15 barrel A selections, the resulting receipted ticket constitutes one Powerpik entry in Powerball for each completed game board on the playslip.

**89. Oral request for entry**

- (1) To enter Powerball without a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a subscriber must make an oral request to an agent stating —
- (a) that the entry is for Powerball; and
  - (b) which day or days that the entry is to be for; and
  - (c) whether the subscriber wishes to select —
    - (i) 6 barrel A selections and one barrel B selection; or
    - (ii) between 3 and 20 barrel A selections (but not 6 numbers) and one barrel B selection (*i.e. a system entry*);and
  - (d) if the subscriber selects 6 barrel A selections and one barrel B selection —
    - (i) whether the subscriber wishes the entry to be entered in 12, 18, 25, 30 or 50 games; or
    - (ii) where available, exactly how many games the subscriber wants to be entered, with a maximum of 50;and
  - (e) whether the entry is to be entered in Powerball draws for one week, or for 2, 5 or 10 consecutive weeks.

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Powerball rules

**Part 6**

Prize pool and prize reserve fund

**Division 2****r. 90**

- (2) If a subscriber requests —
- (a) 6 barrel A selections and one barrel B selection, the entry will be entered in the number of games selected under subrule (1)(d); or
  - (b) between 3 and 20 barrel A selections (but not 6 numbers) and one barrel B selection, the entry will be entered as one system entry,
- and the resulting receipted ticket constitutes one entry in that Powerball draw.
- (3) If a subscriber requests between 4 and 15 barrel A selections and no barrel B selection, the entry will be entered as one Powerpik entry and the resulting receipted ticket constitutes one Powerpik entry in that Powerball draw.

**Division 2 — Prize pool and prize reserve fund****90. Australian Lottery Blocs prize pool and prize reserve fund**

- (1) The Commission must contribute a percentage of all subscriptions received for each Powerball draw to a combined Australian Lottery Blocs prize fund in accordance with the appropriate agreement and the permit for that Powerball draw.
- (2) The total contribution under subrule (1) is to be divided so that —
  - (a) not less than 55% of the Commission's subscriptions go to the Australian Lottery Blocs prize pool; and
  - (b) the balance of the contribution goes to the Australian Lottery Blocs prize reserve fund.
- (3) The prize reserve fund may only be distributed as additional prize money or promotional prizes, in such amounts and in such Powerball draws, as are agreed by the members of the Australian Lottery Blocs.

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**Division 3 — Powerball draw****91. Nature of a Powerball draw**

A Powerball draw consists of the mechanical, equally random selection of —

- (a) 6 numbered balls from balls individually numbered from 1 to 40 inclusive from a barrel called “barrel A”; and
- (b) one numbered ball from balls individually numbered from 1 to 20 inclusive from a barrel called “barrel B”,

in a manner and using such equipment as the Commission or the designated authority determines.

**92. Criteria for winning**

- (1) In a Powerball draw the holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules wins —

- (a) division 1, if all 6 winning numbers from barrel A and the barrel B number;
- (b) division 2, if all 6 winning numbers from barrel A;
- (c) division 3, if any 5 winning numbers from barrel A and the barrel B number;
- (d) division 4, if any 5 winning numbers from barrel A;
- (e) division 5, if any 4 winning numbers from barrel A and the barrel B number;
- (f) division 6, if any 3 winning numbers from barrel A and the barrel B number;
- (g) division 7, if any 4 winning numbers from barrel A;
- (h) division 8, if any 2 winning numbers from barrel A and the barrel B number,

are selected in the one game.

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Powerball rules

**Part 6**

Powerball draw

**Division 3****r. 93**

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- (2) For the purposes of this rule, a Powerpik entry is taken to have selected the barrel B number in a game.

**93. Only one prize per game except for system entries**

- (1) The holder of a receipted ticket which contains, or the purchaser of an entry under Part 2 Division 5 of these rules which comprises, a system entry or Powerpik system entry may claim a prize in one division for each notional game making up that system entry or Powerpik system entry, which can result in prizes in more than one division for that entry.
- (2) The holders of a syndicate share receipted ticket which contains a system entry may claim a share in a prize in one division for each notional game making up that system entry, resulting in shares in prizes in more than one division for that entry.

**94. Distribution of prize pool**

- (1) If no one wins a division 1 prize in a particular Powerball draw, then the division 1 prize pool for that draw (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 Powerball draw.
- (2) Where there is no Powerball division 1 prize winner for 26 consecutive Powerball draws, the Commission must allocate the accumulated division 1 prize pool in the 26th Powerball draw to the prize pool for the division 2 winners in that Powerball draw.
- (3) If a division 1 prize pool is to be distributed to division 2 winners, the prize money is still treated as a division 1 prize for the purposes of claiming and payment of prizes.

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**95. Application of prize pool if divisions 2 to 7 prize not won**

If no one wins a prize in division 2, 3, 4, 5, 6 or 7 in a particular Powerball draw, 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 Powerball draw.

**96. Bonus draws and guaranteed prize pools for division 1**

- (1) The Commission may from time to time declare a Powerball draw to be a bonus draw and fix a minimum guaranteed prize pool for division 1 in that draw.
- (2) The Commission may add all or part of the prize reserve fund to the division 1 prize pool in a bonus draw 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 draw is declared under this rule, and a jackpot division 1 prize coincides with that draw, 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 draw; 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,

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 Powerball draw.

**97. Combination of jackpot and prize reserve amount to form single division 1 prize pool**

If a jackpot is available for a Powerball draw division 1 prize pool and an amount is to be distributed from the prize reserve fund for that Powerball draw division 1 prize pool, then both

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Powerball rules

**Part 6**

Powerball draw

**Division 3****r. 98**

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amounts form a single Powerball division 1 prize pool for the purposes of these rules.

**98. Minimum division 1 prize pool may be guaranteed**

- (1) The Commission may from time to time guarantee that a minimum amount for a Powerball draw division 1 prize pool will be available for a particular Powerball draw.
- (2) If a minimum Powerball draw division 1 prize pool is guaranteed for a particular Powerball draw, and the Commission is obliged to contribute an amount to that division 1 prize pool to make up the guaranteed minimum, then the extra amount contributed is not to be taken into account when calculating a jackpot prize pool.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 7** Saturday Lotto rules**Division 1** Requirements for entry**r. 99**

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**Part 7 — Saturday Lotto rules****Division 1 — Requirements for entry****99. Terms used**

In this Part —

**agent's component** means that part of the entry cost (added to the subscription) calculated in accordance with the formula set out in Schedule 6 Division 1 that is payable to the agent;

**entry** means an entry as described in rule 101(5) or 102(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
- (b) in relation to a system entry, one of the notional multiple games making up that system entry;

**game board** means a portion of a playslip for a game of Saturday Lotto containing the numbers 1 to 45, that may be filled out either physically or in digital form;

**prize fund** means the fund maintained by the Australian Lottery Blocs in accordance with the agreement referred to in rule 103(1) and consisting of the Saturday Lotto prize pool and the prize reserve fund;

**prize pool** means the prize pool referred to in rule 103(2)(a);

**prize reserve fund** means the fund referred to in rule 103(2)(b);

**supplementary number** means either of the last 2 numbers drawn from the barrel in a Saturday Lotto draw;

**total prize pool** means the prize pool for a Saturday Lotto draw, plus any jackpot from a previous draw and any amount that has been taken from the prize reserve fund under rule 109 to increase the division 1 prize pool to a guaranteed minimum amount;



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Saturday Lotto rules  
Requirements for entry

***validation period*** means the period of time commencing at midnight on the day of determination of a Saturday Lotto draw's results and ending at the close of business on the 14th day following that day (or on the business day preceding that 14th day, if the day falls on a weekend or public holiday);

**winning number** means any one of the first 6 numbers drawn from the barrel in a Saturday Lotto draw.

**100. Super66 entry may be made with Saturday Lotto entry**

A subscriber entering a Saturday Lotto draw in a particular week may, in conjunction with that entry, enter the Super66 draw for that week in accordance with Part 10 of these rules.

