



RETAILER MANUAL

PROUDLY BROUGHT TO YOU BY:

ITHUBATM
EQUALITY IN OPPORTUNITY

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ABOUT ITHUBA

WELCOME TO ITHUBA HOLDINGS (RF) PROPRIETARY LIMITED

**ITHUBA Holdings (RF) Proprietary Limited (“ITHUBA”)
is a privately-owned, black empowerment consortium
that has been awarded the third National Lottery
Licence, with effect from 01 June 2015.**

Being awarded the Operating Licence presented ITHUBA with an opportunity to reinvigorate and grow the National Lottery, foster confidence and pride in the brand, and introduce a higher level of service to local communities. Our commitment to society, underpinned by a solid, sustainable and financially viable operation, is at the heart of our existence.

ITHUBA literally means ‘an opportunity’ – one that promises to change the landscape of both South Africans and the National Lottery structure. For ITHUBA, ‘equality in opportunity™’ is our very essence and the motto we live by.

You are most welcome to visit our website on www.ithubalottery.co.za to learn more about ITHUBA.

We welcome you as our valued business partner.

ITHUBA is looking forward to nurturing and developing a strong business relationship with you and has put together this Retailer Manual to explain the essential features on the suite of National Lottery games for your convenience. With your partnership, we look forward to modernising and growing the National Lottery.

You are most welcomed to contact our Retailer support helpline on 0860 456 886, Mondays to Saturdays, 06h00 to 23h00 or 06h00 to 18h00 on Sundays if you require any further information.

Thank you once more for doing business with us.

ITHUBA Holdings (RF) Proprietary Limited
Third National Lottery Licensed Operator
Phanda.Pusha.Play™

ABOUT ITHUBA

Vision

ITHUBA’s vision is to reinvigorate the National Lottery through optimising consumer experience, restoring faith and trust in the National Lottery, and showcasing the positive social contributions we make to our society. We aim to proudly celebrate South African-inspired games and empower local suppliers while setting the benchmark for the National Lottery in South Africa and beyond.

Mission

ITHUBA’s mission is to contribute positively and actively to the socio-economic development of South Africa, through ethical and efficient operation of the National Lottery. We aim to do this in a manner that will engender a spirit of pride among our shareholders, key strategic partners, employees and all South Africans.

“State of the Art” approach to the National Lottery

ITHUBA’s main technology partner, IGT, is a well-respected global player that provides the back-end operating system for our National Lottery games. This has placed ITHUBA in a position to deliver best practices which they have gained from working with lotteries in more than 100 jurisdictions for over 30 years. ITHUBA has rounded out its technology team by assembling other best technology partners to deliver robust and high-caliber solutions.

ITHUBA’s approach to the National Lottery

ITHUBA’s approach is based on a few focused commitments to the National Lottery Participants:

- To deliver world-class National Lottery entertainment in line with the best trends in the world;
- To bring a large variety of exciting and fun National Lottery games which offer great entertainment and

choice;

- To design and create indigenous games made in South Africa for South Africans, making ITHUBA's games relevant and relatable;
- To bring convenience to Participants through an extended network of retail partners;
- To deliver a localisation strategy to ensure that skills development, local enterprise development and job creation remain key priorities;
- To be a good corporate citizen and give back to the communities in which we operate;
- To contribute towards the long-term sustainability of communities, with a special focus on education and women in business, through our Social Responsibility Programme Initiatives (CSI);
- A commitment to South Africa and its development.

Benefits of doing business with ITHUBA

Refreshed and revitalised National Lottery

ITHUBA will continuously be launching a brand new look and feel for the National Lottery games to give the Participants a revitalised brand experience.

Increased marketing and advertising

ITHUBA's compelling marketing campaign is aimed at increasing participation by communicating the National Lottery value proposition in a relatable manner that creates engagement and encourages product adoption.

Key Technical Features

- ITHUBA will be using a dual network system;
- ITHUBA will reduce transaction cycle, therefore cut down on time spent in queues;
- ITHUBA enables daily store reporting for individual Retailers;
- ITHUBA provides a dual terminal sign in function;
- ITHUBA provides reliable back end support;
- ITHUBA enables local maintenance and support;
- ITHUBA enables quick turnaround time on technical issues;
- ITHUBA provides regional offices for technical support, payouts, equipment depot and sales support.



CONTACT US

CONTACT US

How to Contact the National Lottery Operator:

ITHUBA Holdings (RF) Proprietary Limited

For all enquiries, complaints or game information –
please phone, e-mail, or write to the National Lottery
Operator at:

Retailer Helpline : 0860 456 886 (Shared Call)

Players' Helpline : 0800 484 822 (Landline Toll Free)

E-mail : info@ithubalottery.co.za

Postal Address : Private Bag X60, Gallo Manor, 2052

Website : www.ithubalottery.co.za

: www.nationallottery.co.za

Office Locations

Office Hours : 08:00 – 17:00, Monday to Thursday;
08:00 – 16:00, Friday.

