

Western Australia

Lotteries Commission (Soccer Pools) Rules 1996

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Lotteries Commission (Soccer Pools) Rules 1996

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Lotteries Commission (Soccer Pools) Rules 1996

Part 1 — Preliminary

1. Citation

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

2. Interpretation

In these rules —

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

“**Australian Soccer Pools Bloc**” means the members of the Australian Soccer Pools Bloc Agreement;

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

“**base cost**” means the amount payable (exclusive of the agent’s fee) to enter Soccer Pools;

“**entry**” means an entry as described in rule 13(5) or 14(2);

“**game**” means —

- (a) that part of an entry consisting of 6 selected numbers; and
- (b) in relation to a systems entry, one of the notional multiple games making up that systems entry;

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

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

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

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

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

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

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

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

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

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

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

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

(a) on the 13th day after that day; or

(b) if that 13th day is a public holiday, on the preceding business day;

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

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

Part 2 — Determination of results of Soccer Pools

3. Interpretation of Part

In this Part —

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

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

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

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

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

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

4. Determination of the winning numbers

- (1) The winning numbers and the supplementary number for a Pools Game are to be determined by —
 - (a) ranking the matches on the match list for that Pools Game in accordance with rule 5; and
 - (b) identifying the numbers on the match list corresponding to —
 - (i) the 6 highest ranked matches; and
 - (ii) the 7th highest ranked match.
- (2) The numbers identified under subrule (1)(b)(i) are the 6 winning numbers for that Pools Game.

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

5. Ranking matches

- (1) The matches on the match list for a Pools Game are to be ranked in the following order —
- (a) score draws;
 - (b) scoreless draws;
 - (c) Away wins; and
 - (d) Home wins.
- (2) Within the category of score draws matches are to be ranked in order according to the number of goals scored (ie. the higher the score, the higher the ranking).
- (3) Within the category of scoreless draws, all matches rank equally.
- (4) Within the category of Away wins —
- (a) matches are to be ranked in order according to the goal difference between teams (ie. the smaller the difference, the higher the ranking); and
 - (b) if the goal difference is the same in 2 or more matches, the match in which more goals overall were scored is to be ranked higher than a match in which fewer goals overall were scored.
- (5) Within the category of Home wins —
- (a) matches are to be ranked in order according to the goal difference between the teams (ie. the smaller the difference, the higher the ranking); and
 - (b) if the goal difference is the same in 2 or more matches, the match in which more goals overall were scored is to be ranked higher than a match in which fewer goals overall were scored.

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

6. Dealing with void matches

- (1) If one or more of the matches numbered 1 to 38 on the match list for a Pools Game are void matches, those matches are to be replaced on the match list, starting with the void match with the lowest number.
- (2) If a void match is to be replaced under subrule (1) it is to be replaced with the first match numbered 39 or higher on the match list which —
- (a) is not a void match; and
 - (b) has not already been used as a replacement for another void match.

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

8. When Pools Games are to be cancelled

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

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

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

- (a) fewer than 38 matches remain scheduled to be played immediately before the close of entries for that Pools Game;
 - (b) results are declared in fewer than 7 matches; or
 - (c) the Australian Soccer Pools Bloc determines that the Pools Game for that week is to be conducted in a manner that is inconsistent with the Act.
- (2) If the Commission withdraws from a Pools Game —
- (a) no prizes are to be paid by the Commission for that Pools Game; and
 - (b) all entries received by the Commission in respect of that Pools Game are to be entered in the next Pools Game following the inconsistent Pools Game.

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

Part 3 — Requirements for entry

9. Entry coupon

The Commission must ensure that an entry coupon for Soccer Pools displays —

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

as the Commission considers necessary.

