

# STATE LOTTERIES ACT 1966

## LOTTERIES (THE POOLS) RULES

*This consolidation includes amendments as at 11 May 2018.  
It is provided for convenient reference only and regard should be had to the full text of the Lottery Rules  
and amendments as published in the South Australian Government Gazette from time to time.*

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Date of commencement

1. *Preliminary*

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

2. *Interpretation*

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

“Australian Soccer Pools” means a lottery conducted by the Bloc members in which a player is required to forecast 6 numbers from the range of numbers 1 to 38 inclusive and the winning numbers are determined by the results of soccer matches played either in the Northern Hemisphere or Southern Hemisphere (and “The Pools” has a corresponding meaning);

“away team” means the team whose name is printed in the right hand column of the match list;

“away win” or “win for away team” means a result where the away team has or is deemed to have scored more goals in the match than the home team;

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

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

“Game Administrator” means the Bloc member appointed from time to time to undertake predetermined duties and responsibilities in relation to the game;

“home team” means the team whose name is printed in the left hand column of the match list;

“home win” or “win for home team” means a result where the home team has or is deemed to have scored more goals in the match than the away team;

“match list” means the list of matches published from time to time by the Game Administrator:

- (a) in respect of matches played in the Northern Hemisphere; or
- (b) in respect of matches played during the Australian Season or other matches played in the Southern Hemisphere;

containing a list of such number of matches exceeding 38 as is approved by the Bloc members;

“QuickPick entry” means a nomination made by a player indicating that the player wishes to make a QuickPick selection in accordance with Rule 6 of these Rules;

“void match” means, a match in the match list not played as published in the match list or as declared by the Master Agent.

3. *Ordinary Entry*

- 3.1. To create an ordinary entry, a player must forecast or cause to be forecast 6 numbers.
- 3.2. An ordinary entry will provide participation for the number of games selected and paid for in one (1) draw only.
- 3.3. The minimum number of games that must be completed will be four (4) or such number as otherwise determined by the Master Agent.
- 3.4. There will be a limit to the maximum number of games that can be played, including that in any one draw:
  - 3.4.1. the Master Agent may decline to issue more than 1,000 entries to a player; and
  - 3.4.2. a player can be issued with no more than 201,000 equivalent games.
- 3.5. A player may request that an entry be issued in advance of a current draw. The maximum number of advance draws in which an entry can be issued will be notified to players by the Master Agent following determination by SALC.
- 3.6. Subject to Rule 6, a player may enter a draw by:
  - 3.6.1. submitting a coupon provided for that purpose from time to time by the Master Agent, together with an Easiplay Club membership card if applicable; or
  - 3.6.2. making a verbal or electronic request at the selling point, together with providing an Easiplay Club membership card if applicable.
- 3.7. In the case of a coupon,
  - 3.7.1. a player's forecast must be marked with a cross mark in the centre of the square, a vertical mark in the centre of the square or such other mark as the Master Agent determines. No other mark will be accepted. All marks on a coupon must be legible and if a coupon cannot be read by a selling point terminal, it will be rejected. A coupon must not be marked in red.
  - 3.7.2. the relevant "system/pick" box must be left blank.
  - 3.7.3. a player who marks a “top up games” box will be taken to have authorised the selling point operator to generate a random forecast of a sufficient quantity of numbers to complete the game, the coupon or the nominated number of games, as the case may be.
  - 3.7.4. if a player marks more than the specified number of squares in any game, a ticket will not issue until the player has either nominated the number(s) to be deleted or nominated a system/pick entry. The player may be required to complete another coupon.
  - 3.7.5. if a player marks fewer than the specified number of squares in any game and does not mark the relevant “top up games” box, a ticket will not issue until the player has either nominated the number(s) to be added or nominated a top up games entry or a system/pick entry.

4. *Multi-Week Entry*

- 4.1. A player may enter their number forecasts for a series of consecutive draws by marking the appropriate square in the “multi-week” box on a coupon or by verbally or electronically requesting such an entry at the selling point. The maximum number of consecutive draws that may be entered in this way will be notified to players by the Master Agent following determination by SALC.
- 4.2. The Rules governing ordinary entries will apply to every multi-week entry.