## 101. How to fill out a playslip

- (1) To enter Saturday Lotto using a playslip, a subscriber must —
  - (a) select 6 numbers between 1 and 45 in each of at least 4 game boards on the playslip; or
  - (b) select between 4 and 20 numbers (but not 6 numbers) between 1 and 45 in one or more game boards on the playslip (*i.e. a system entry*).
- (2) A subscriber who has filled out a game board on a playslip in accordance with subrule (1) may enter up to 17 further entries on that playslip by selecting, in each further game board, the same number of numbers as were selected in the first game board, but only up to an entry cost that does not, in aggregate, exceed \$100 000.
- (3) The subscriber must also mark in the appropriate boxes on the playslip —
  - (a) whether the playslip is to be entered in Saturday Lotto; and
  - (b) whether the method of entry is a “system” entry, being either a system 4-5 or a system 7-20, depending on the

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number of selected numbers in each completed game board.

- (4) In addition to allowing an entry for a particular draw or draws, the Commission may allow a Saturday Lotto entry to be for 2, 5 or 10 consecutive weeks, and the subscriber must indicate, in the appropriate manner, which (if any) of the allowed options they wish to exercise.
- (5) If a subscriber selects, in each completed game board on the playslip —
  - (a) 6 selected numbers, the resulting receipted ticket constitutes one entry (made up of no fewer than 4 and up to 18 games) in Saturday Lotto; or
  - (b) between 4 and 20 numbers (but not 6 numbers), the resulting receipted ticket constitutes one entry in Saturday Lotto for each completed game board on the playslip (*i.e. a system entry*).

**102. Oral request for entry**

- (1) To enter Saturday Lotto without a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a subscriber must make an oral request to an agent stating —
  - (a) that the entry is for Saturday Lotto; and
  - (b) which day or days that the entry is to be for; and
  - (c) whether the subscriber wishes to select —
    - (i) 6 numbers; or
    - (ii) between 4 and 20 numbers (but not 6 numbers) (*i.e. a system entry*);and
- (d) if the subscriber selects 6 numbers —
  - (i) whether the subscriber wishes the entry to be entered in 12, 18, 25, 30 or 50 games; or

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- (ii) where available, exactly how many games the subscriber wants to be entered, with a maximum of 50.
- (2) If a subscriber requests —
  - (a) 6 numbers, the entry will be entered in the number of games selected under subrule (1)(d); or
  - (b) between 4 and 20 numbers (but not 6 numbers), the entry will be entered as one system entry,and the resulting receipted ticket constitutes one entry in Saturday Lotto.
- (3) A receipted ticket must be given to the subscriber upon payment of the amount calculated in accordance with Schedule 6 Division 1.

**Division 2 — Prize pool and prize reserve fund****103. Australian Lottery Blocs prize pool and prize reserve fund**

- (1) The Commission must contribute a percentage of all subscriptions received for each Saturday Lotto draw to a combined Australian Lottery Blocs prize fund in accordance with the appropriate agreement and the permit for that lotto draw.
- (2) The total contribution under subrule (1) is to be divided so that —
  - (a) not less than 55% of the Commission's subscriptions go to the Australian Lottery Blocs prize pool; and
  - (b) the balance of the contribution goes to the Australian Lottery Blocs prize reserve fund.
- (3) The prize reserve fund may only be distributed as additional prize money or promotional prizes, in such amounts and in such Saturday Lotto draws, as are agreed by the members of the Australian Lottery Blocs.

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**Division 3 — Saturday Lotto draw****104. Nature of a Saturday Lotto draw**

A Saturday Lotto draw consists of the mechanical, equally random selection of 8 numbered balls from balls individually numbered from 1 to 45 inclusive from a barrel in a manner and using such equipment as the Commission or a designated authority determines.

**105. Criteria for winning**

In a Saturday Lotto draw the holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules wins —

- (a) division 1, if all 6 winning numbers;
- (b) division 2, if any 5 winning numbers and a supplementary number;
- (c) division 3, if any 5 winning numbers;
- (d) division 4, if any 4 winning numbers;
- (e) division 5, if any 3 winning numbers and a supplementary number;
- (f) division 6, if any one or 2 winning numbers and 2 supplementary numbers,

are selected in the one game.

**106. Only one prize per game except for system entries**

- (1) The holder of a receipted ticket which contains, or the purchaser of an entry under Part 2 Division 5 of these rules which comprises, a system entry may claim a prize in one division for each notional game making up that system entry, resulting in prizes in more than one division for that entry.

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- (2) The holders of a syndicate share receipted ticket which contains a system entry may claim a share in a prize in one division for each notional game making up that system entry, resulting in shares in prizes in more than one division for that entry.

**107. Distribution of prize pool**

- (1) If no one wins a division 1 prize in a particular Saturday Lotto draw, then the division 1 prize pool for that draw (including any prize reserve fund augmentation) is to be added to, and then forms part of, the division 1 prize pool for the next Saturday Lotto draw.
- (2) If no one wins a division 1 prize for 5 consecutive Saturday Lotto draws, the accumulated division 1 prize pool in that 5th draw is to be added to the division 2 prize pool in that draw.
- (3) If a division 1 prize pool is to be distributed to division 2 winners, the prize money is still treated as a division 1 prize for the purposes of claiming and payment of prizes.

**108. Application of prize pool if divisions 2 to 5 prize not won**

If no one wins a prize in division 2, 3, 4 or 5 in a particular Saturday Lotto draw, 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 Saturday Lotto draw.

**109. Bonus draws and guaranteed prize pools for division 1**

- (1) The Commission may from time to time declare a Saturday Lotto draw to be a bonus draw and fix a minimum guaranteed prize pool for division 1 in that draw.
- (2) The Commission may add all or part of the prize reserve fund to the division 1 prize pool in a bonus draw to increase the division 1 prize pool to the guaranteed amount and any amount so added forms part of that prize pool.

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- (3) Where a bonus draw is declared under this rule, and a jackpot division 1 prize coincides with that draw, 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 draw; 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,
- the amount of the reserve that would have been so used is to be included as part of the division 1 prize pool for that draw when calculating the jackpot prize pool for the next Saturday Lotto draw.

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Set for Life rules **Part 8**  
Requirements for entry **Division 1**  
**r. 110**

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**Part 8 — Set for Life rules****Division 1 — Requirements for entry****110. Terms used**

In this Part —

***agent's component*** means that part of the entry cost (added to the subscription) calculated in accordance with the formula set out in Schedule 7 Division 1 that is payable to the agent;

***authorised financial institution account*** means a transaction account at —

- (a) an ADI (authorised deposit-taking institution) as defined in the *Banking Act 1959* (Commonwealth) section 5(1); or
- (b) a bank constituted by a law of a State, a Territory or the Commonwealth;

***bonus number*** means either of the last 2 numbers generated in a Set for Life draw;

***draw*** means the generation, by means of a random number generator or similar equipment determined by the Australian Lottery Blocs, of the numbers to make up the winning numbers and bonus numbers for a particular Set for Life draw;

***entry*** means an entry as described in rule 4, or an entry as a result of redemption of a promotional coupon;

***prize fund*** means the fund maintained by the Australian Lottery Blocs in accordance with the agreement referred to in rule 113(1) and consisting of the Australian Lottery Blocs prize pool and the prize reserve fund;

***prize pool*** means the prize pool referred to in rule 113(2)(a);

***prize reserve fund*** means the fund referred to in rule 113(2)(b);

***QuickSET entry*** means a nomination made by a player indicating that the player wishes to make a QuickSET selection in accordance with rule 112;

