

# STATE LOTTERIES ACT 1966

## LOTTERIES (KENO) RULES

*This consolidation includes amendments as at 27 October 2016.  
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.*

### ARRANGEMENT

1. *Preliminary*
  - 1.1. Citation
  - 1.2. Commencement
  - 1.3. Lotteries (General) Rules
  - 1.4. Application
2. *Interpretation*
  - 2.1. Definitions
3. *Entry*
  - 3.1. Creating entry
  - 3.2. Keno Coin Toss entry
  - 3.3. Selection of Spot entry
  - 3.4. Marking coupon
  - 3.5. Minimum number of games
  - 3.6. Maximum number of games
  - 3.7. Master Agent may decline to accept entry
  - 3.8. Dollar value per game
  - 3.9. Combo coupon entry
  - 3.10. SA TAB Combo coupon entry
  - 3.11. Methods of requesting entry
  - 3.12. Marking too many or too few selections
  - 3.13. Registration of purchases by Easiplay Club members
4. *Consecutive Draws*
  - 4.1. Creating entry in consecutive draws
  - 4.2. Rules governing entry to apply
5. *QuickPick Entry*
  - 5.1. Creating QuickPick entry
  - 5.2. Spot number
  - 5.3. QuickPick entry and ticket through selling point terminal
6. *Determination of Winning Numbers*
  - 6.1. Draw number
  - 6.2. Computer to select winning numbers
7. *Prize Pool Structure*
  - 7.1. Single prize
  - 7.2. Prize for other than Spot 10
  - 7.3. Prize for Spot 10
  - 7.4. Scaling of prizes
  - 7.5. Prizes payable for Keno Coin Toss
  - 7.6. Prize structure in a draw

8. *Keno Prize Reserve*
  - 8.1. Keno prize reserve
  - 8.2. Jackpot
  
9. *Prize Claims*
  - 9.1. Spot 9 and 10
  - 9.2. Any other prize
  - 9.3. Lodging a claim
  - 9.4. Requirements for lodgement of claim
  - 9.5. SALC's discretion
  - 9.6. Retention of draw results
  
10. *Ticket Checkers*
  - 10.1. Location
  - 10.2. Use
  - 10.3. Validation of ticket

*Schedule 1*

Keno Prize Structure

*Schedule 2*

Keno Coin Toss Prize Structure

*Schedule 3*

Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (Keno) Rules.
- 1.2. These Rules will come into operation on the date specified in Schedule 3.
- 1.3. These Rules are to be read in conjunction with and are subject to the Lotteries (General) Rules.
- 1.4. These Rules apply to the lottery known as “Keno”.

2. *Interpretation*

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

“claim period” means the period commencing immediately after the draw (“relevant day”) and ending on the 14<sup>th</sup> day thereafter;

“combination entry” means in the case of a Combo coupon an entry whereby the numbers selected in each of between 1 and 4 game panels may be played either individually (as singles) or in combination with other numbers in other game panels; and in the case of an SA TAB issued coupon an entry whereby the numbers selected will be played in every possible combination equivalent to 15 games;

“Combo coupon” means a coupon or electronic request for entry, consisting of 4 game panels;

“Evens” means, in the case of Keno Coin Toss, the selection or outcome where an equal proportion of the 20 drawn Keno numbers falls in each range (1-40 and 41-80) on the Keno game grid;

“game grid” means a grid of numbers from 1 to 80 inclusive distributed into 10 equal columns of 8 numbers and 8 equal rows of 10 numbers;

“Heads” means, in the case of Keno Coin Toss, the forecast or outcome where 11 or more of the 20 drawn Keno numbers fall in the range 1–40 on the Keno game grid;

“Keno” means a lottery drawn at such intervals as SALC determines in which the player is required to select between 1 and 10 numbers out of 20 numbers drawn from the range of numbers 1 to 80 inclusive;

“Keno Coin Toss” means an adjunct to the game of Keno whereby the player is required to predict the distribution of the 20 numbers drawn between predetermined segments of the Keno game grid;

“permitted multiple” means such number as the Master Agent determines;