5. *System/Pick Entry*

- 5.1. A player may create a system/pick entry by forecasting or causing to be forecast 4, 5 or from 7 to 20 numbers, rather than the 6 to be forecast in the case of an ordinary entry.
- 5.2. In the case of a coupon, a system/pick entry must be completed by marking the relevant “system/pick” box and forecasting or causing to be forecast the quantity of numbers corresponding to the system/pick to be entered by the player. (Thus, to play system 7, 7 numbers are forecast; to play system 8, 8 numbers are forecast and so on to a maximum of 20 numbers forecast to play a system 20 entry.) In all other instances, a system/pick entry is created by verbally or electronically requesting such an entry at the selling point. Ordinary and system/pick entry participation will be accepted if completed on the same coupon and more than one system/pick entry type can be played on the one coupon.
- 5.3. In the case of a coupon, if more numbers are marked in a game than the requested system/pick requires, a ticket will not issue until the player has nominated the number(s) to be deleted. If fewer numbers are marked in a game than the requested system/pick requires and the relevant “top up games” box is not marked a ticket will not issue until the player has either nominated the number(s) to be added or selected a top up entry.
- 5.4. Picks 4 and 5 are entries in which the quantity of numbers forecast is less than 6 numbers.
- 5.5. A pick 4 or 5 entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

$$\frac{(38 - P)!}{32! \times (6 - P)!} \quad (\text{where } P = \text{pick number}).$$

- 5.6. A player who seeks to participate in a pick 4 entry must forecast or cause to be forecast any 4 numbers. These 4 numbers will be combined with all combinations of 2 numbers from the remaining unselected numbers. This pick entry will be equivalent to playing 561 games of 6 numbers.
- 5.7. A player who seeks to participate in a pick 5 entry must forecast or cause to be forecast any 5 numbers. These 5 numbers will be combined with each of the remaining unforecast numbers in turn. This pick entry will be equivalent to playing 33 games of 6 numbers.
- 5.8. A player who seeks to participate in a system 7 to 20 entry inclusive must forecast or cause to be forecast the quantity of numbers according to the system number to be played. These numbers will be combined with one another in all possible combinations of 6 numbers. This system entry will be equivalent to playing a certain number of separate games of 6 numbers as determined by the following formula:

$$\frac{S!}{6! \times (S - 6)!} \quad (\text{where } S = \text{system number})$$

- 5.9. Subject to Rule 3.4, a player may enter up to 18 games of any type of system/pick entry on the one coupon or such other number as the Master Agent determines.
- 5.10. A system/pick entry may be entered for multi-week participation, in which case the Rules relating to multi-week and QuickPick entries will also apply, as appropriate.
- 5.11. The price of a system/pick entry will be as determined by the Master Agent from time to time.

6. *QuickPick Entry*

- 6.1. A player can play by means of a QuickPick nomination at the selling point whereby the selling point terminal will process the information nominated by the player to generate a forecast of the type nominated by the player. Such entries will be limited to such number of games for an ordinary entry and, subject to Rule 3.4, such number of any type of system/pick entry as the Master Agent determines.
- 6.2. When using a coupon, QuickPick entries can be played by marking the appropriate 'top up games' box or the 'top up selection' box (if this option is available) and will be limited to 6, 12, 14, 18, 25, 36 or 50 games (of 6 numbers) for an ordinary entry and subject to Rule 3.4, such number of any type of system/pick entry as the Master Agent determines.
- 6.3. The QuickPick forecast will be generated by the selling point terminal, and the generated selections will be deemed to be those selections nominated by the player as if they were marked on a coupon by the player in accordance with these Rules.

7. *Determination of Winning Numbers*

- 7.1. Each draw will be identified by a number.
- 7.2. Subject to Rule 7.5, each number in a panel on a coupon for The Pools will represent the match with the same number as depicted on the match list, notwithstanding that there are fewer numbers in a panel on a coupon than appear on the match list.
- 7.3. The match list will be published by the Game Administrator and will be available to players on the Master Agent's website, the website of the internet sales operator and at selling points.
- 7.4. To determine the 6 winning match numbers and the supplementary match number the result of matches represented by the numbers in a game will be deemed to have an order of rank depending on the results of those matches in accordance with Rules 7.4.1. to 7.4.5. (but having regard to Rules 7.4.6 and 7.4.7.). For the purposes of Rule 7.8 the 6 highest ranked numbered matches will be the 6 winning match numbers and the 7th highest ranked numbered match will be the supplementary match number.
  - 7.4.1. score draw - This is a match in which both teams score an equal number of goals. Score draws will be ranked higher than any other result. Score draws are ranked from highest to lowest based on the total number of goals scored.
  - 7.4.2. nil score draw – This is a match in which no goals are scored. All nil score draws will be ranked equally and will be ranked higher than wins for away teams or wins for home teams.
  - 7.4.3. win for away team – This is a match in which the away team scores more goals than the home team. All wins for away teams will be ranked higher than wins for home teams. Away team wins with a smaller goal difference will be ranked higher than away team wins with greater goal differences. If 2 or more away team wins have the same goal difference, away team wins where more goals are scored will be ranked higher than away team wins where fewer goals are scored.