Head Office : 14A Charles Crescent, Eastgate Ext 4,
Sandton, 2148

Telephone number: 011 346 6000

Regional Offices:

Eastern Cape (Port Elizabeth)

164 Cape Road, Mill Park, Port Elizabeth.

Telephone number: 041 397 4900

Free State (Bloemfontein)

Shop number 38, 139 Cnr East Burger &
Charlotte Maxeke Streets, Bloemfontein Plaza.

Telephone number: 051 410 1060

Kwa-Zulu Natal (Durban)

1st Floor, 85 Richefond Circle, Umhlanga

Ridgeside.

Telephone number: 031 536 6960

Limpopo

15 Hans van Rensburg Street, Polokwane

Telephone number: 015 294 9480

Mpumalanga (Nelspruit)

99 Jacaranda Street, West Acres, Nelspruit

Telephone number: 013 741 6500

North West (Rustenburg)

53 Von Wielligh St, Rustenburg, 2999.

Telephone number: 027 14 597 8900

Western Cape (Cape Town)

200 Main Road, Claremont, Western Cape.

Telephone number: 021 672 6760

How to Contact the National Lotteries Commission (NLC)

For any escalation matters - please contact the NLC at:

Head Office

Block D, Hatfield Gardens, 333 Grosvenor Street,
Hatfield, Pretoria, 0083

Postal Address

PO Box 1556, Brooklyn Square, Pretoria, 0075

Contact Number: 012 432 1300

E-mail : info@nlcsa.org.za

Website : www.nlcsa.org.za



CSI

1. ITHUBA's Commitment to the Communities of South Africa

- 1.1 The ITHUBA Corporate Social Responsibility ("CSR") is a pledge to lead in consumer protection, minimise its impact on the environment and support local communities. ITHUBA is also committed to align its Social Development initiatives to areas identified in the New Growth Path ("NGP") and the National Development Plan ("NDP").
- 1.2 Whilst providing fun and entertainment, ITHUBA is unwavering in its support for responsible and no under age play. ITHUBA supports counseling services for problem gamblers and never encourages players to spend more than their entertainment budgets allowed on its products. ITHUBA's marketing efforts will be aimed at getting more players to play but in smaller sums of money. ITHUBA offers winner services which, amongst others, includes winner counseling and financial advice.
- 1.3 ITHUBA is committed to maintaining and building trust between itself as an organisation and the many groups and individuals that it deals with and affect, including players, Retailers, vendors, legislators and educators. ITHUBA is also committed to protecting the interests of all South Africans.
- 1.4 As part of its social responsibility commitments, ITHUBA undertakes to adhere to the following:
 - 1.4.1 The provision of clear information on the organisation itself, its regulatory context, products, beneficiaries and responsible gaming governance structure;
 - 1.4.2 Focusing its Corporate Social Investment ("CSI") programs on areas identified in the NGP and NDP (especially infrastructure development, tourism, knowledge economy and decent work opportunities);

1.4.3 Ensuring high level commitment to responsible gaming as well as commitment to wider CSR issues; and

1.4.4 Commitment to stakeholder engagement, transparency and openness.

1.5 The World Lottery Association's core values are: responsibility, integrity, professionalism and innovation that advances the interests of state-operated Lotteries regarding best practices and ethical standards. ITHUBA subscribes fully to these values.

1.6 ITHUBA adheres to the strictest standards of social responsibility, responsible gaming, security and risk management.

2. Stakeholder Expectations

2.1 Stakeholders are the people who are affected by, or involved in, the day-to-day running of a business. Stakeholders expect high standards of social responsibility from companies.

2.2 They do not want to be associated with companies that pollute the environment, harm communities or exploit workers or the community.

2.3 They want to know that their money/business is making a positive contribution to their communities and the world as a whole. As a result, CSR has become an important component of good business practice.

3. ITHUBA's Corporate Social Responsibility

ITHUBA constantly ensures that it continues to operate in a socially responsible way. Retailers are urged to promote ITHUBA's CSR in their businesses. ITHUBA's CSR programme includes:

3.1 Raising funds for good causes.

3.2 Supporting a Responsible Play programme which minimises the risk of negative impacts on society.

- 3.3 Operating and developing environmental protection policies which reduce the impact of the business on the environment.
- 3.4 Implementing CSI programmes that focuses on the goals of the NGP and NDP (with the focus on job creation and alleviation of poverty).
- 3.5 Promoting the advancement of women in business, affirmative action and employment equity and representation.
- 3.6 Conducting training and skills development.
- 3.7 Support community development through local communities.