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 8** Set for Life rules**Division 1** Requirements for entry**r. 111**

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**SET** means —

- (a) that part of an entry consisting of 8 selected numbers;  
and
- (b) in relation to a system entry, one of the multiple SETs making up that system entry;

**validation period** means the period of time commencing at midnight on the day of determination of a Set for Life draw's results and ending at close of business on the 14th day following that day (or on the business day preceding that 14th day, if the day falls on a weekend or public holiday);

**winning number** means any one of the first 8 numbers generated in a Set for Life draw.

**111. How to fill out a playslip**

- (1) To enter Set for Life using a playslip, a subscriber must —
  - (a) select 8 numbers between 1 and 37 in each of at least 2 SETs on the playslip for at least 7 consecutive draws;  
or
  - (b) select between 5 and 16 numbers (but not 8 numbers) between 1 and 37 in one or more SETs on the playslip for at least 7 consecutive draws (*i.e. a system entry*).
- (2) A subscriber who has filled out a SET on a playslip in accordance with subrule (1)(b) may enter up to 17 further system entries on that playslip by selecting, in each further SET, the same number of numbers as were selected in the first SET, but only up to an entry cost that does not, in aggregate, exceed \$100 000.
- (3) The subscriber must also mark in the appropriate boxes on the playslip whether the method of entry is a “system” entry, being either a system 5-7 or a system 9-16, depending on the number of selected numbers in each completed SET.
- (4) In addition to allowing an entry for a particular week of draws, the Commission may allow a Set for Life entry to be for up to



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## Set for Life rules

## Part 8

## Requirements for entry

## Division 1

**r. 112**

10 consecutive weeks, where offered, and the subscriber must specify which of the allowed options they wish to exercise.

- (5) If a subscriber selects, in each completed SET on the playslip —
  - (a) 8 selected numbers for 7 consecutive draws, the resulting receipted ticket constitutes one entry (made up of 2 SETs to 18 SETs) in Set for Life; or
  - (b) between 5 and 16 selected numbers (but not 8 numbers) for 7 consecutive draws, the resulting receipted ticket constitutes one entry in Set for Life for each completed SET on the playslip.

### 112. Oral request for entry

- (1) To enter Set for Life without a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a subscriber must make an oral request to an agent stating —
  - (a) that the entry is for Set for Life; and
  - (b) which day or days that the Set for Life entry is to start (no more than 6 days in advance); and
  - (c) whether the subscriber wishes to select —
    - (i) 8 numbers between 1 and 37 for 7 consecutive draws; or
    - (ii) between 5 and 16 numbers (but not 8 numbers) between 1 and 37 for 7 consecutive draws (*i.e. a system entry*);and
  - (d) if the subscriber selects 8 numbers —
    - (i) whether the subscriber wishes the entry to be entered in 2, 4, 6, 12, 18, 25, 30 or 50 SETs; or
    - (ii) where available, exactly how many SETs the subscriber wants to enter, with a minimum of 2 and a maximum of 50.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 8** Set for Life rules**Division 2** Prize pool and prize reserve fund**r. 113**

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- (2) If a subscriber requests —
- (a) 8 numbers, the entry will be entered in the number of SETs selected under subrule (1)(d); or
  - (b) between 5 and 16 numbers (but not 8 numbers), the entry will be entered as one system entry,
- and the resulting receipted ticket constitutes one entry in Set for Life for 7 consecutive draws.
- (3) In addition to allowing an entry for a particular draw, the Commission may allow a Set for Life entry to be for up to 10 consecutive weeks, where offered, and the subscriber must specify which of the allowed options they wish to exercise.

**Division 2 — Prize pool and prize reserve fund****113. Australian Lottery Blocs prize pool and prize reserve fund**

- (1) The Commission must contribute a percentage of all subscriptions received for each Set for Life draw to a combined prize fund in accordance with the appropriate agreement and the permit for that lotto draw.
- (2) The total contribution under subrule (1) is to be divided so that —
  - (a) not less than 38.645% of the Commission's subscriptions go to the Australian Lottery Blocs prize pool; and
  - (b) the balance of the contribution goes to the prize reserve fund.
- (3) The prize reserve fund is to be used to pay the 1st Prize in accordance with rule 119.
- (4) The prize reserve fund may only be distributed as additional prize money or promotional prizes, in such amounts and in such Set for Life draws, as agreed by the Australian Lottery Blocs.

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Set for Life rules

**Part 8**

Set for Life draw

**Division 3****r. 114****Division 3 — Set for Life draw****114. Nature of a Set for Life draw**

A Set for Life draw consists of the random generation of 10 numbers (8 *winning numbers* and 2 *bonus numbers*), from the numbers 1 to 37 inclusive, in a manner and using such equipment as the Commission or a designated authority determines.

**115. Criteria for winning**

In a Set for Life draw the holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules wins —

- (a) 1st Prize, if all 8 winning numbers;
- (b) 2nd Prize, if any 7 winning numbers and a bonus number;
- (c) 3rd Prize, if any 7 winning numbers;
- (d) 4th Prize, if any 6 winning numbers and a bonus number;
- (e) 5th Prize, if any 6 winning numbers;
- (f) 6th Prize, if any 5 winning numbers and a bonus number;
- (g) 7th Prize, if any 5 winning numbers;
- (h) 8th Prize, if any 4 winning numbers and a bonus number,

are selected in the one SET.

**116. Only one prize per SET except for system entries**

- (1) The holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules may claim a prize in only one Prize Level for each Set for Life SET entered with that ticket or entry.

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- (2) The holder of a receipted ticket which contains, or the purchaser of an entry under Part 2 Division 5 of these rules which comprises, a system entry may claim a prize in one Prize Level for each Set for Life SET making up that system entry, resulting in prizes in more than one Prize Level for each notional entry.

**117. Distribution of prize pool**

- (1) This rule is subject to rules 118 and 119.
- (2) The prize pool for a Prize Level is to be divided equally between the winning SETs in that Prize Level.
- (3) The Commission may round off the individual entitlement for a prize in a Prize Level to the nearest sum containing a 5 cent multiple.
- (4) Where a rounding off takes place under subrule (3), the Commission may adjust the prize pool for 1st Prize to ensure that the whole of the prize pool for that draw is distributed.

**118. Application of prize pool if 2nd Prize to 7th Prize not won**

If no one wins a prize in one or more of 2nd Prize to 7th Prize in a particular Set for Life draw, then the prize pool for a Prize Level without a winner is to be added to the prize pool for the next lower Prize Level in which there is at least one winner in that Set for Life draw.

**119. Application of prize reserve fund to 1st Prize**

- (1) If there is no 1st Prize winner in a particular Set for Life draw, the prize reserve fund retains the entire amount allocated to it for that draw.
- (2) If up to 4 winners win 1st Prize in a particular Set for Life draw, then each winner is entitled to \$20 000 a month for a period of 20 years.

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Set for Life draw

**Division 3****r. 120**

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- (3) If more than 4 winners win 1st Prize in a particular Set for Life draw, then each winner is entitled to an equal share of \$80 000 a month, paid in monthly instalments for a period of 20 years.
- (4) If a 1st Prize winner dies before the payment term is completed, upon the Commission being satisfied of the circumstances, the deceased's remaining entitlement to prize payment is to be calculated and paid as a lump sum, which may be dealt with as a part of the deceased's estate.

**120. Claims for and payment of 1st Prizes**

- (1) Other than in the circumstances set out in rule 119(4), 1st Prize in a Set for Life draw is to be paid in monthly instalments in accordance with this Part and Part 2 Division 5 of these rules and cannot be taken as a lump sum.
- (2) To claim 1st Prize in a Set for Life draw the holder of a winning receipted ticket must present it at the Commission's head office within the payout period for that draw.
- (3) The purchaser of an entry under Part 2 Division 5 of these rules that wins 1st Prize in a Set for Life draw will be paid in accordance with subrule (4).
- (4) Subject to rule 34, 1st Prize in a Set for Life draw is to be paid to the holder of a winning receipted ticket —
  - (a) by the Commission; and
  - (b) by electronic funds transfer or in any other manner determined by the Commission; and
  - (c) to an authorised financial institution account in the winner's name, nominated by the winner; and
  - (d) after the validation period for that draw; and
  - (e) on or around a set regular date, as determined by the Commission.