10. Methods of entry

(1) A person may enter Soccer Pools by —

- (a) filling out an entry coupon in accordance with rule 13 and —
 - (i) giving it to an agent; or
 - (ii) posting it to the Commission;

or

- (b) making an oral request for entry in accordance with rule 14,

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

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

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

11. No limit to number of entries

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

12. Super 66 entry

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

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

13. Completion of entry coupon

- (1) To enter Soccer Pools using an entry coupon, a participant must select —
 - (a) 6 numbers out of the numbers 1 to 38 in each of at least 2 games on the entry coupon, commencing with the game marked “1”; or
 - (b) between 4 and 20 numbers (other than 6 numbers) out of the numbers 1 to 38 in one or more games on the entry coupon commencing with the game marked “1”.
- (2) A participant who has filled out the game marked “1” on a entry coupon in accordance with rule 13(1) may enter up to 11 further systems entries using the same entry coupon by selecting, in each further game, the same number of numbers as were selected in the game marked “1”, but only up to an entry cost that does not, in aggregate, exceed \$99 999.00.
- (3) The participant must also mark in the appropriate boxes on the entry coupon —
 - [(a) repealed]*
 - (b) how many (if more than one) consecutive weeks the entry coupon is to be entered in Soccer Pools; and
 - (c) whether the method of entry is a “systems” entry, being either a systems 4-5 or a systems 7-20, depending on the number of numbers selected in each completed game.

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- (4) An entry coupon —
 - (a) must be marked by hand in blue ball point pen or pencil in accordance with the instructions on that entry coupon; and
 - (b) must not be generated or marked by mechanical or electronic means.
- (5) If a participant selects, in each completed game on the entry coupon —
 - (a) 6 numbers, the resulting receipted ticket constitutes one entry (made up of up to 12 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 entry coupon.

[Rule 13 amended in Gazette 15 Nov 1996 p. 6525; 9 Mar 2001 p. 1344.]

14. Oral request for entry

- (1) To enter Soccer Pools without an entry coupon, a participant must make an oral request to an agent stating —
 - (a) that the entry is for Soccer Pools;
 - (b) whether the participant wishes to select —
 - (i) 6 numbers; or
 - (ii) between 4 and 20 numbers (ie. a systems entry);
 - (c) if the subscriber selects 6 numbers, whether the subscriber wishes the entry to be entered in 12, 14, 18 or 25 games;
 - (d) how many (if more than one) consecutive weeks the entry is to be entered in Soccer Pools.
- (2) If a participant requests —
 - (a) 6 numbers, the entry will be entered in 12, 14, 18 or 25 games as requested under subrule (1)(c); or

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

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

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

15. Entry by mail

- (1) In this rule —

“postal entry” means an entry coupon completed and posted by a participant in accordance with rule 10(1)(a)(ii) and received by the Commission.

- (2) If payment with a postal entry is tendered by cheque, the Commission is under no duty to issue a receipted ticket until that cheque has been cleared.
- (3) Where the amount tendered with a postal entry is insufficient to enable the requested number of games or systems entries to be entered (but is sufficient to enter the minimum number of games), the Commission must enter the entry in the maximum number of games or systems entries that can be entered using the amount tendered, and refund any balance to the participant.
- (4) If one or more of the games on a postal entry contains too many selected numbers the Commission may ignore the highest selected number or numbers in that game when producing a receipted ticket from that entry coupon.
- (5) If one or more of the games on a postal entry contains too few selected numbers, the Commission may —
- (a) ignore the games with too few numbers and produce a receipted ticket from the remaining games; or
- (b) reject the entry,
- and refund the balance to the participant.

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- (6) If a postal entry is bent or creased to the extent that a computer terminal will not accept or correctly read the coupon, the Commission may produce a receipted ticket that reflects the Commission's determination of the participant's intentions as shown by the entry.
- (7) If a request for entry is received by the Commission by mail, together with the correct payment, but an entry coupon is not enclosed, the Commission may produce a receipted ticket that reflects the request as if it were an oral request.
- (8) If a postal entry is specified as being an entry in one or more specified Pools Games the Commission must —
 - (a) enter the entry in the Pools Game or Games requested;
or
 - (b) if the selling period for one or more of the specified Pools Games has passed, enter the entry in the requested number of Pools Games commencing with the next Game for which the selling period has not finished.
- (9) The Commission is not responsible for the security or loss of a receipted ticket after it has been posted.

16. Receipted tickets

- (1) Where a person gives to an agent an entry coupon completed in accordance with these rules and makes the appropriate payment, the agent must use that entry coupon to generate a receipted ticket or tickets and give it or them to the participant.
- (2) Where a person makes an oral request for entry in accordance with these rules and makes the appropriate payment, the agent must generate a receipted ticket or tickets (with randomly selected numbers generated by computer) in accordance with the participant's instructions and give it or them to the participant.
- [(3) repealed]*

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

[Rule 16 amended in Gazette 15 Nov 1996 p. 6525.]