“SA TAB and its sub-agencies” means SA TAB Pty Ltd ACN 097 719 107 and such of its agencies as are authorised to sell entries in Keno;

“SA TAB issued coupon” means a coupon or electronic request for entry consisting of 1 game panel allowing for single entries or combination entries equivalent to 15 games;

“Spot number” means the quantity of numbers to be selected and played;

“Spot numbers panel” means the designated panel on a coupon or electronic request for entry in which the Spot number is required to be marked to correspond with the numbers selected;

“Tails” means, in the case of Keno Coin Toss, the forecast or outcome where 11 or more of the 20 drawn Keno numbers fall in the range 41-80 on the Keno game grid.

3. *Entry*

- 3.1. To create a Keno entry a player must forecast or cause to be forecast between 1 and 10 numbers. The numbers forecast must not be duplicated.
- 3.2. To create a Keno Coin Toss entry a player must forecast or cause to be forecast the distribution of the 20 numbers drawn in the corresponding Keno draw between predetermined segments of the Keno game grid. Each draw in which a player participates is considered an individual entry.  
  
A Keno Coin Toss entry is not available at SA TAB and its sub-agencies.
- 3.3. The quantity of numbers forecast by a player under Rule 3.1 is the Spot number and the player must mark the Spot number panel or cause it to be marked accordingly, by marking the number equal to the quantity of numbers selected.
- 3.4. In the case of a coupon, 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. A coupon must not be marked in red.
- 3.5. The minimum number of games that must be completed will be one (1) or such number as otherwise determined by the Master Agent.
- 3.6. There will be a limit to the maximum number of games that can be played, including that in any one draw:
  - 3.6.1. the Master Agent may decline to issue more than 1,000 entries to a player; and
  - 3.6.2. a player can be issued with entries costing no more than \$100,000.00.
- 3.7. The Master Agent may determine that it will decline to accept any specified entry or type of entry. Such determination may be expressed to operate either generally or in circumstances specified in the determination.
- 3.8. Subject to Rule 3.6, a player must nominate the amount to be spent on each game by marking the appropriate amount on the coupon. The amount so nominated will be payable in respect of each game selected (and in the case of a combination entry, in respect of every possible combination that results from the selection of numbers) and must be a permitted multiple.
- 3.9. To create a combination entry on a Combo coupon, a player must identify the type(s) of combination entries required by making the appropriate mark(s) in the combination panel or request the selling point terminal operator to generate a combination entry as nominated.
  - 3.9.1. If "singles" is marked, each game panel marked will be considered an individual entry.
  - 3.9.2. If "doubles" is marked, each combination of 2 game panels marked will be considered an individual entry.
  - 3.9.3. If "triples" is marked, each combination of 3 game panels marked will be considered an individual entry.
  - 3.9.4. If "quads" is marked, each of the 4 game panels marked will be considered an individual entry.
  - 3.9.5. Marking "all ways" will have the same effect as marking all of the other combination options and will cause all possible combinations of the marked game panels to be played.
  - 3.9.6. A coupon must not be marked with any type(s) of combination entry that would result in a combination of game panels having more than 10 different selected numbers.

- 3.10. To create a combination entry on an SA TAB issued coupon, a player must:
  - 3.10.1. select between 4 and 10 numbers to play the equivalent of fifteen games using different combinations of the selected numbers in a single draw;
  - 3.10.2. mark “Combo”; and
  - 3.10.3. mark the Spot number in the Spot numbers panel equal to the quantity of numbers selected.
- 3.11. Subject to Rule 5, a player may enter a draw by:
  - 3.11.1. submitting the coupon provided for that purpose from time to time by the Master Agent together with an Easiplay Club card if applicable (except at SA TAB and its sub-agencies);
  - 3.11.2. making a verbal request of the selling point terminal operator together with providing an Easiplay Club card if applicable (except at SA TAB and its sub-agencies); or
  - 3.11.3. an electronic request for entry in such format as the Master Agent determines.
- 3.12. If a player marks more or fewer than the specified number of selections in a game panel, a ticket will not be issued. The player may be required to complete another coupon.
- 3.13. A player will not be able to register any Keno game purchases made at SA TAB and its sub-agencies on an Easiplay Club membership card.