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- (5) Where the holder of a receipted ticket wins 1st Prize in a Set for Life draw 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 draw.
- (6) If a 1st Prize winner provides payment details to the Commission that change or require updating, it is the prize winner's responsibility to ensure that their details are correct and any instalments that cannot be made due to incorrect account details will be held by the Commission until payment can be facilitated.

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Soccer Pools rules **Part 9**  
Requirements for entry **Division 1**  
**r. 121**

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**Part 9 — Soccer Pools rules****Division 1 — Requirements for entry****121. Terms used**

In this Part —

***agent's component*** means that part of the entry cost calculated in accordance with the formula set out in Schedule 8 Division 1 that is payable to the agent;

***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;

***entry*** means an entry as described in rule 123(4) or 124(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
- (b) in relation to a system entry, one of the notional multiple games making up that system entry;

***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;

***match list*** means a list of matches published under rule 125;

***prize fund*** means the fund maintained by the Australian Lottery Blocs in accordance with the agreement referred to in rule 131(1) and consisting of the Soccer Pools prize pool and the prize reserve fund;

***prize pool*** means the prize pool referred to in rule 131(2)(a);

***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;

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

**supplementary number** means the number referred to in rule 126(3);

**total prize pool** means the prize pool for a Soccer Pools Game, plus any jackpot amount from a previous Soccer 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 Soccer Pools Game is met;

**validation period** means the period of time commencing at midnight on the day on which a Soccer Pools Game was determined and ending at the close of business on the 14th day following that day (or on the business day preceding that 14th day, if the day falls on a weekend or public holiday);

**void match** means a match on the match list that has been declared to be a void match by the Australian Lottery Blocs;

**winning number** means any one of the 6 numbers referred to in rule 126(2).

**122. Super66 entry may be made with Soccer Pools entry**

A subscriber entering Soccer Pools in a particular week may, in conjunction with that entry, enter the Super66 draw for that week in accordance with Part 10 of these rules.

**123. How to fill out a playslip**

- (1) To enter Soccer Pools using a playslip, a subscriber must —
  - (a) select 6 numbers between 1 and 38 in each of at least 2 games on the playslip; or
  - (b) select between 4 and 20 numbers (but not 6 numbers) between 1 and 38 in one or more games on the playslip (*i.e. a system entry*).



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## Soccer Pools rules

## Part 9

### Requirements for entry

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- (2) A subscriber who has filled out a game on a playslip in accordance with subrule (1) may enter up to 17 further 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 subscriber must also mark in the appropriate boxes on the playslip —
  - (a) how many (if more than one) consecutive weeks (2, 5 or 10) the playslip is to be entered in Soccer Pools; and
  - (b) whether the method of entry is a “system” entry, being either a system 4-5 or a system 7-20, depending on the number of numbers selected in each completed game.
- (4) If a subscriber 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 (*i.e. a system entry*).

### 124. 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 subscriber must make an oral request to an agent stating —
  - (a) that the entry is for Soccer Pools; and
  - (b) which day or days that the entry is to be for; and
  - (c) whether the subscriber wishes to select —
    - (i) 6 numbers; or

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- (ii) between 4 and 20 numbers (but not 6 numbers) (*i.e. a system entry*);
  - and
  - (d) if the subscriber selects 6 numbers —
    - (i) whether the subscriber wishes the entry to be entered in 12, 18, 25, 30 or 50 games; or
    - (ii) where available, exactly how many games the subscriber wants to be entered, with a maximum of 50;
  - and
  - (e) how many (if more than one) consecutive weeks (2, 5 or 10) the entry is to be entered in Soccer Pools.
- (2) If a subscriber requests —
- (a) 6 numbers, the entry will be entered in the number of games selected under subrule (1)(d); or
  - (b) between 4 and 20 numbers (but not 6 numbers) the entry will be entered as one system entry,
- and the resulting receipted ticket constitutes one entry in Soccer Pools.

**Division 2 — Determination of results of Soccer Pools****125. Publication of match list**

- (1) Before each Soccer Pools Game the Commission must publish the list of soccer matches included in the list of matches for that week.
- (2) The Commission is to ensure that, as a minimum, a copy of the match list for each week is available on the Lotterywest website.

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- (1) The winning numbers and the supplementary number for a Soccer Pools Game are to be determined by —
  - (a) ranking the matches on the match list for that Soccer Pools Game in accordance with rule 127; 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 Soccer Pools Game.
- (3) The number identified under subrule (1)(b)(ii) is the supplementary number for that Soccer Pools Game.

**127. Ranking matches**

- (1) The matches on the match list for a Soccer Pools Game are to be ranked in the following order —
  - (a) score draws;
  - (b) scoreless draws;
  - (c) Away wins;
  - (d) Home wins.
- (2) Within the category of score draws matches are to be ranked in order according to the number of goals scored (i.e. 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 (i.e. the smaller the difference, the higher the ranking); and

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- (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 (i.e. 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 (i.e. the higher the number on the match list, the higher the ranking).

**128. Dealing with void matches**

- (1) If one or more of the matches numbered 1 to 38 on the match list for a Soccer 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.

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Determination of results of Soccer Pools

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**129. When Soccer Pools Games are to be cancelled**

- (1) The Commission is to cancel a Soccer Pools Game if the Australian Lottery Blocs determines for any reason that the Soccer Pools Game for that week is to be cancelled.
- (2) If a Soccer Pools Game is cancelled —
  - (a) no prizes are to be paid for that Soccer Pools Game; and
  - (b) all entries received by the Commission in respect of that Soccer Pools Game are to be entered in the next Soccer Pools Game in place of the cancelled Soccer Pools Game.

**130. Commission may withdraw from non-conforming Soccer Pools Game**

- (1) The Commission may withdraw all entries received by the Commission in respect of a particular Soccer Pools Game if —
  - (a) fewer than 38 matches remain scheduled to be played immediately before the close of entries for that Soccer Pools Game; or
  - (b) results are declared in fewer than 7 matches; or
  - (c) the Australian Lottery Blocs determines that the Soccer 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 Soccer Pools Game —
  - (a) no prizes are to be paid by the Commission for that Soccer Pools Game; and
  - (b) all entries received by the Commission in respect of that Soccer Pools Game are to be entered in the next Soccer Pools Game following the inconsistent Soccer Pools Game.

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**Division 3 — Prize pool and prize reserve fund****131. Australian Lottery Blocs prize pool and prize reserve fund**

- (1) The Commission must contribute a percentage of all subscriptions received for each Soccer Pools Game to a combined Australian Lottery Blocs prize fund in accordance with the appropriate agreement and the permit for that Soccer Pools game.
- (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 Lottery Blocs prize pool; and
  - (b) the balance of the contribution goes to the prize reserve fund.
- (3) The prize reserve fund may only be distributed as additional prize money or promotional prizes, in such amounts and in such Soccer Pools Games as are agreed by the members of the Australian Lottery Blocs.

**Division 4 — Determination of Soccer Pools Game prizes****132. Criteria for winning**

In a Soccer Pools Game, the holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules wins —

- (a) division 1, if all 6 winning numbers;
- (b) division 2, if any 5 winning numbers and the supplementary number;
- (c) division 3, if any 5 winning numbers;
- (d) division 4, if any 4 winning numbers;

**Lotteries Commission (Authorised Lotteries) Rules 2016**

## Soccer Pools rules

**Part 9**

## Determination of Soccer Pools Game prizes

**Division 4****r. 133**

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

are selected in the one game.