- 7.4.4. win for home team – This is a match in which the home team scores more goals than the away team. Home team wins with a smaller goal difference will be ranked higher than home team wins with a greater goal difference. If 2 or more home team wins have the same goal difference home team wins where more goals are scored will be ranked higher than home team wins where fewer goals are scored.
- 7.4.5. if two or more numbered matches in a game are or are deemed to be of equal rank in accordance with Rules 7.4.1, 7.4.2, 7.4.3 and 7.4.4 any such match printed with a higher match number on the match list will be ranked higher than any such match printed with a lower number on the match list (subject to Rules 7.5 and 7.6).
- 7.4.6. a reference in Rules 7.4.3 and 7.4.4 to “more goals” or “fewer goals” refers to the total number of goals scored by both teams in a match result.
- 7.4.7. if there are insufficient results in accordance with Rule 7.4.1 to determine the 6 winning match numbers and the supplementary match number, the results in accordance with Rule 7.4.2 will be taken into account. If there are still insufficient results, the results in accordance with Rule 7.4.3 will be taken into account. If there are still insufficient results, the results in accordance with Rule 7.4.4 will be taken into account. If there are still insufficient results then a barrel draw shall be conducted in accordance with Rule 7.7.
- 7.5. If any results determined in accordance with Rule 7.4 is determined a void match, the result of that void match will be deemed to be the result of the first numbered match (not being a void match) on the match list from number 39 and onwards, the second such void match will be deemed to be the result of the second numbered match (not being a void match) on the match list from number 39 and onwards, and so on in ascending numerical sequence for each such void match until such time as a sufficient number of results are determined.
- 7.6. Notwithstanding that one or more of the matches as published on the match list is not played, the results of matches so printed on the match list will, subject to Rule 7.5, be the results adopted.
- 7.7. In the event that there are insufficient matches played to determine the 6 winning match numbers and the supplementary match number or the use of some matches in determining the 6 winning match numbers and the supplementary match number is precluded for any other reason then;
  - 7.7.1. a barrel draw shall be conducted at the earliest opportunity;
  - 7.7.2. the barrel draw will be supervised by the appropriate representatives for the State in which the draw is conducted;
  - 7.7.3. the balls to be used shall be numbered from 1 to 38;
  - 7.7.4. the balls for numbers already determined in accordance with Rule 7.4 shall be removed as already selected;
  - 7.7.5. the barrel draw shall be conducted with the remaining balls;
  - 7.7.6. each appropriate representative supervising the draw will record the numbers drawn, in drawn order; and
  - 7.7.7. the numbers so drawn shall be included with the numbers already determined in accordance with Rule 7.4, in drawn order sequence, until 6 winning match numbers and a supplementary match number are determined.

7.8. There will be 5 prize winning divisions in each competition:

Division 1 — player(s) who correctly forecast the 6 winning numbers in any one game.

Division 2 — player(s) who correctly forecast any 5 of the 6 winning numbers and the supplementary number in any one game.

Division 3 — player(s) who correctly forecast any 5 of the 6 winning numbers in any one game.

Division 4 — player(s) who correctly forecast any 4 of the 6 winning numbers in any one game.

Division 5 — player(s) who correctly forecast any 3 of the 6 winning numbers and the supplementary number in any one game.

8. *Publication of Results*

8.1. The Master Agent will publish the results of each draw as soon as practicable after their determination.

8.2. The information published may include:

8.2.1. the winning numbers;

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

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

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

8.2.5. the dates when prizes will be paid;

8.2.6. the date the claim period expires; and

8.2.7. the estimated prize pool for the next draw.

9. *Prize Pool Structure*

9.1. Only one prize can be won by any one ordinary entry in a game.

9.2. 50% of the total entry fees received for each draw (or such greater amount as SALC determines in consultation with Bloc members) will be allocated as the prize pool.