17. Surrender of receipted ticket

- (1) A participant may surrender a receipted ticket for any reason —
- (a) to the selling point at which it was purchased;
 - (b) on the day on which it was purchased;
 - (c) prior to the close of the day's Soccer Pools business for that selling point; and
 - (d) within the selling period for that ticket.

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

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

18. Accuracy of receipted ticket

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

19. Validity of receipted ticket

- (1) Subject to subrule (2), a receipted ticket is an acknowledgement by the Commission that it has accepted an entry, or a number of systems entries, as appearing on the ticket, in the numbered Pools Game or Games shown on the ticket.
- (2) Subrule (1) does not apply to a receipted ticket that —

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- (a) has been surrendered in accordance with rule 17;
- (b) has, during the selling period prior to the relevant Pools Game, been found to be invalid as a result of non-compliance with rule 13(4)(b); or
- (c) is forged or altered, or obtained as a direct result of fraud, by the participant or person claiming a prize.

[Rule 19 amended in Gazette 15 Nov 1996 p. 6525.]

Part 4 — General duties of Commission

20. Pools to be numbered

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

21. Publication of match list

- (1) Before each Pools Game the Commission must publish the list of soccer matches included in the list of matches for that week.
- (2) The Commission must provide a copy of the match list for each week to each agent and each agent must make a copy of the match list available for inspection by any person on request.

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

22. Publication of results

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

- (a) the “Pools Game number” for that Pools Game;
- (b) the 6 winning numbers and the supplementary number;
- (c) the prize pool for each division;
- (d) the amount allocated to a winning game in each division;
- (e) the validation period and the date after which the division 1 prizes will be paid;
- (f) the day on which the payout period commences, if it is not the Tuesday after the determination of the Pools Game;
- (g) the amount, if any, to carry over as a jackpot to the division 1 prize pool for the next Pools Game; and
- (h) the total prize pool for that Pools Game.

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23. Soccer pools prize pool and prize reserve fund

- (1) The Commission must contribute 50% of all base costs received for each Pools Game to a combined Australian Soccer Pools Bloc prize fund in accordance with the appropriate agreement.
- (2) The contribution under subrule (1) is to be divided so that —
 - (a) 48% of the Commission's base costs go to the Australian Soccer Pools Bloc prize pool; and
 - (b) the remaining 2% of the Commission's base costs go to the Australian Soccer Pools Bloc prize reserve fund.
- (3) The prize reserve fund may only be distributed as additional prize money, in such amounts and in such Pools Games as are agreed by the members of the Australian Soccer Pools Bloc.

Part 5 — Determination of pools game prizes

24. Criteria for prizes

In a Pools Game, the holder of a receipted ticket wins —

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

are selected in the one game.

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

- (1) The holder of a receipted ticket may claim a prize in only one division for each Pools Game entered with that ticket.
- (2) The holder of a receipted ticket which contains a systems entry may claim a prize in one division for each notional game making up that systems entry, resulting in prizes in more than one division for that entry as set out in Schedule 3.

26. Distribution of prize pool

- (1) The Commission must distribute the prize pool for a Pools Game as follows —
 - (a) division 1 — 65.0% of the prize pool;
 - (b) division 2 — 2.0% of the prize pool;
 - (c) division 3 — 6.0% of the prize pool;
 - (d) division 4 — 15.0% of the prize pool; and
 - (e) division 5 — 12.0% of the prize pool.
- (2) The prize pool for a division is to be divided equally between the winning games in that division.

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- (3) The Commission may round off the individual entitlement for a prize in any division (other than division 1) to the nearest sum containing a 5 cent multiple.
- (4) Where a rounding off process takes place under subrule (3), the Commission may adjust the payout for division 1 to ensure that the whole of the prize pool is distributed.

27. Division 1 jackpot

- (1) If no one claims a division 1 prize in a particular Pools Game, then the division 1 prize pool for that Pools Game (calculated without any prize reserve fund augmentation) is to be added to, and then forms part of, the division 1 prize pool for the next Pools Game.
- (2) The division 1 prize pool is to continue to jackpot in accordance with subrule (1), (without any limit to the number of consecutive times the prize may jackpot), until there is a division 1 winner.