**133. Only one prize per game except for system entries**

- (1) The holder of a receipted ticket which contains, or the purchaser of an entry under Part 2 Division 5 of these rules which comprises, a system entry may claim a prize in one division for each notional game making up that system entry, resulting in prizes in more than one division for that entry.
- (2) The holders of a syndicate share receipted ticket which contains a system entry may claim a share in a prize in one division for each notional game making up that system entry, resulting in shares in prizes in more than one division for that entry.

**134. Distribution of prize pool**

- (1) If no one wins a division 1 prize in a particular Soccer Pools Game, then the division 1 prize pool for that Soccer 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 Soccer 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.

**135. Application of prize pool if divisions 2 to 4 prize not won**

- (1) If no one wins a prize in division 2, 3 or 4 in a particular Soccer 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 Soccer 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

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 9** Soccer Pools rules**Division 4** Determination of Soccer Pools Game prizes**r. 136**

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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.

**136. Bonus Soccer Pools Games and guaranteed prize pools**

- (1) The Commission may from time to time declare a Soccer Pools Game to be a bonus Soccer 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 Soccer 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 Soccer Pools Game is declared under this rule, and a jackpot division 1 prize coincides with that Soccer 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 Soccer 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,

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 Soccer Pools Game.



**Lotteries Commission (Authorised Lotteries) Rules 2016**

Super66 rules **Part 10**  
Requirements for entry **Division 1**  
**r. 137**

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**Part 10 — Super66 rules****Division 1 — Requirements for entry****137. Terms used**

In this Part —

**entry** means an entry in Super66 as described in rule 139 or an entry as a result of redemption of a promotional coupon;

**game** means a selection of 6 digits as shown on a receipted ticket or in an entry purchased under Part 2 Division 5 of these rules;

**prize fund** means the fund maintained by the Australian Lottery Blocs in accordance with the agreement referred to in rule 140(1) and consisting of the prize pool and the prize reserve fund;

**prize pool** means the prize pool referred to in rule 140(2)(a);

**prize reserve fund** means the fund referred to in rule 140(2)(b);

**selected digits** means the 6 digits shown on a receipted ticket in accordance with rule 139(9) or purchased under Part 2 Division 5 of these rules, in the order in which they are shown;

**total prize pool** means the prize pool for a Super66 draw, plus any jackpot from a previous draw and any amount that has been taken from the prize reserve fund under rule 140(3) to increase the division 1 prize pool to a guaranteed minimum amount;

**validation period** means the period of time commencing at midnight on the day of determination of a Super66 draw's results and ending at close of business on the 14th day following that day (or on the business day preceding that 14th day, if the day falls on a weekend or public holiday);

**winning digits** means the 6 digits selected in a Super66 draw in the order in which they are drawn.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 10** Super66 rules**Division 1** Requirements for entry**r. 138**

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**138. How to fill out a playslip**

The Commission must ensure that a playslip for Saturday Lotto, Monday Lotto, Wednesday Lotto, OZ Lotto, Powerball and Soccer Pools display —

- (a) such details to facilitate entry in Super66; and
- (b) such instructions to subscribers in Super66,

as the Commission considers necessary.

**139. Oral request for entry**

- (1) A person may request an entry in a Super66 draw in conjunction with an entry in another game of lotto (other than Set for Life or Cash 3).
- (2) A person may orally request an entry in the Super66 draw to be held on a particular Saturday without entering another game of lotto (or Set for Life or Cash 3).
- (3) A subscriber may choose to enter a maximum of 50 Super66 games as part of each oral request for an entry in Super66 in isolation or in conjunction with another game of lotto (other than Set for Life or Cash 3).
- (4) A subscriber who enters a Super66 draw by marking a playslip is limited to selecting one of the choices of numbers of games of Super66 that are marked on the playslip.
- (5) A subscriber may enter a Super66 draw —
  - (a) if the entry is made in conjunction with another game of lotto (other than Set for Life or Cash 3), by —
    - (i) marking the appropriate box on a playslip for Saturday Lotto, Monday Lotto, Wednesday Lotto, OZ Lotto, Powerball or Soccer Pools; or
    - (ii) requesting the required number of Super66 games when making an oral request for entry in

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Super66 rules

**Part 10**

Prize pool and prize reserve fund

**Division 2****r. 140**

Saturday Lotto, Monday Lotto, Wednesday  
Lotto, OZ Lotto, Powerball or Soccer Pools;

or

- (b) if the entry is made without being in conjunction with another game of lotto (other than Set for Life or Cash 3) — by making an oral request; or
- (c) in either case — using the ticket repeat method set out in rule 6,

and paying \$1.00 for each Super66 game to be entered.

- (6) A person may enter Super66 by redeeming a promotional coupon and, in that case, may be required to pay less than the amount payable under subrule (5).
- (7) Where a subscriber enters Super66 in conjunction with a multiweek lotto (other than Set for Life or Cash 3) entry, the Super66 entry is to be entered in the Super66 draw for each week in which that lotto (other than Set for Life or Cash 3) entry is entered.
- (8) If a subscriber makes a request for an entry to be in a combination of Monday Lotto draws, Wednesday Lotto draws and even Saturday Lotto draws for the requested period, the resulting receipted ticket is taken as being one entry for the purposes of requesting Super66.
- (9) Each Super66 receipted ticket is to have printed on it a random selection of 6 digits, generated by computer, for each Super66 game entered.

**Division 2 — Prize pool and prize reserve fund****140. Australian Lottery Blocs prize pool and prize reserve fund**

- (1) The Commission must contribute a percentage of all subscriptions received for each Super66 draw to a combined Australian Lottery Blocs prize fund in accordance with the appropriate agreement and the permit for that draw.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 10** Super66 rules**Division 3** Super66 draw**r. 141**

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- (2) The total contribution under subrule (1) is to be divided so that —
  - (a) not less than 55% of the Commission's subscriptions go to the Australian Lottery Blocs prize pool; and
  - (b) the balance of the contribution goes to the prize reserve fund.
- (3) The prize reserve fund may only be distributed as additional prize money or promotional prizes, in such amounts and in such Super66 draws, as are agreed by the members of the Australian Lottery Blocs.

**Division 3 — Super66 draw****141. Nature of a Super66 draw**

A Super66 draw consists of the mechanical, equally random selection of 6 digits, each selected from the digits 0 to 9 inclusive, in a manner and using such equipment as the Commission, or designated authority supervising the Super66 draw, determines.

**142. Criteria for winning**

- (1) Subject to subrule (2), in a Super66 draw the holder of a receipted ticket or the purchaser of an entry under Part 2 Division 5 of these rules wins —
  - (a) division 1, if the 6 selected digits in a game match the value, position and order of the 6 winning digits;
  - (b) division 2, if 5 of the selected digits in a game match the value, position and order of —
    - (i) the first, second, third, fourth and fifth winning digits; or
    - (ii) the second, third, fourth, fifth and sixth winning digits;

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Super66 rules

**Part 10**

Super66 draw

**Division 3****r. 143**

- (c) division 3, if 4 of the selected digits in a game match the value, position and order of —
    - (i) the first, second, third and fourth winning digits; or
    - (ii) the third, fourth, fifth and sixth winning digits;
  - (d) division 4, if 3 of the selected digits in a game match the value, position and order of —
    - (i) the first, second and third winning digits; or
    - (ii) the fourth, fifth and sixth winning digits;
  - (e) division 5, if 2 of the selected digits in a game match the value, position and order of —
    - (i) the first and second winning digits; or
    - (ii) the fifth and sixth winning digits.
- (2) If the selected digits in one game satisfy the winning criteria for more than one division, that game is a winning game only in the highest of those divisions.