4. Environmental / Energy Efficiency

- 4.1 As part of its CSR strategy, ITHUBA recognises that it has responsibilities to the environment and the communities in which it operates. It has significant environmental programmes within its headquarters and regional offices and demands reasonable environmental policies from its agents and suppliers.
- 4.2 To manage and, regularly review, monitor performance and achievement of objectives including, but not limited to:
 - 4.2.1 Ensuring all equipment packaging and shredded waste is recycled.
 - 4.2.2 Taking equipment energy efficiency ratings into consideration during procurement process.
 - 4.2.3 Ensuring where possible that recyclable and environmentally friendly materials are used in POS equipment and paper products.
 - 4.2.4 Ensuring that National Lottery equipment is accessible to all National Lottery Participants.

5. Social Responsible Gaming

ITHUBA is committed to ensuring that the negative social influences of gaming are minimised. Therefore ITHUBA will:

- 5.1 Implement policies and procedures to negate the perceived negative impacts arising from the operation of the National Lottery.
- 5.2 On a yearly basis, appoint independent researchers to determine the social impact of the Lottery during the preceding year and recommend mitigating measures for addressing negative findings.
- 5.3 Have regular campaigns to keep the public and its Retailers informed on the requirements for responsible play, especially the prohibition of play by persons younger than 18 years.
- 5.4 Endeavour to promote small business and engage with them in services where their services can be utilised.
- 5.5 Report to the NLC on an annual basis the initiatives undertaken by ITHUBA in its CSR programme.

6. Timelines

Timelines for initiatives to be undertaken by ITHUBA are outlined below:

Item No.	Key areas to cover in the Social Responsibility Programme Plan	ITHUBA's actions to the key areas	Implementation period
1	Social and economic empowerment in particular, affirmative action, employment equity and representation, training and skills development, services, equipment and material procurement, promotion of small business and job creation.	<ul style="list-style-type: none"> • Social and economic empowerment. • Winner counselling and financial advice. • Accessibility for participants, rural populations and the differently disabled. 	On-going until the end of the Licence term.
2	Accessibility for Participants, rural populations, the differently abled.	ITHUBA is currently implementing partnership agreements to provide its services in the townships and rural areas with handheld providers, i.e. Flash, Sandulela, A2Pay and VPS; and all technology driven companies that target traders in the informal retail market.	Launch of 1st service via Flash (28/10/2015) and on-going until the end of the Licence term.
3	Contribution towards nation building.	ITHUBA has contracted local small and medium size businesses for distribution of consumables to Retailers, installing of terminals and training of Retailers at stores.	Current and on-going until the end of the Licence term.
4	Establishing peace and security.	<ul style="list-style-type: none"> • Open on-line applications process for organisations to apply to become a service provider. • ITHUBA to identify programmes and select organisations to render their services. 	2016 and on-going until 2021.
5	The advancement of women in business.	<ul style="list-style-type: none"> • Open on-line applications process for organisations to apply to become a service provider. • ITHUBA to identify programmes and select organisations to render their services. 	2016 – 2021.
6	General social empowerment.	<ul style="list-style-type: none"> • Open on-line applications process for organisations to apply to become a service provider. • ITHUBA to identify programmes and select organisations to render their services. 	2016 – 2021.
7	Winner counselling and financial advice.	<ul style="list-style-type: none"> • ITHUBA currently offers trauma counselling, financial and property advice to winners above R50, 000.00. • Financial advice is undertaken by financial institutions and independent financial advisors. 	Current and on-going.



CODES OF PRACTICE

INTRODUCTION

1. National Lottery products may only be made available to the South African public by participating Retailers that have been authorised to do so through a formal agreement between the Retailer and ITHUBA.
2. Participating Retailers are required to strictly comply with this code of practice.

CODE OF PRACTICE

3. The Sales Code of Practice has been approved by the National Lotteries Commission and will be used by the National Lotteries Commission and ITHUBA to monitor Retailers' performance in the delivery of the services that ITHUBA will provide to players and/or participants, as described in this Code.

VETTING OF RETAILERS

4. All prospective participating Retailers will be subjected to a process of vetting to ensure that Retailers meet the requirements and standards necessary to participate in the sale of National Lottery products. Vetting of Retailers includes the following:
 - 4.1. Physical inspection of Retailers' premises and facilities;
 - 4.2. Probity checks;
 - 4.3. Credit checks; and
 - 4.4. Criminal checks
5. ITHUBA will only enter into an agreement with Retailers to sell National Lottery products, with those Retailers who have passed all the vetting processes.

TRAINING OF RETAILERS

6. ITHUBA will provide appropriate training to all participating Retailers and their staff. Retailers are responsible to ensure that all additional training requirements are submitted to ITHUBA. Training will include the following:

- 6.1. Game rules and "How to Play" for all Lottery games;
- 6.2. Responsible gaming standards;
- 6.3. Display of point of sale material, including merchandising and point of sale material;
- 6.4. Operation of the Lottery System; and
- 6.5. Support to Retailers and players.