#### 4. *Consecutive Draws*

- 4.1. A player may enter forecasts for a series of consecutive draws by marking the appropriate forecast(s) in the “consecutive draws” panel or by verbally requesting such an entry. Subject to Rule 3.6, the number of consecutive draws that may be entered in this way is up to 500 draws or such other number as SALC determines.
- 4.2. The rules governing entries will apply to every consecutive draw entry.

#### 5. *QuickPick Entry*

- 5.1. A player can play by means of a QuickPick nomination at the selling point. The selling point terminal operator must enter the information nominated by a player into the selling point terminal and cause it to generate a ticket of the type nominated by a player (except at SA TAB and its sub-agencies).
- 5.2. A player may obtain a QuickPick entry by marking the “QuickPick” panel on the coupon (if this option is available) and, in respect of each game to be played, and the quantity of numbers to be selected, by making the appropriate mark in the Spot numbers panel.
- 5.3. A player may obtain a Keno Coin Toss QuickPick entry by marking the “QuickPick” panel and, in respect of each draw to be entered, the quantity of draws to be selected, by making the appropriate mark in the “consecutive draws” panel.

#### 6. *Determination of Winning Selections*

- 6.1. Each draw will be identified by a date and a number.
- 6.2. For each draw, the computer system operated by the Master Agent will cause 20 winning numbers to be selected from the numbers 1 to 80 inclusive.

7. *Prize Pool Structure*

- 7.1. Only one prize can be won by any one selection of numbers.
- 7.2. The prizes payable for Keno will be as designated in Schedule 1, subject to Rules 7.3, 7.4 and 8.

7.3. The prize for 10 hits in a Spot 10 entry:

- 7.3.1. if there is one winner, will be the amount designated in Schedule 1.
- 7.3.2. if there is more than one winner, will be apportioned between such winners in accordance with the following formula:

$$W = \frac{E_w}{E_t} \times (Ga+J) \quad (\text{where } W \text{ is the amount payable to a particular winner; } E_w \text{ is the entry fee paid by the particular winner for the winning selection of numbers; } E_t \text{ is the total of all entry fees paid by all winners in respect of winning selections of numbers). } Ga \text{ is the guaranteed amount – see Rule 8.2; } J \text{ is the jackpot – see Rule 8.2).}$$

7.4. Other than the prize for 10 hits in a Spot 10 entry, if:

- 7.4.1. the total amount of the prizes in any draw exceeds \$500 000; and
- 7.4.2. a prize is equal to or greater than \$1 001 other than by reason of the fact that the permitted multiple of the entry was greater than 1,

the prize will be reduced to an amount calculated in accordance with the following formula:

$$P = \frac{W \times \$500\,000}{W_t} \quad (\text{where } P \text{ is the reduced prize; } W \text{ is the amount payable to a particular winner under Schedule 1; and } W_t \text{ is the total of all prizes payable to all winners under Schedule 1.)}$$

- 7.5. The prizes payable for Keno Coin Toss will be as designated in Schedule 2.
- 7.6. The prize structure in a draw will be in accordance with Schedule 1, Schedule 2 and Rule 7.

8. *Keno Prize Reserve*

- 8.1. From time to time, and with Ministerial approval as required, SALC may set aside and maintain such sums, including a proportion of the total amount received from Spot 10 entry fees to any draw, to constitute a pool called the Keno Prize Reserve.
- 8.2. The Keno Prize Reserve will be accumulated to constitute the guaranteed amount and the jackpot and be applied as follows:

- 8.2.1. the jackpot will be distributed from time to time as additional or increased prize money to Spot 10 winners together with the guaranteed amount in such draws and in such amounts as SALC determines.
- 8.2.2. if there is no Spot 10 winner in any draw in which the jackpot is offered, the jackpot will be added to the jackpot in the next draw in which the jackpot is offered and this jackpotting will continue until there is a Spot 10 winner.