**143. Distribution of prize pool**

- (1) Subject to rule 144, the Commission must distribute the total prize pool for a Super66 draw as follows —
- (a) division 1 —
    - (i) the balance of the total prize pool after payment of prizes referred to in paragraphs (b), (c), (d) and (e); or
    - (ii) \$16 666; or
    - (iii) in a bonus draw, the minimum guaranteed amount,whichever is the higher amount;
  - (b) division 2 — \$6 666 for each winning game in that division;
  - (c) division 3 — \$666 for each winning game in that division;

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 10** Super66 rules**Division 3** Super66 draw**r. 144**

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- (d) division 4 — \$66 for each winning game in that division;
  - (e) division 5 — \$6.60 for each winning game in that division.
- (2) The division 1 prize pool is to be divided equally between the winning games in that division.

**144. Application of prize pool if division 1 not won**

- (1) If no one wins a division 1 prize in a particular Super66 draw, then the balance of the total prize pool for that draw, including any prize reserve fund augmentation, is to be added to, and then forms part of, the division 1 prize pool for the next Super66 draw.
- (2) Where there is no Super66 division 1 prize winner for 26 consecutive Super66 draws, the Commission must allocate the accumulated division 1 prize pool in the 26th Super66 draw to the next lowest division in which there is a winner in that draw.
- (3) If the balance of the total prize pool is to be distributed to winners in a division other than division 1, the prize money is to be treated as a division 1 prize for the purposes of claiming and payment of prizes.

**145. Bonus draws and guaranteed prize pools for division 1**

- (1) The Commission may from time to time declare a Super66 draw to be a bonus draw and fix a minimum guaranteed prize pool for division 1 in that draw.
- (2) The Commission may add all or part of the prize reserve fund to the total prize pool in a bonus draw to increase the division 1 prize pool to the guaranteed amount and any amount so added forms part of that prize pool.

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Super66 rules

**Part 10**

Super66 draw

**Division 3****r. 145**

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- (3) Where a bonus draw is declared under this rule, and a jackpot division 1 prize coincides with that draw, 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 draw; 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,
- the amount of the reserve that would have been so used is to be included as part of the division 1 prize pool for that draw when calculating the jackpot division 1 prize pool for the next Super66 draw.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Part 11**                **Repeals****r. 146**

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**Part 11 — Repeals****146.     Rules repealed**

These rules are repealed —

- (a) *Lotteries Commission (Cash 3) Rules 1998*;
- (b) *Lotteries Commission (Internet Entries) Rules 2010*;
- (c) *Lotteries Commission (Monday and Wednesday Lotto) Rules 2006*;
- (d) *Lotteries Commission (Oz Lotto) Rules 1995*;
- (e) *Lotteries Commission (Powerball) Rules 1996*;
- (f) *Lotteries Commission (Saturday Lotto) Rules 1996*;
- (g) *Lotteries Commission (Set for Life) Rules 2014*;
- (h) *Lotteries Commission (Soccer Pools) Rules 1996*;
- (i) *Lotteries Commission (Super 66) Rules 1996*.



**Lotteries Commission (Authorised Lotteries) Rules 2016****Cash 3 Types of Play, Odds, etc. Schedule 1****Schedule 1 — Cash 3 Types of Play, Odds, etc.**

[r. 59]

Description of possible 3 Digit individual play types/Odds	If you pick (e.g.)	You win if any of these combinations are drawn (e.g.)	Payout 50 cent wager	Payout \$1.00 wager
Exact order <i>Odds 1 in 1000</i>	123	123	\$250	\$500
Any order – 3-way (Playing 2 like digits) <i>Odds 1 in 333.33</i>	118	118 181 811	\$80	\$160
Any order – 6-way (Playing 3 different digits) <i>Odds 1 in 166.67</i>	158	158 185 518 581 815 851	\$40	\$80

Description of possible 3 Digit combination play types/Odds	If you pick (e.g.)	You win if any of these combinations are drawn (e.g.)	Payout For a 50 cent wager on each	Payout For a \$1.00 wager on each
Both an Exact order and an Any order – 3-way (Playing 2 like digits) <i>Odds 1 in 333.33</i>	797	797	\$250 + \$80 = \$330	\$500 + \$160 = \$660
		977 779	\$80	\$160
Both an Exact order and an Any order – 6-way (Playing 3 different digits) <i>Odds 1 in 166.67</i>	654	654	\$250 + \$40 = \$290	\$500 + \$80 = \$580
		645 465 456 564 546	\$40	\$80
		645 465 456 564 546	\$40	\$80
		645 465 456 564 546	\$40	\$80

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 1**      Cash 3 Types of Play, Odds, etc.

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**Wager Amounts (per day entered)**

50 cent wagers or \$1.00 wagers can be made on an “Exact order” play type.

50 cent wagers or \$1.00 wagers can be made on an “Any order” play type.

If a combination of an “Exact order” play type and an “Any order” play type is selected, then each play type may have either a 50 cent wager on it, or a \$1.00 wager on it (*a combination of the play types must therefore be accompanied by either a \$1.00 or a \$2.00 total wager per day entered*).

***Lotteries Commission (Authorised Lotteries) Rules 2016***Syndicate cost parameters      **Schedule 2**

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**Schedule 2 — Syndicate cost parameters**

[r. 27 and 29]

The minimum cost of entry for a syndicate master ticket is \$25.

The maximum cost of entry for a syndicate master ticket is \$100 000.

The minimum share cost for a syndicate is \$5.

The maximum share cost for a syndicate is \$20 000.

The aggregate cost of a syndicate entry for more than one system entry of the same system type on the one playslip cannot exceed \$100 000.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 3** Monday and Wednesday Lotto**Division 1** Calculating the cost of entry**Schedule 3 — Monday and Wednesday Lotto**

[r. 4]

**Division 1 — Calculating the cost of entry**

The unit cost of entering a Monday Lotto or a Wednesday Lotto draw, is made up of a subscription of 55 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.

$$((G \times \$0.55) \times .09 \rightarrow \text{rounded}) \times W = T$$

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 subscriber.

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

**Division 2 — System entries and game equivalents**

<b>Monday and Wednesday Lotto</b>	
<b>System</b>	<b>No. of games per game board</b>
4	820
5	40
7	7
8	28
9	84
10	210
11	462

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Monday and Wednesday Lotto

**Schedule 3**Summary of parameters within which Monday and Wednesday  
Lotto is conducted**Division 3**

<b>Monday and Wednesday Lotto</b>	
<b>System</b>	<b>No. of games per game board</b>
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

**Division 3 — Summary of parameters within which Monday and Wednesday Lotto is conducted**

Unit cost for a Monday Lotto draw or a Wednesday Lotto draw	\$0.55 (+ a 9% agent's component)
Prize fund — % of subscriptions	60.0%
Prize pool — % of subscriptions	no less than 33.0%
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (up to 27.0%)
Number of divisions	6
Winning numbers drawn	6
Supplementary numbers drawn	2
Forecast range	1 to 45 inclusive

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 3** Monday and Wednesday Lotto**Division 3** Summary of parameters within which Monday and Wednesday Lotto is conducted

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Odds of winning —	
division 1	1 in 8 145 060
division 2	1 in 678 755
division 3	1 in 36 690
division 4	1 in 733
division 5	1 in 298
division 6	1 in 144
Systems range	4-5/7-20 inclusive
Multiweek options ( <i>if available</i> )	2, 5 or 10 weeks
Advance sales (maximum) ( <i>if available</i> )	10 weeks
Games per playslip (minimum)	4
System entries per playslip (maximum)	18 ( <i>subject to maximum aggregate entry cost</i> )
Games per playslip (maximum)	18
Games per oral request (default)	12, 18, 25, 30 or 50
Games per oral request ( <i>if available</i> )	4 to 50
Syndicate entries may be purchased ( <i>if available</i> )	(see Part 2 Division 3)
System entries per oral request	1
Prize payout period	12 months
Maximum aggregate entry cost	\$100 000

**Lotteries Commission (Authorised Lotteries) Rules 2016**OZ Lotto **Schedule 4**Calculating the total cost of entry **Division 1****Schedule 4 — OZ Lotto**

[r. 4, 73, 75 and 76]

**Division 1 — Calculating the total cost of entry****OZ Lotto draw up to draw numbered 1185 and subsequent draws**

The unit cost of entering the OZ Lotto draw up to and including the draw numbered 1185 is made up of a subscription of \$1.10 cents per game and an agent's component.