RETAILER PERFORMANCE STANDARDS

Retailers are required to:

7. Undergo, together with their sales staff, training sessions provided by ITHUBA and ensure that their retailing outlet and business comply with the policies, procedures and notifications issued by ITHUBA;
8. Retailers should, at all times, conduct business in a reputable business manner and comply with all laws, statutes, by-laws and regulations applicable to the retailing outlet, as well as the Lotteries Act 1997 and the License held by ITHUBA pursuant to the Act;
9. Ensure that only trained staff sell Lottery products and with integrity and in a courteous manner appropriate to the image of the National Lottery. Retailers and trained sales should wear name tags when selling Lottery products;
10. Be responsible for receiving payment for Lottery tickets from player at the time of purchase;
11. Not sell any Lottery products to anybody under the age of 18, and if there is doubt regarding the age of a player, request identification to confirm eligibility to purchase a ticket;
12. Be open for the sale of Lottery products during their normal business hours and where possible until the closing of games for draws;

13. Provide a dedicated area for lottery equipment and consumables and keep it in good operational condition at all times;
14. Display all signs and notices provided by ITHUBA, including the prohibition on participation in the National Lottery by anybody younger than 18 years;
15. Make available on request, copies of Game Rules, Participants' Code of Practice, information on excessive play and other information regarding consultation;
16. Promote the National Lottery Responsible Gaming principles;
17. Understand, and be able to provide information and assistance to players on the game rules, how to play, costs, winning and how and where to claim prizes in respect of all Lottery products, and, furthermore to assist players with handling their complaints, as well as how to contact the National Lottery in respect of complaints, comments and to request further information;

Retailers may not:

18. Sell Lottery products or pay prizes to anyone precluded from taking part in the National Lottery by the National Lotteries Act 1997, including anyone who the Retailer suspects to be under the age of 18 years old, or anyone known or suspected of purchasing Lottery products on behalf of someone who is under the age of 18 years;
19. Sell Lottery products to anyone that a Retailer knows, or should reasonably suspect, to suffer from an addiction or excessive Lottery play;
20. Sell Lottery products by means of telesales marketing, direct mail, data base marketing, telephone, fax, internet, e-mail, cell phone, or any other means as prescribed by the National Lottery. This includes the making of unsolicited telephone calls or other forms of direct or personal communication to the general public in order to encourage the purchase of Lottery products;

21. Sell Lottery products from a mobile location, unless authorised by ITHUBA;
22. Sell Lottery products to anyone representing, or suspected of representing a commercial syndicate that organise the purchase of large numbers of tickets with the aim of guaranteeing a jackpot prize, regarding the National Lottery;
23. Sell Lottery products on credit, or lend money to anybody for the purpose of purchasing Lottery products;
24. Sell Lottery products at prices different, whether it be higher or lower, from those set and communicated by the National Lottery;
25. Disclose any information that could lead to the identification of prize winners, or players with gambling problems without their consent;
26. Link any merchandise normally sold in the Retailer outlet with, or offer joint promotions of any merchandise sold normally with, any of the National Lottery products without authorisation;
27. Alter, or re-brand any Lottery branding and/or displays in any way.

Dedicated Lottery Sales Area

28. Participating Retailers must make available a dedicated and identifiable Lottery sales area/s as identified during the vetting process, which will be shop fitted with approved and branded material.
29. All material for the playing of games, including play cards, results posters, etc., must be made available to players at no cost.

Ticket Cancellations

30. An on-line ticket may only be cancelled within 3 minutes of the time of purchase, prior to the draw and only at the request of the player and at the terminal where it was issued.

Payment of Prizes

31. Retailers are required to pay prizes in cash up to R2,000 or at their own discretion. Prizes may be paid in cash or by cheque only and payment of prizes in kind is expressly prohibited.
32. Prizes remain valid for a period of 365 days following the date of the draw. All prizes not claimed at the end of this period will be paid to the National Lottery Distribution Fund.

MONITORING OF STANDARDS

33. ITHUBA will monitor the compliance to this code of practice by participating Retailers by means of its internal investigators and by conducting mystery shopping operations.
34. Any complaint received by the public with regards to the performance of participating Retailers, will be investigated by ITHUBA's investigators.

PARTICIPANTS' CODE OF PRACTICE

INTRODUCTION

1. The National Lottery is operated by ITHUBA Holdings (RF) (Pty) Ltd under an eight year contract from the Minister of Trade and Industry. ITHUBA is responsible to, among other, ensure that the National Lottery is operated in a secure and fair manner whilst protecting the interests of all players, and finally, to ensure that the maximum funds possible, are raised for good causes as specified by the Lotteries Act 1997.
2. The funds raised by the National Lottery are distributed, through formal bodies, by the National Lottery Distribution Fund to assist the under mentioned causes:
 - 2.1. Reconstruction and Development;
 - 2.2. Charities;
 - 2.3. Sports and recreation;
 - 2.4. Arts, Culture and National Heritage; and
 - 2.5. Other causes as approved by the Minister for Trade and Industry.
3. ITHUBA is not responsible for, and is not involved in the distribution of funds raised through the National Lottery.
4. The rules for all the games offered by the National Lottery are available for inspection, or information, at all Retailers participating in the National Lottery, or at National Lottery offices. Alternatively, copies of the rules may be obtained by writing to the National Lottery, or contacting the Helpline.