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

- (1) If no one wins a prize in division 2, 3 or 4 in a particular Pools Game, then the prize pool for that division is to be added to the prize pool for the next lower division in which there is at least one winner in that Pools Game.
- (2) If an individual prize entitlement in division 2, 3 or 4 is less than the individual prize entitlement in any lower division, the prize pool for that division and all lower divisions are to be combined and divided equally among all winners in all the divisions the prize pools for which were combined.
- (3) If an individual prize entitlement in division 2, 3, 4 or 5 would (after the application of subrule (2) if that subrule is applicable) be less than \$1.00, the Commission is to increase the entitlement to \$1.00.

29. Bonus Pools Games and guaranteed prize pools

- (1) The Commission may from time to time declare a Pools Game to be a Bonus Pools Game and fix a minimum guaranteed prize pool for division 1 in that Game.
- (2) The Commission may add all or part of the prize reserve fund to the division 1 prize pool in a Bonus Pools Game to increase the division 1 prize pool to the guaranteed amount and any amount so added forms part of that prize pool.
- (3) Where a Bonus Pools Game is declared under this rule, and a jackpot division 1 prize coincides with that Pools Game, the Commission may elect to reduce the augmentation under subrule (2) by the amount of the jackpot.
- (4) If —
 - (a) no one claims a division 1 prize in a Bonus Pools Game; and
 - (b) all or part of the prize reserve fund would have to have been used to increase the division 1 prize pool to a guaranteed amount had there been a division 1 winner,

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

30. Division 1 prizes

- (1) To claim a division 1 prize in a Pools Game the holder of a winning receipted ticket must present it at the Commission's head office within the payout period for that Pools Game.
- (2) Subject to subrule (3), a division 1 prize in a Pools Game is to be paid —
 - (a) by the Commission;
 - (b) by cheque or in any other manner determined by the Commission; and
 - (c) after the validation period for that Pools Game.

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- (3) Where a division 1 winning receipted ticket is presented to the Commission and details set out in the space provided on the receipted ticket for the prize winners details are not sufficient to establish —
- (a) the identity of the prize winner;
 - (b) the name and address of the person to be paid; and
 - (c) if multiple names and addresses appear on the ticket, which of the named people is to be paid,
- the Commission may —
- (d) accept the claim but refuse to pay the prize until it is satisfied of the details referred to in paragraphs (a), (b) and (c);
 - (e) where multiple names and addresses appear on the ticket, accept the claim and pay the prize to the person whose name appears first; or
 - (f) reject the claim.
- (4) In order to satisfy itself of the details referred to in subrule (3)(a), (b) and (c), the Commission may request a statutory declaration containing such information as it may require as to the identity of the prize winner and person to be paid.
- (5) Where the holder of a receipted ticket wins a division 1 prize in a Pools Game and one or more other prizes on the same ticket, none of those prizes are to be paid until after the validation period for that Pools Game.

31. Division 2, 3, 4 and 5 prizes

- (1) To claim a division 2, 3, 4 or 5 prize in a Pools Game the holder of a winning receipted ticket must present it to an agent within the payout period for that Pools Game.
- (2) A division 2, 3, 4 or 5 prize is to be paid to the holder of the winning receipted ticket —
 - (a) if it is \$500 or less —

- (i) by the Commission, an authorised payout centre or any other agent;
 - (ii) in cash or in any other manner determined by the Commission; and
 - (iii) after the receipted ticket is presented to the Commission, authorised payout centre or agent;
- or
- (b) if it is more than \$500 —
 - (i) by the Commission, an authorised payout centre or an agent who has been authorised by the Commission to pay that prize;
 - (ii) by cheque or in any other manner determined by the Commission; and
 - (iii) after the receipted ticket is presented to the Commission, authorised payout centre or authorised agent.

32. Commission may require a statutory declaration

- (1) Before paying any prize the Commission may require the holder of a receipted ticket to complete a statutory declaration stating that the person has not, or is not to that person's knowledge part of a syndicate which has, acted in a manner contrary to the Act or these rules in relation to a receipted ticket.
- (2) If the holder of a receipted ticket refuses or fails to provide a statutory declaration when required to do so, the Commission may refuse to pay a prize to that person.