The unit cost of entering the OZ Lotto draw from and including the draw numbered 1186 is made up of a subscription of \$1.20 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.

**Up to draw 1185**

$$((G \times \$1.10) \times .09 \rightarrow \text{rounded}) \times W = T$$

**Draw 1186 and subsequent draws**

$$((G \times \$1.20) \times .09 \rightarrow \text{rounded}) \times W = T$$

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 subscriber.

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

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 4** OZ Lotto**Division 2** System entries and game equivalents**Division 2 — System entries and game equivalents**

<b>OZ Lotto</b>	
<b>System</b>	<b>No. of games per game board</b>
4	10 660
5	780
6	39
8	8
9	36
10	120
11	330
12	792
13	1 716
14	3 432
15	6 435
16	11 440
17	19 448
18	31 824
19	50 388

**Division 3 — Summary of parameters within which  
OZ Lotto is conducted**

Unit cost for an OZ Lotto draw up to and including the OZ Lotto draw numbered 1185      \$1.10  
 (+ a 9% agent's component)

Unit cost for the OZ Lotto draw numbered 1186 and subsequent OZ Lotto draws      \$1.20  
 (+ a 9% agent's component)



**Lotteries Commission (Authorised Lotteries) Rules 2016**

OZ Lotto

**Schedule 4**

Summary of parameters within which OZ Lotto is conducted

**Division 3**


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Prize fund — % subscriptions	60.0%
Prize pool — % of subscriptions	no less than 55.0%
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (up to 5.0%)
Number of divisions	7
Winning numbers drawn	7
Supplementary numbers drawn	2
Odds of winning —	
division 1	1 in 45 379 620
division 2	1 in 3 241 401
division 3	1 in 180 078
division 4	1 in 29 602
division 5	1 in 3 430
division 6	1 in 154
division 7	1 in 87
Any prize	1 in 55
Forecast range	1 to 45 inclusive
Systems range	4-6/8-19 inclusive
Multiweek options ( <i>if available</i> )	2, 5 or 10 weeks
Advance sales (maximum) ( <i>if available</i> )	10 weeks
Entries per playslip (minimum)	1
Entries per playslip (maximum)	18 ( <i>subject to maximum aggregate entry cost</i> )
Games per oral request (default)	6, 12, 18, 25, 30 or 50
Games per oral request ( <i>if available</i> )	1 to 50

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 4** OZ Lotto**Division 3** Summary of parameters within which OZ Lotto is conducted

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Syndicate entries may be purchased (if available)	(see Part 2 Division 3)
System entries per oral request	1
Prize payment period	12 months
Maximum aggregate entry cost	\$100 000

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Powerball

**Schedule 5**

Calculating the total cost of entry

**Division 1****Schedule 5 — Powerball**

[r. 4 and 86]

**Division 1 — Calculating the total cost of entry**

The unit cost of entering a Powerball draw is made up of a subscription of 85 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.

$$((G \times \$0.85) \times .09 \rightarrow \text{rounded}) \times W = T$$

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 subscriber.

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

**Division 2 — System entries, Powerpik selections and game equivalents**

<b>Powerball</b>	
<b>System</b>	<b>No. of games per game board</b>
3	7 770
4	630
5	35
7	7
8	28
9	84
10	210

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 5** Powerball**Division 2** System entries, Powerpik selections and game equivalents

<b>Powerball</b>	
<b>System</b>	<b>No. of games per game board</b>
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

<b>Powerball</b>	
<b>Powerpik</b>	<b>No. of games per game board</b>
4	12 600
5	700
6	20
7	140
8	560
9	1 680
10	4 200
11	9 240
12	18 480
13	34 320

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Powerball

**Schedule 5**

Summary of parameters within which Powerball is conducted

**Division 3**

<b>Powerball</b>	
<b>Powerpik</b>	<b>No. of games per game board</b>
14	60 060
15	100 100

**Division 3 — Summary of parameters within which Powerball is conducted**

Unit cost for a Powerball draw	\$0.85 (+ 9% agent's component)
Prize fund — % of subscriptions	60.0%
Prize pool — % of subscriptions	no less than 55.0%
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (up to 5.0%)
Number of divisions	8
Winning numbers drawn — barrel A	6
Powerball numbers drawn	1
Forecast range — barrel A	1 to 40 inclusive
Forecast range — Powerball barrel	1 to 20 inclusive
Odds of winning —	
division 1	1 in 76 767 600
division 2	1 in 4 040 400
division 3	1 in 376 311
division 4	1 in 19 805
division 5	1 in 9 122
division 6	1 in 641
division 7	1 in 480

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 5** Powerball**Division 3** Summary of parameters within which Powerball is conducted

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division 8	1 in 110
Systems range	3-5/7-20 inclusive
Powerpik (simple)	6
Powerpik systems range	4-5/7-15 inclusive
Multiweek options	2, 5 or 10 weeks
Advance sales (maximum)	10 weeks
Games per playslip (minimum)	2
System entries per playslip (minimum)	1
Games per playslip (maximum)	12
System entries per playslip (maximum)	12 ( <i>subject to maximum aggregate entry cost</i> )
Games per oral request (default)	12, 18, 25, 30 or 50
Games per oral request ( <i>if available</i> )	2 to 50
Syndicate entries may be purchased ( <i>if available</i> )	(see Part 2 Division 3)
System entries per oral request	1
Powerpik entries per oral request	1
Prize payout period	12 months
Maximum aggregate entry cost	\$100 000

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Saturday Lotto      **Schedule 6**  
Calculating the total cost of entry      **Division 1**

**Schedule 6 — Saturday Lotto**

[r. 4]

**Division 1 — Calculating the total cost of entry**

The unit cost of entering a Saturday Lotto draw is made up of a subscription of 65 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.

$$((G \times \$0.65) \times .09 \rightarrow \text{rounded}) \times W = T$$

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 subscriber.

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

**Division 2 — System entries and game equivalents**

Saturday Lotto	
System	No. of games per game board
4	820
5	40
7	7
8	28
9	84
10	210
11	462

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 6** Saturday Lotto**Division 3** Summary of parameters within which Saturday Lotto is conducted

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Saturday Lotto	
System	No. of games per game board
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

**Division 3 — Summary of parameters within which Saturday Lotto is conducted**

Unit cost for a Saturday Lotto draw	\$0.65 (+ a 9% agent's component)
Prize fund — % of subscriptions	60.0%
Prize pool — % of subscriptions	no less than 55.0%
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (up to 5.0%)
Number of divisions	6
Winning numbers drawn	6
Supplementary numbers drawn	2
Forecast range	1 to 45 inclusive



**Lotteries Commission (Authorised Lotteries) Rules 2016**

Saturday Lotto

**Schedule 6**Summary of parameters within which Saturday Lotto is  
conducted**Division 3**

Odds of winning —

division 1 1 in 8 145 060

division 2 1 in 678 755

division 3 1 in 36 690

division 4 1 in 733

division 5 1 in 298

division 6 1 in 144

Systems range 4-5/7-20 inclusive

Multiweek options (*if available*) 2, 5 or 10 weeksAdvance sales (maximum) (*if available*) 10 weeks

Games per playslip (minimum) 4

System entries per playslip (maximum) 18 (*subject to maximum aggregate entry cost*)

Games per playslip (maximum) 18

Games per oral request (default) 12, 18, 25, 30 or 50

Games per oral request (*if available*) 4 to 50Syndicate entries may be purchased (*if available*) (see Part 2 Division 3)

System entries per oral request 1

Prize payout period 12 months

Maximum aggregate entry cost \$100 000

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 7** Set for Life**Division 1** Calculating the total cost of entry**Schedule 7 — Set for Life**

[r. 4]

**Division 1 — Calculating the total cost of entry****Unit cost**

The unit cost of entering a Set for Life draw is made up of a subscription of 55 cents per SET and an agent's component.