CODE OF PRACTICE

5. The Participant's Code of Practice has been approved by the National Lotteries Commission and will be used by the National Lotteries Commission to monitor ITHUBA's performance in the delivery of the services that ITHUBA will provide to players and/or participants, as described in this Code.

DEFINITIONS

Act

The National lotteries Act 1997, as amended.

Authorised Prize Payment Centre

Location where prizes up to R50,000.00 can be paid.

DAILY LOTTO

An On-Line game similar to LOTTO in which Participants choose 5 numbers from a field of 36. Participants may win prizes based on how many correct numbers are chosen.

Draw

A process that randomly selects a set of winning numbers.

Game

Any lottery game approved by the National Lottery Board and promoted and/or run by ITHUBA.

Game Rules

The rules, governing participation in any game, approved by the National Lotteries Commission.

Helpline

The toll free telephone service that responds to enquiries and complaints from the public.

Identification

Official and original South African identity document, passport, or driver's license.

Jackpot

The top prize won by a player, or shared by players, when all the numbers selected in a single board of an on-line game match the numbers selected in the draw.

Licence

The licence issued by the Government of the Republic of South Africa to ITHUBA to operate the National Lottery.

Lottery Terminal

The device through which on-line tickets are purchased and printed and winning tickets are validated.

LOTTO

An On-Line game utilising a computerised terminal to record selections and also to validate prize claims. In LOTTO, participants pick 6 numbers out of a field of 52 and may win prizes based on how many correct numbers are chosen.

LOTTO PLUS 1 & LOTTO PLUS 2

An extension of the LOTTO On-Line Game in which selections made for a LOTTO Draw are wagered for an additional corresponding LOTTO PLUS Draw.

National Lotteries Commission

The body, established by the Minister of Trade and Industry in terms of the Lotteries Act, to regulate the National Lottery.

National Lottery

The National Lottery as defined in the Act, including constituent lottery games.

National Lottery Distribution Fund (NLDTF)

The fund established under the Act to receive funds raised by the National Lottery for allocation to Good causes as specified in the Act.

On-line Game

Any game utilising a computerised terminal to record selections and validate prize claims.

Participating Retailer

Any person or company, authorised to sell National Lottery tickets and pay prizes in respect of valid winning tickets, under a written agreement with ITHUBA.

Player

A member of the public, who is 18 years of age, or older, who purchases a National Lottery ticket.

Playing Public

Members of the public who are eligible to purchase National Lottery Tickets.

PowerBall

An On-Line game similar to LOTTO in which Participants choose 5 numbers from a field of 50 and 1 number from a field of 20. Participants may win prizes based on how many correct numbers are chosen.

PowerBall PLUS

An extension of the PowerBall On-line Game in which selections made for a PowerBall Draw are wagered for an additional corresponding PowerBall PLUS Draw.

Quick Pick

A method of selection that players can choose instead of marking numbers themselves.

RAFFLE

A game in which the system will generate a unique RAFFLE Ticket number for each RAFFLE Ticket bought. Participants may win prizes allocated to a specific winning division when their RAFFLE Ticket number matches the winning number drawn in the exact sequence.

Retailer Outlet

An authorised premises where an attended Lottery terminal is available for the selling of constituent Lottery tickets are sold.

SPORTSTAKE 8

On-Line game involving the prediction of football match results. The game has 8 fixtures, with players predicting the first half and second half outcome, utilising a computerised terminal to record selections and also to validate prize claims.

SPORTSTAKE 13

On-Line game involving the prediction of football matches' results, utilising a computerised terminal to record selections and also to validate prize claims.

Ticket

A ticket is constituent National Lottery games sold by an authorised Retailer in an authorised manner and issued by a Lottery terminal.

PROHIBITED PLAYERS

ITHUBA Holdings (RF) (Pty) Ltd

6. Regulations of the Act prohibit its Board of Directors and members of their immediate families from participating.

National Lotteries Commission

7. Regulations of the Act prohibit its Board of Directors and members of their immediate families from participating.

Under-age Players

8. No person under the age of 18 may, by law, participate in any of the games offered by the National Lotteries Commission and/or claim prizes, or do so on behalf of someone else. This information is displayed on all signage at all retail outlets and Lottery material.

