

STATE LOTTERIES ACT 1966

LOTTERIES (SUPER 66) 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. *Ordinary Entry*
 - 3.1. Creation
 - 3.2. Participation of ordinary entry
 - 3.3. Minimum number of games
 - 3.4. Maximum number of games
 - 3.5. Advance entry
 - 3.6. Maximum number of games for an ordinary entry
 - 3.7. Entry in conjunction with another online lottery
 - 3.8. Entry not in conjunction with another online lottery
4. *Multi-Week Entry*
 - 4.1. Creation
 - 4.2. In conjunction with multi-week entry in another online lottery
 - 4.3. Rules governing ordinary entries apply
5. *Supervision of Draw*
 - 5.1. Supervision and finality of draw
 - 5.2. Announcement of prize pool
6. *Determination of Winning Number*
 - 6.1. Draw number
 - 6.2. Drawing equipment
 - 6.3. Balls to be drawn and determination of winning number
 - 6.4. Prize divisions
7. *Publication of Results*
 - 7.1. Publication
 - 7.2. Content
8. *Prize Pool Structure*
 - 8.1. Single prize
 - 8.2. Creation of prize pool
 - 8.3. Aggregation of prize pool
 - 8.4. Prize payable in each division
 - 8.5. Allocation to winners
9. *Prize Reserve Fund*
 - 9.1. Creation
 - 9.2. Distribution

- 9.3. Agreement with Bloc members
- 9.4. Assignment

10. *Jackpots*

- 10.1. Creation
- 10.2. Augmentation of prize pool

11. *Prize Claims*

- 11.1. Division 1
- 11.2. Other than Division 1
- 11.3. Lodgement of claim
- 11.4. Requirements for lodgement of claim
- 11.5. SALC's discretion

12. *Ticket Checkers*

- 12.1. Location
- 12.2. Use
- 12.3. Validation of ticket

Schedule

Date of commencement

1. *Preliminary*

- 1.1. These Rules may be cited as the Lotteries (Super 66) 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 to the lottery known as “Super 66”.

2. *Interpretation*

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

“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 Super 66 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 14th day thereafter;

“drawing equipment” means equipment operated by the Bloc members for ascertaining the winning numbers;

“Super 66” means a lottery drawn at such intervals as the Bloc members determine in which a player is required to cause the forecasting of a 6 digit number and the result is determined by the degree of concurrence of that number with a 6 digit number in the range 000000 to 999999 inclusive.

“QuickPick entry” means a nomination made by a player 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.

3. *Ordinary Entry*

- 3.1. To create an ordinary entry, a player must cause to be forecast a 6 digit number by way of QuickPick entry.
- 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 played will be one (1) 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 1,000 equivalent games.
- 3.5. Subject to Rule 3.7, a player may request that an entry be issued in a draw to be conducted within 52 weeks or such lesser period as determined by SALC.
- 3.6. Super 66 entries will be limited to 50 games for an ordinary entry, or such other number as the Master Agent determines.

- 3.7. When played in conjunction with Saturday X Lotto, Monday and Wednesday X Lotto, Powerball, Oz Lotto and The Pools, a player must request a Super 66 entry by:
- 3.7.1. marking the “Super 66” box on a coupon; or
 - 3.7.2. verbally requesting the required number of games when making a request for entry in another lottery.
- 3.8. When not played in conjunction with another lottery, a player may request a Super 66 entry by making a verbal or electronic request at the selling point terminal.

4. *Multi-Week Entry*

- 4.1. A player may enter a Super 66 entry for a series of consecutive draws 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. When played in conjunction with a multi-week entry in another lottery, a Super 66 entry will be placed in the corresponding weekly draw for which the other lottery has been entered.
- 4.3. The Rules governing ordinary entries will apply to every multi-week entry.

5. *Supervision of Draw*

- 5.1. The selection of winning numbers will be conducted in such manner as agreed by the Bloc members and:
- 5.1.1. should be conducted and supervised in accordance with the requirements of the relevant regulatory body for the State in which the draw is conducted; and
 - 5.1.2. will be final for the purpose of determining the prize winners in that draw.
- 5.2. The total amount of the prize pool will be declared prior to each draw.

6. *Determination of Winning Number*

- 6.1. Each draw will be identified by a number.
- 6.2. Each draw will be conducted using drawing equipment agreed by the Bloc members.
- 6.3. For each draw, the Bloc members will cause a series of 6 numbered balls to be drawn from the drawing equipment. The winning number so determined will be in the range from 000000 to 999999 inclusive.
- 6.4. There will be 5 winning divisions in each draw as follows:
- Division 1 — player(s) who correctly forecast the 6 digit number identical to and in the same sequence as the 6 digit number drawn for that draw.
- Division 2 — player(s) who correctly forecast:
- 6.4.1. the first 5 digits of the number identical to and in the same sequence as the first 5 digits of the 6 digit number drawn for that draw; or
 - 6.4.2. the last 5 digits of the number identical to and in the same sequence as the last 5 digits of the 6 digit number drawn for that draw.