**Agent's Component**

The agent's component is calculated as 9% of the total subscription amount for a particular 7 consecutive day entry, rounded\* (where necessary) to the nearest 5 cent multiple.

$$((G \times \$0.55) \times .09 \rightarrow \text{rounded}) \times D \times W = T$$

where —

G No. of SETs entered in a draw;

D 7 consecutive days entered per SET;

W No. of weeks the entry spans;

T Total agent's component cost payable by the subscriber.

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

**Division 2 — System entries and game equivalents**

Set for Life	
System	No. of SETs per SET board*
5	4 960
6	465
7	30
9	9

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Set for Life

**Schedule 7**

Summary of parameters within which Set for Life is conducted

**Division 3**

<b>Set for Life</b>	
<b>System</b>	<b>No. of SETs per SET board*</b>
10	45
11	165
12	495
13	1 287
14	3 003
15	6 435
16	12 870

\* Entries, including system entries, must be entered for a minimum of 7 consecutive days.

**Division 3 — Summary of parameters within which Set for Life is conducted**

Unit cost for a Set for Life draw	\$0.55 (+ a 9% agent's component)
Prize fund — % of subscriptions	63.25%
Prize pool — % of subscriptions	no less than 38.645% (up to 40.0%)
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (no less than 23.25%)
Number of prize levels	8
Winning numbers generated	8
Bonus numbers generated	2
Forecast range	1 to 37 inclusive

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 7** Set for Life**Division 3** Summary of parameters within which Set for Life is conducted

Odds of winning (per draw) —

1st Prize	1 in 38 608 202
2nd Prize	1 in 2 413 001
3rd Prize	1 in 178 741
4th Prize	1 in 25 070
5th Prize	1 in 3 928
6th Prize	1 in 946
7th Prize	1 in 236
8th Prize	1 in 89
Systems range	5-7/9-16 inclusive
Multiweek options ( <i>if available</i> )	Up to 10 weeks
Advance play (maximum) ( <i>if available</i> )	6 draws
SETs per playslip (minimum)	2 SETs for 7 consecutive draws
System entries per playslip (maximum)	18 ( <i>subject to maximum aggregate entry cost</i> )
SETs per playslip (maximum)	18
SETs per oral request (default)	2, 4, 6, 12, 18, 25, 30 or 50
SETs per oral request ( <i>if available</i> )	2 to 50
System entries per oral request	1
QuickSET entries per oral request	1
Prize claim period	12 months
Maximum aggregate entry cost	\$100 000

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Soccer Pools

**Schedule 8**

□

**Division 1****Schedule 8 — Soccer Pools**

[r. 121]

**Division 1 — Calculating the total cost of entry**

The unit cost of entering a Soccer 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.

$$((G \times \$0.50) \times .09 \rightarrow \text{rounded}) \times W = T$$

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 subscriber.

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

**Division 2 — System entries and game equivalents**

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

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 8** Soccer Pools**Division 3** Summary of parameters within which Soccer Pools is conducted

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Soccer Pools	
System	No. of games per game board
13	1 716
14	3 003
15	5 005
16	8 008
17	12 376
18	18 564
19	27 132
20	38 760

**Division 3 — Summary of parameters within which Soccer Pools is conducted**

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

**Lotteries Commission (Authorised Lotteries) Rules 2016**

Soccer Pools

**Schedule 8**Summary of parameters within which Soccer Pools is  
conducted**Division 3**


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division 3	1 in 14 842
division 4	1 in 371
division 5	1 in 297
Systems range	4-5/7-20 inclusive
Multiweek options	2, 5 or 10 weeks
Advance sales (maximum)	10 weeks
Games per playslip (minimum)	2
System entries per playslip (minimum)	1
Games per playslip (maximum)	18
System entries per playslip (maximum)	18 ( <i>subject to the maximum aggregate entry cost</i> )
Games per oral request (default)	12, 18, 25, 30 or 50
Games per oral request ( <i>if available</i> )	2 to 50
Syndicate entries may be purchased ( <i>if available</i> )	(see Part 2 Division 3)
System entries per oral request	1
Prize payout period	12 months
Maximum aggregate entry cost	\$100 000

**Lotteries Commission (Authorised Lotteries) Rules 2016****Schedule 9** Summary of parameters within which Super66 is conducted

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**Schedule 9 — Summary of parameters within which  
Super66 is conducted**

Unit cost	\$1.00
Prize fund — % of subscriptions	60.0%
Prize pool — % of subscriptions	no less than 55.0%
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (up to 5.0%)
Number of divisions	5
Prize per winning game —	
division 1	Balance of total prize pool
division 2	\$6 666.00
division 3	\$666.00
division 4	\$66.00
division 5	\$6.60
Winning digits drawn	6
Forecast range	0 to 9 for each digit
Multiweek options	2, 5 or 10 weeks
Advance sales (maximum)	10 weeks
Games per entry (maximum) (may depend on the coupon used)	50
Prize payout period	12 months



***Lotteries Commission (Authorised Lotteries) Rules 2016***Summary of parameters within which Super66 is conducted **Schedule 9**

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The Common Seal of the Lotteries )  
Commission was affixed on the ) [LS]  
22nd day of September 2016, )  
by order and in the presence of — )

HEATHER ZAMPATTI, Chairman.

STEPHEN CARRE, Board Member.

ANDREA HALL, Board Member.

**Lotteries Commission (Authorised Lotteries) Rules 2016****Defined terms****Defined terms**

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

<b>Defined term</b>	<b>Provision(s)</b>
advance play option .....	3
agent.....	3
agent's component .....	63(1), 73, 86, 99, 110, 121
Australian Lottery Blocs .....	3
authorised financial institution account .....	37, 110
authorised payout centre .....	3
Away win.....	121
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barrel A selection .....	86
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bonus number.....	110
Cash 3 .....	3
draw .....	110
entry .....	37, 52, 63(1), 73, 86, 99, 121, 137
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game board.....	3, 63(1), 86, 99
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lotto draw .....	3, 63(2), 63(3)
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Monday and Wednesday Lotto Rules .....	3
Monday Lotto .....	3
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Powerball .....	3
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Powerball number .....	86
Powerball section .....	86
Powerball selection .....	86
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prize .....	37

**Lotteries Commission (Authorised Lotteries) Rules 2016****Defined terms**

prize fund .....	63(1), 73, 86, 99, 110, 121, 137
prize pool .....	63(1), 63(2), 63(3), 73, 86, 99, 110, 121, 137
prize reserve fund.....	63(1), 73, 86, 99, 110, 137
promotional coupon .....	3
PRS number .....	3
publish.....	3
QuickSET entry .....	110
receipted ticket.....	3
registration .....	37
Saturday Lotto.....	3
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selected digits.....	137
selected number .....	3, 52
selling period.....	3
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syndicate sales (subscription) adjustment .....	26(1)
system entry .....	3
total prize pool .....	73, 86, 99, 121, 137
type of play .....	52
validation period .....	63(1), 73, 86, 99, 110, 121, 137
void match .....	121
wager.....	3
Wednesday Lotto .....	3
winning digits .....	137
winning number .....	63(2), 63(3), 73, 86, 99, 110, 121