TICKETS

TICKET AVAILABILITY

9. Tickets are only available from participating Retailers and by means of subscription. Details of the subscription service may be requested from the National Lottery.

Retailers

10. Tickets can be purchased from all participating Retailers.

All participating Retailers are clearly identifiable by Lottery Signs and advertisements. Each participating Retailer must display, among others, material indicating the games that are available and that the sale of tickets to anyone under the age of 18 is not allowed.

11. Participating Retailers are instructed to adhere to the prohibition of selling tickets to under-18s and anyone that the Retailer knows, or should reasonably suspect, to suffer from an addiction to excessive Lottery play.
12. Tickets are available from all participating Retailers as follows:
 - 12.1. Draw Days: 06:00 to 20:30 (Tuesdays, Wednesdays, Fridays and Saturdays)
 - 12.2. Other Days: 06:00 to 23:00

CANCELLATION OF TICKETS

13. Other tickets may be cancelled three minutes after it was issued (purchased), on condition that:
 - 13.1. The ticket is returned to the issuing terminal;
 - 13.2. The ticket is presented within two hours of the time of purchase, or prior to the close of the retail outlet, or the close of ticket sales for the day, or the close of sales prior to the draw, whichever is the earlier; and
14. The barcode scanning device of the terminal can read the ticket and cancel it. Should the terminal not be able to cancel the ticket, the Retailer will contact ITHUBA's Call Centre for assistance.
15. LOTTO PLUS 1, LOTTO PLUS 2 and PowerBall PLUS entries will automatically be cancelled by the cancellation of a LOTTO and PowerBall ticket respectively.

16. The Retailer will refund the player the amount equal to the purchase amount of the ticket upon cancellation.
17. The Retailer must retain the cancelled ticket together with the authorisation for cancellation issued by the terminal, for a period of thirteen months.
18. No ticket may be cancelled after the cancellation period has lapsed.

TICKET SECURITY

19. An authentic printed winning ticket is required for claiming a prize and the prize money will be paid to the person presenting the ticket, since it will be assumed that the bearer of the winning ticket is the legitimate owner of the ticket, whether his/her name, identity number and signature appears on the ticket, or not. It is therefore the Player's responsibility to ensure that he/she writes his/her name and identity number on the ticket and sign it immediately after purchase of the ticket.
20. ITHUBA may however, insist on conducting checks in order to verify the identity of the claimant and that it corresponds with the detail appearing on the ticket. Furthermore, ITHUBA may at any time, if there is any doubt with regards to the identity of the person presenting the winning ticket.

SYNDICATE PLAY

21. The Lotteries Act prohibits the forming of commercial syndicates that purchase large numbers of tickets in an attempt to guarantee the winning of a large prize, and charge participants an additional fee over and above the original cost of the ticket. ITHUBA will, on behalf of the National Lotteries Commission, take action against any persons suspected of operating commercial syndicates.

22. However, groups of family members, friends, clubs, or work colleagues are encouraged to participate in the National Lottery. In the event that such a group have won, only one winner will be paid, since a prize may only be paid to one legal entity. Groups should designate one member of the group to receive the prize on behalf of the group.

Stolen Tickets

23. ITHUBA will assist any person who reports a winning ticket to be stolen, to any of the National Lottery offices, to claim his/her prize. Providing that the person can provide sufficient information to validate the claim, ITHUBA may, at its discretion, pay the prize to the claimant 365 days after the date of the draw. In the event that the stolen ticket, of which the detail has been reported to ITHUBA, is recovered during this period, ITHUBA will investigate and if required, assist the SAPS or any other appropriate authorities, in determining bona fide ownership of the ticket.

Damaged Tickets

24. ITHUBA will assist any person who presents to any of the National Lottery offices, a winning ticket that has been damaged. Providing that the serial number is intact and based on the all possible required information provided by the player, the ticket can be reconstructed and validated by ITHUBA, the prize will be paid.

PRIZES**PRIZE CLAIM CONDITIONS**

25. All prizes will be paid in accordance with the Game Rules, in South African Rand, to single individuals presenting valid winning tickets, subject to the following conditions:

- 25.1. No prize will knowingly be paid to any individual under the age of 18, or on behalf of someone else under the age of 18;

25.2. No prize will knowingly be paid to individuals who are precluded by the Lotteries Act 1997 and the Game Rules, from playing National Lottery Games;

25.3. ITHUBA reserves the right to require any claimant of any prize to complete a Prize Claim Form;

25.4. ITHUBA reserves the right to, before paying a prize:

- 25.4.1. Conduct an investigation to verify the ownership of, or the validity of the ticket;
- 25.4.2. Photograph claimants of prizes for security purposes;
- 25.4.3. Conduct additional checks as may be required in respect of any claims for prizes above R50,000.