Division 3 — player(s) who correctly forecast:

6.4.3. the first 4 digits of the number identical to and in the same sequence as the first 4 digits of the 6 digit number drawn for that draw; or

6.4.4. the last 4 digits of the number identical to and in the same sequence as the last 4 digits of the 6 digit number drawn for that draw.

Division 4 — player(s) who correctly forecast:

6.4.5. the first 3 digits of the number identical to and in the same sequence as the first 3 digits of the 6 digit number drawn for that draw; or

6.4.6. the last 3 digits of the number identical to and in the same sequence as the last 3 digits of the 6 digit number drawn for that draw.

Division 5 — player(s) who correctly forecast:

6.4.7. the first 2 digits of the number identical to and in the same sequence as the first 2 digits of the 6 digit number drawn for that draw; or

6.4.8. the last 2 digits of the number identical to and in the same sequence as the last 2 digits of the 6 digit number drawn for that draw.

7. *Publication of Results*

7.1. The Master Agent will publish the results of each draw as soon as practicable after each draw.

7.2. The information published may include:

7.2.1. the winning numbers;

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

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

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

7.2.5. the dates when prizes will be paid;

7.2.6. the date the claim period expires; and

7.2.7. the guaranteed or estimated Division 1 prize pool in the next draw.

8. *Prize Pool Structure*

8.1. Only one prize can be won by any one 6 digit number selection. If a 6 digit number selection satisfies the criteria for a prize in more than one division, only the prize in the highest of those divisions will be payable.

8.2. 60% 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.

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

8.4. Subject to Rules 8.5 and 10.2, the following prizes will be payable:

Division 1—\$16,666 per prize, subject to Rule 10.

Division 2—\$6,666 per prize.

Division 3—\$666 per prize.

Division 4—\$66 per prize.

Division 5—\$6.60 per prize.

8.5. After the prize pool has been allocated amongst the winners in all divisions:

8.5.1. if there is any amount remaining, that amount will be apportioned equally between the winner(s) in Division 1;

8.5.2. if the prize pool is insufficient to pay each winner in each division the prize specified in Rule 8.4, the prize pool will be augmented from the Prize Reserve Fund by the amount of the deficiency.

9. *Prize Reserve Fund*

9.1. 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.

9.2. The Prize Reserve Fund will be applied from time to time for or towards the payment of any of the following:

9.2.1. prizes in respect of missed prize entries for lotteries conducted by SALC through its Master Agent;

9.2.2. 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.

9.3. The amounts to be set aside and the amounts to be distributed must be agreed with the Bloc members.

9.4. In the event that the game of Super 66 is replaced, enhanced, renamed or otherwise varied, the Prize Reserve Fund as constituted by this Rule 9 shall be assigned to the game replacing, enhancing, renaming or otherwise varying the game of Super 66.

10. *Jackpots*

10.1. 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. This jackpotting will continue for no more than 25 consecutive draws. If there is no Division 1 prize winner in the next (or 26th) consecutive draw, the total amount of the jackpot and the Division 1 prize that would have been payable to a single winner in that 26th draw will be added to the prize money allocated to the next lower division in which there is a winner.

10.2. (a) If the Master Agent guarantees a minimum prize payout in Division 1 of a super draw and the prize is not won, the amount by which the Master Agent has augmented the prize pool allocated to Division 1 in that super draw will not be taken into account in determining the amount of any subsequent jackpot paid in respect of a Division 1 prize.

(b) For the purpose of this Rule, the Master Agent may from time to time declare a draw to be a super draw and fix a minimum guaranteed Division 1 prize pool for that draw.

- (c) If the prize pool is insufficient to pay the jackpot under this Rule, the amount of the deficit will be paid from the Prize Reserve Fund.

11. *Prize Claims*

11.1. In the case of a Division 1 prize:

- 11.1.1. prize money will be distributed after the claim period has elapsed;
- 11.1.2. 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 be paid the prize in accordance with Rule 8;
- 11.1.3. any player who claims to be entitled to a prize won on a printed ticket must lodge a claim at Head Office; and
- 11.1.4. 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.

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

- 11.2.1. prize money will be paid as soon as practicable after 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;
- 11.2.2. 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
- 11.2.3. 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.

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

- 11.3.1. whose ticket has not been identified by the central computer system as a prize winning ticket;
- 11.3.2. considers that their ticket has been incorrectly evaluated; or
- 11.3.3. 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.

11.4. A claim under Rule 11.1.3 or 11.3:

- 11.4.1. may be lodged with the Master Agent either personally or by registered mail;
- 11.4.2. must reach the Master Agent within 12 months of the relevant day; and
- 11.4.3. 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.

11.5. SALC:

11.5.1. 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

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

12. *Ticket Checkers*

12.1. 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.

12.2. A player can obtain the prize status of a printed ticket by inserting the bar code of each printed ticket into the scanning device.

12.3. 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:

27 October 2016

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