33. Publication of names and addresses of prize winners

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

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34. Player Registration Service

- (1) A “Player Registration Service” (PRS) number —
 - (a) is a number which may be printed on a receipted ticket, corresponding to a name and address to which an unclaimed prize won by that ticket can be sent; and
 - (b) is valid —
 - (i) for 2 years from the date of issue, if issued before 10 August 2003; or
 - (ii) for 5 years from the date of issue, if issued on or after 10 August 2003.
- (2) An agent must issue a PRS number to a participant on receipt of —
 - (a) a request from the participant, including the participant’s name and address; and
 - (b) payment of \$10.00.
- (3) 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, in time to set up appropriate monitoring or cancellation processes; or
 - (b) the Commission requests verification of ownership or identity at the time of presentation, by means of a statutory declaration, and that verification is not provided.
- (4) The prize entitlement of a winning receipted ticket that —
 - (a) is endorsed with a 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 at the address recorded, in the PRS.

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

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

Part 6 — Miscellaneous

35. Instructions

- (1) The participant, the holder of a receipted ticket and any other person claiming a prize in respect of a receipted ticket should follow the instructions on any entry coupon used, and on the back of the receipted ticket.
- (2) If there is an inconsistency between the instructions on an entry coupon or receipted ticket and these rules, these rules prevail to the extent of the inconsistency.

36. Rules to be made available

- (1) A copy of these rules must be kept at every selling point and must be made available for public inspection on request.
- (2) The Commission may also publicize the rules, and any amendment to them, in any other manner it thinks fit.

37. Decisions of Commission final

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

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

Schedule 1 — Total cost of entry

[Rule 10(1)]

Soccer Pools

The cost of entering Soccer Pools is made up of a base cost of 50 cents per game and an agent's fee (as set out in Schedule 2) making a total entry cost per number and type of game per week as follows:

Table

System	No. Games	1 Week \$	2 Weeks \$	5 Weeks \$	10 Weeks \$
	2	1.10	2.20	5.50	11.00
	3	1.70	3.40	8.50	17.00
	4	2.20	4.40	11.00	22.00
	5	2.70	5.40	13.50	27.00
	6	3.20	6.40	16.00	32.00
	7	3.75	7.50	18.75	37.50
	8	4.25	8.50	21.25	42.50
	9	4.80	9.60	24.00	48.00
	10	5.30	10.60	26.50	53.00
	11	5.85	11.70	29.25	58.50
	12	6.35	12.70	31.75	63.50
	14	7.45	14.90	37.25	74.50
	18	9.60	19.20	48.00	96.00
	25	13.25	26.50	66.25	132.50
7	7	3.75	7.50	18.75	37.50
8	28	15.00	30.00	75.00	150.00
9	84	45.00	90.00	225.00	450.00
10	210	112.00	224.00	560.00	1 120.00
11	462	247.00	494.00	1 235.00	2 470.00
12	924	494.00	988.00	2 470.00	4 940.00
13	1 716	918.00	1 836.00	4 590.00	9 180.00
14	3 003	1 606.00	3 212.00	8 030.00	16 060.00
15	5 005	2 677.00	5 354.00	13 385.00	26 770.00
16	8 008	4 284.00	8 568.00	21 420.00	42 840.00
17	12 376	6 621.00	13 242.00	33 105.00	66 210.00
18	18 564	9 931.00	19 862.00	49 655.00	99 310.00
19	27 132	14 515.00	29 030.00	72 575.00	NA
20	38 760	20 736.00	41 472.00	NA	NA
4	561	300.00	600.00	1 500.00	3 000.00
5	33	17.65	35.30	88.25	176.50

[Schedule 1 amended in Gazette 29 Apr 1997 p. 2148; 9 Mar 2001 p. 1346.]

Schedule 2 Agent's fee

Schedule 2 — Agent's fee

[Schedule 1]

Soccer Pools

The component of the total cost of entering Soccer Pools that is allocated as an agent's fee per number and type of game per week is as follows:

Table

System	No. Games	1 Week \$	2 Weeks \$	5 Weeks \$	10 Weeks \$
	2	0.10	0.20	0.50	1.00
	3	0.20	0.40	1.00	2.00
	4	0.20	0.40	1.00	2.00
	5	0.20	0.40	1.00	2.00
	6	0.20	0.40	1.00	2.00
	7	0.25	0.50	1.25	2.50
	8	0.25	0.50	1.25	2.50
	9	0.30	0.60	1.50	3.00
	10	0.30	0.60	1.50	3.00
	11	0.35	0.70	1.75	3.50
	12	0.35	0.70	1.75	3.50
	14	0.45	0.90	2.25	4.50
	18	0.60	1.20	3.00	6.00
	25	0.75	1.50	3.75	7.50
7	7	0.25	0.50	1.25	2.50
8	28	1.00	2.00	5.00	10.00
9	84	3.00	6.00	15.00	30.00
10	210	7.00	14.00	35.00	70.00
11	462	16.00	32.00	80.00	160.00
12	924	32.00	64.00	160.00	320.00
13	1 716	60.00	120.00	300.00	600.00
14	3 003	104.50	209.00	522.50	1 045.00
15	5 005	174.50	349.00	872.50	1 745.00
16	8 008	280.00	560.00	1 400.00	2 800.00
17	12 376	433.00	866.00	2 165.00	4 330.00
18	18 564	649.00	1 298.00	3 245.00	6 490.00
19	27 132	949.00	1 898.00	4 745.00	NA
20	38 760	1 356.00	2 712.00	NA	NA
4	561	19.50	39.00	97.50	195.00
5	33	1.15	2.30	5.75	11.50

[Schedule 2 amended in Gazette 29 Apr 1997 p. 2148; 9 Mar 2001 p. 1346-7.]

System entry prize schedule Schedule 3

Schedule 3 — System entry prize schedule

[Rule 25(2)]

Soccer Pools

NUMBER OF PRIZES

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

Lotteries Commission (Soccer Pools) Rules 1996

Schedule 3 System entry prize schedule

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

Summary of parameters within which Soccer Pools are conducted

Schedule 4

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

Entry cost	\$0.50 + agent's fee
Prize fund — % of base costs	50.0%
Prize pool — % of base costs	48.0%
Prize reserve fund — maximum % of base costs	2.0%
Number of Divisions	5
Prize pool – Division 1	65.0%
Prize pool – Division 2	2.0%
Prize pool – Division 3	6.0%
Prize pool – Division 4	15.0%
Prize pool – Division 5	12.0%
Winning numbers	6
Supplementary numbers	1
Forecast range	1 to 38 inclusive
System range	4-5/7-20 inclusive
Multiweek options	2, 5 or 10 weeks
Advance sales (maximum)	10 weeks
Games per entry coupon (minimum)	2
Systems entries per entry coupon (minimum)	1
Games per entry coupon (maximum)	12
Systems entries per entry coupon (maximum)	12
<i>(subject to the maximum aggregate entry cost)</i>	
Games per oral request	12, 14, 18 or 25
Systems entries per oral request	1
Prize Payout Period	12 months
Maximum Aggregate Entry Cost	\$99,999.00

[Schedule 4 amended in Gazette 29 Apr 1997 p. 2149; 9 Mar 2001 p. 1347.]

Notes

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

Compilation table

Citation	Gazettal	Commencement
<i>Lotteries Commission (Soccer Pools) Rules 1996</i>	13 Sep 1996 p. 4615-46	13 Sep 1996
<i>Lotteries Commission (Super 66) Rules 1996 r. 29</i>	15 Nov 1996 p. 6509-28	18 Nov 1996 (see r. 2)
<i>Lotteries Commission (Soccer Pools) Amendment Rules 1997</i>	29 Apr 1997 p. 2148-9	5 May 1997 (see r. 2)
<i>Lotteries Commission (Lotto and Soccer Pools) Amendment Rules 1997</i>	31 Oct 1997 p. 6017	3 Nov 1997 (see r. 2)
<i>Lotteries Commission (Soccer Pools) Amendment Rules 2001</i>	9 Mar 2001 p. 1344-7	11 Mar 2001 (see r. 2)
Reprint of the <i>Lotteries Commission (Soccer Pools) Rules 1996</i> as at 17 May 2002 (includes amendments listed above)		
<i>Lotteries Commission (Soccer Pools) Amendment Rules 2003</i>	8 Aug 2003 p. 3578-9	10 Aug 2003 (see r. 2)
<i>Lotteries Commission (Soccer Pools) Amendment Rules 2005</i>	5 Aug 2005 p. 3599-601	28 Aug 2005 (see r. 2)