25.5. All prizes up to R50 are payable in cash at the time of the claim, by all participating Retailers. Retailers may, at their own discretion, pay prizes up to R5,000 in cash;

25.6. Prizes above R5,000 will not be paid in cash;

25.7. Prizes between R2,001 and R49,999.99 are only payable at Authorised Prize Payment Centres. Claimants must complete a Prize Claim Form and provide proof of identity. Claimants of prizes above R5,000, who do not have bank accounts, will be encouraged and assisted to open bank accounts in order to receive their prize cheques. Addresses for Prize Payment Centres may be obtained from participating Retailers, or by contacting the Helpline;

25.8. Prizes over R50,000 must be claimed at any of the National Lottery Regional Offices. Claimants must complete a Prize Claim Form and provide proof of identity. Addresses of the National Lottery Regional Offices are provided at the beginning of the Code. The Helpline will also

assist claimants by making appointments for them at the office of their choice.

25.9. Prizes may be claimed by post by mailing the original winning ticket, with the claimant's name, identity number and signature on the reverse, to the National Lottery. Claimants are advised:

- 25.9.1. That claims made by post are entirely at the claimants risk;
- 25.9.2. ITHUBA will not accept proof of postage as proof of receipt;
- 25.9.3. To retain a photocopy of the winning ticket;
- 25.9.4. To make use of a secure postal service;
- 25.9.5. Prizes below/above R50,000 will be paid by Electronic Funds Transfer into the winners' bank account subject to correct FICA documentation being received;
- 25.9.6. Claimants of prizes above R50,000 will be advised by mail to claim their prizes at a National Lottery office.

CLAIMING AND PAYMENT OF PRIZES

Prize Value	Payment Location	Payment Method	Payment Time
Up to R50	All Participating Retailers	Cash	Immediately
Up to R5,000	All Participating Retailers	Cash	Immediately
R2,001 to R49,999.99	National Lottery Authorised Payment Centres	Electronic Funds Transfer (EFT) or Cheque	EFT up to 72 hours or Cheque up to 10 business days
R50,000 and above	National Lottery Regional Offices	Electronic Funds Transfer only	Up to 72 hours

Prizes Claimed by Post

26. Prizes of up to R49,999.99 for claimants who have submitted their claims by post, or for subscription players, will be made by Electronic Funds Transfer up to 72 hours.

Time Limits

27. On-line Games. Claims for all prizes must be made by no later than 23:00 on the 365th day after the date of the draw.

28. EAZiWIN. Claims for all prizes must be made by no later than 23:00 on the 365th day after the date of purchase.

Unclaimed Prizes

29. ITHUBA will release information regarding unclaimed prizes for each draw within 60 days after the draw. Detail will be available on the website.

30. ITHUBA will, 6 months after the draw, publicise in the media and on the website, the detail of all unclaimed prizes above R500 000 and follow this up with a special campaign 30 days before the expiry of the 365th day claim period.

31. Detail regarding unclaimed prizes released to the media and on the website will under no circumstances threaten winners' rights to remain anonymous.

32. In all cases, where details of unclaimed prizes are released, ITHUBA will limit the detail to the prize amounts and the areas where the winning tickets were purchased.

Disputed Claims

33. In the event that a Retailer cannot process a claim, the claim will be submitted to the Operator for investigation. The Operator will inform the claimant in writing that the claim is under investigation. The Operator will also inform the claimant in writing of the reasons for a claim found to be invalid. Claims found to be valid, will be paid immediately.

COMPULSIVE PLAYERS

34. Certain players may have a compulsive need to play the National Lottery Games. To assist such players in overcoming this need, ITHUBA will make available brochures designed that outline the process of identifying problem gambling as a treatable illness. ITHUBA is committed to assist such players in recognising the problem and, through its well-trained staff and Retailers, direct compulsive players to proper treatment that will help them recover from the problem.

35. ITHUBA's participating Retailers are also trained to recognise compulsive behaviour among players and if such behaviour is identified, to provide information about locally available counselling services. They are also instructed to refrain from selling such players any

further tickets. Participating Retailers are also trained to advise compulsive players about self-exclusion procedures that direct players to voluntarily ban themselves from playing National Lottery Games for a certain period. Such players will also be offered information in respect of gambling support services.

36. Players who experience such a problem are encouraged to contact the Helpline to obtain information about locally available counselling services.

WINNERS

Confidentiality

37. ITHUBA and its participating Retailers will under no circumstances reveal the identity of a winner, without first obtaining the written consent by the winner.

38. Payment of small and medium prizes may be performed anonymously. For purposes of validating and paying prizes above R50,000, ITHUBA will record and treat as strictly confidential, the personal detail of winners.

How to Determine whether a Ticket is a Winning Ticket

39. LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 draw shows are televised live on Wednesday and Saturday evenings, while the PowerBall and PowerBall PLUS draw shows are televised live on Tuesday and Friday evenings. The winning numbers for each of these draws are immediately captured onto ITHUBA's central system, making it available to Retailers. Players can therefore confirm the winning numbers by visiting any participating Retailer.