## 9. *Prize Claims*

- 9.1. In the case of Spots 9 and 10 prizes:
  - 9.1.1. prize money will be distributed after the claim period has elapsed;
  - 9.1.2. claims lodged within the claim period and determined by the central computer system to be prize winning tickets and any tickets subsequently identified within the claim period as prize winning tickets will share equally in the prize pool available to winners in the respective Spot; and
  - 9.1.3. any player who claims to be entitled to a prize must lodge a claim with the Master Agent.
- 9.2. In the case of prizes (including Keno Coin Toss) other than Spots 9 and 10 prizes, prize money will be paid as soon as practicable after the draw either at Head Office or through any selling point terminal for tickets purchased from the Master Agent, or at SA TAB or through any of its sub-agencies selling Keno tickets, for tickets purchased from SA TAB, on presentation of the ticket or record of electronic entry for evaluation by a selling point terminal, subject to these Rules.
- 9.3. Any player who claims to be entitled to a prize but:
  - 9.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
  - 9.3.2. consider that their ticket has been incorrectly evaluated by the Master Agent; or
  - 9.3.3. has not obtained confirmation that their ticket has won a prize, after its evaluation by a selling point terminalmust lodge a claim with the Master Agent.
- 9.4. A claim under Rule 9.1.3 or 9.3:
  - 9.4.1. may be lodged with the Master Agent either personally or by registered mail;
  - 9.4.2. must reach the Master Agent within the claim period; and
  - 9.4.3. must be accompanied by the ticket or record of electronic entry in respect of which the claim is made, clearly endorsed with the claimant's full name and address, and/or proof of purchase.
- 9.5. SALC:
  - 9.5.1. 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
  - 9.5.2. may in its absolute discretion accept or refuse to accept a claim in whole or in part.

- 9.6. The Master Agent will keep the results of each draw for a period of 12 months from the relevant day and make the results available for perusal at any time during that period.

#### 10. *Ticket Checkers*

- 10.1. Ticket checkers are located at all selling points and are linked to the central computer system via the selling point terminal.
- 10.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each ticket into the scanning device.
- 10.3. 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 1**  
Keno Prize Structure

- (a) In this Schedule, a reference to a number of “Hits” is a reference to the quantity of winning numbers selected by a player.
- (b) The prizes shown in this Schedule are those that apply to an entry fee the permitted multiple of which is 1. In respect of other entry fees the appropriate prize is to be multiplied by the permitted multiple. (For definition of “permitted multiple” see Rule 2).

Hits	SPOT 1	Prize \$	Hits	SPOT 2	Prize \$
1		3.00	2		12.00
Hits	SPOT 3	Prize \$	Hits	SPOT 4	Prize \$
2		2.00	3		8.00
3		32.00	4		120.00
Hits	SPOT 5	Prize \$	Hits	SPOT 6	Prize \$
3		2.00	3		2.00
4		20.00	4		5.00
5		500.00	5		50.00
			6		1,300.00
Hits	SPOT 7	Prize \$	Hits	SPOT 8	Prize \$
4		4.00	4		2.00
5		20.00	5		8.00
6		200.00	6		50.00
7		8,000.00	7		500.00
			8		50,000.00
Hits	SPOT 9	Prize \$	Hits	SPOT 10	Prize \$
4		2.00	5		2.00
5		4.00	6		5.00
6		10.00	7		100.00
7		200.00	8		1,000.00
8		2,500.00	9		10,000.00
9		150,000.00	10		1,000,000.00 + jackpot

NB. Prize based on \$1.00 wager.

**SCHEDULE 2**  
Keno Coin Toss Prize Structure

The prizes shown in this Schedule are those that apply to an entry fee the permitted multiple of which is 1.

In respect of other entry fees the appropriate prize is to be multiplied by the permitted multiple.  
(For definition of “permitted multiple” see Rule 2).

‘Heads’        \$2.00

‘Tails’        \$2.00

‘Evens’        \$4.00

NB. Prize based on \$1.00 wager.

**SCHEDULE 3**

*Date of operation of these Rules:*

27 October 2016

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