9.3. Each of the Bloc members must contribute the same percentage of the total entry fees received by them into the prize pool.

9.4. The prize money allocated to each division will be apportioned in equal shares between the winners in that division.

9.5. The total prize pool will be distributed between the prize divisions in accordance with the determination of SALC, after consultation with the Bloc members.

9.6. If there is no winner in any of Divisions 2, 3 or 4 of any draw, the prize pool allocated to that division will be added to the prize money allocated to the next lower division in which there is a winner.

- 9.7. If the prize payable to a winner in Divisions 2, 3 or 4 of any draw is less than the prize payable to a winner in any lower division, the prize pool for that division and all lower divisions will be aggregated and divided equally between all the winners in all the divisions for which prize pools were aggregated.
- 9.8. Any variation to the prize divisions or the prize pool distributions between the prize divisions, as determined by SALC, will be advised to players by way of the Master Agent's website and at all selling points, at least fourteen (14) days prior to their operational date.
- 9.9. Notwithstanding any other Rule, the Master Agent may, at its discretion round out the amount of any prize other than a Division 1 prize to the nearest five cents above or below the actual prize otherwise payable. The resulting surplus or deficit will be added to or deducted from the Division 1 prize pool.

10. *Prize Reserve Fund*

- 10.1. From time to time, SALC may set aside a proportion of the total amount received from entry fees to any draw and, in respect of that draw, the distribution of prizes will be reduced *pro rata* in all prize winning divisions. The amount set aside will be accumulated by SALC to constitute a pool called the Prize Reserve Fund.
- 10.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:
  - 10.2.1. prizes in respect of missed prize entries for lotteries conducted by SALC through its Master Agent;
  - 10.2.2. additional or increased prizes in subsequent lotteries conducted by SALC through its Master Agent;in such amount(s) and to such player(s) as SALC in its absolute discretion determines.
- 10.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.
- 10.4. In the event that the game of The Pools is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 10 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of The Pools.

11. *Jackpots*

- 11.1. If there is no Division 1 prize winner, that portion of the prize pool that would have been payable to a single Division 1 winner in that draw will be added to or jackpotted with the Division 1 prize money in the next draw. The jackpotting will continue until there is a Division 1 winner.
- 11.2. If there is no valid winning entry in Division 1 in the final permitted draw of the game of The Pools, then irrespective of rule 11.1, the portion of the prize pool that would have been payable to a single Division 1 winner will be added to the portion of the prize pool payable to winners in the next prize winning division.
- 11.3. If the Master Agent guarantees a minimum prize payout in Division 1 of any draw, the amount by which the Master Agent has augmented the portion of the prize pool allocated to Division 1 in that draw will not be taken into account in determining the amount of any jackpot subsequently paid in respect of that division.

12. *Prize Claims*

12.1. In the case of a Division 1 prize:

- 12.1.1. prize money will be distributed after the claim period has elapsed;
- 12.1.2. claims lodged within the claim period and determined by the central computer system to be prize winning tickets and any tickets subsequently identified as prize winning tickets will share equally in the prize pool available to winners in their respective divisions;
- 12.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
- 12.1.4. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, following the elapsing of the claim period.

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

- 12.2.1. prize money will be paid as soon as practicable after determination of the results of the draw, either at Head Office or an Agent's place of business upon presentation of the printed ticket, or as otherwise determined by the Master Agent, subject to these Rules;
- 12.2.2. prizes payable on an electronic ticket will be paid electronically in accordance with the terms upon which the electronic ticket was issued, as soon as practicable after the draw; and
- 12.2.3. if a printed or electronic ticket includes a game that has won a prize in Division 2 or a lower division in addition to a Division 1 prize the lower division prize will not be paid until the Division 1 prize is payable.

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

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

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

12.4. A claim under Rule 12.1.3 or 12.3:

- 12.4.1. may be lodged with the Master Agent either personally or by registered mail;
- 12.4.2. must reach the Master Agent within 12 months of the relevant day; and
- 12.4.3. must be accompanied by the printed ticket in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.

12.5. SALC:

- 12.5.1. will not be obliged to recognise any claim not identified as a prize winning ticket by the central computer system and not lodged within 12 months of the relevant day; and

12.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

13. *Ticket Checkers*

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

## **SCHEDULE**

*Date of operation of these Rules:*

From 11 May 2018

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