40. SPORTSTAKE 8 and SPORTSTAKE 13 game results are captured onto ITHUBA's central system immediately after the end of all fixtures, making it available to Retailers. Players can therefore confirm the winning results by visiting any participating Retailer.

41. DAILY LOTTO and RAFFLE game results are captured onto ITHUBA's central system immediately after the end of each draw, making it available to retailers. Players can therefore confirm the winning numbers by visiting any participating retailer.

42. The results of all the draws or match results, including winning numbers, total tickets sold, number of prizes and prize amounts, will be made available on the website www.nationallottery.co.za as soon as all the post-draw verification procedures have been completed. These details can also be obtained from the Helpline or by writing to the National Lottery.

43. Retailers will also display National Lottery games posters, which include draw and match results

Procedure for Winners of Major Prizes

45. Winning a major prize is an exciting experience and ITHUBA will assist those winners who agree to publicity, to enjoy this experience to the maximum and with dignity.

46. When a player realises that he/she has a winning ticket for a major prize, he/she can call the Helpline to confirm that the ticket is indeed a winning ticket.

47. The player will be informed whether the ticket is a winning ticket, and if the player is indeed a winner, an appointment will be arranged at a convenient National Lottery Office. The winner has the option to appoint a legal representative or lawyer by means of a signed authorization if he/she does not wish to receive the prize in person.

48. ITHUBA will contact the winner to offer professional financial counselling made available to winners. If the winner accepts the offer, an appointment is arranged.

49. When the winner visits the National Lottery Office, he/she will meet with the financial advisor for counselling and thereafter receive his/her prize. He/she will be given the option of making the win public or not. If the winner decides on receiving publicity, he/she will be required to sign a consent form, which will authorize the National Lottery to arrange press conferences and other publicity such as

TV appearances, newspaper and magazine articles and the National Lotteries website. The pros and cons of accepting publicity will be explained to the winner by trained and experienced advisors prior to the winner making a decision in this regard. The winner may, at any time, withdraw this consent.

50. If a winner does not want publicity, the details of the prize and winner will remain confidential.

Winners Services

51. ITHUBA realises that, for many winners of large prizes, the experience could be both exciting and overwhelming and therefore offers support by trained and experienced advisors to such winners to ensure that they are well equipped to deal with their newly acquired wealth. This is especially important for winners who do not have the required experience to deal with such large sums of money. ITHUBA will take every care to ensure that winners have the opportunity to be prepared for their winning experience and the under mentioned services are made available to winners to ensure that they enjoy their winnings in the best possible manner.

51.1. Winners of prizes above R50 000: Emotional counselling and written financial and legal advice, free of charge, focusing on investment of winnings banking, and tax.

51.2. Winners of prizes above R500 000: In addition to the above, ITHUBA will also offer, free of charge, a consultation with an investment advisor. Furthermore, ITHUBA will maintain contact with such winners, over the full period of the license, on an informal basis in order to provide advice and support.

51.3. If ITHUBA's well-trained staff are of the opinion that winners of smaller prizes may also benefit from the above mentioned counselling and advice, it will, at its own discretion, offer these services to such winners.

51.4. Additional advisors, also free of charge, will be arranged if ITHUBA is of the opinion that a winner might benefit from such additional services.

52. ITHUBA's advisors will not recommend particular companies, their products or specific types of products.

53. The choice to accept or decline any of these services is entirely that of the winner.

ENQUIRIES AND COMPLAINTS

54. The experience and perception by the general public of the National Lottery is of great importance to ITHUBA and any expression of dissatisfaction will be addressed as a matter of urgency, to correct any wrong perceptions or valid claim of poor service or dissatisfaction. ITHUBA welcomes any comments, complaints, requests, or enquiries, which may be submitted by calling ITHUBA's Helpline, e-mail, or in writing.

55. ITHUBA is committed to dealing with all complaints and enquiries promptly and fully and treats complaints as valuable inputs in the improvement of our service to the public of South Africa. ITHUBA's performance, including its management of complaints and enquiries, is monitored by the National Lotteries Commission against agreed performance standards. Therefore, all complaints are recorded and escalated where required to ensure that satisfactory responses are provided and corrective actions are taken where required.

Participating Retailers

56. ITHUBA's participating Retailers serve as representatives of the National Lottery in the community, as lottery product outlets and information centres. All participating Retailers receive training in the sale of lottery products, providing information about game rules, the payment of prizes and general information about the National Lottery and its operations.

57. In the event that a Retailer cannot provide the information a players requires, the player may call the Helpline or write to the National lottery by e-mail or post.

Player Helpline

58. The Helpline is a toll free service available to the public, providing telephonic assistance with enquiries, complaints, requests and suggestions.

Note: normal cellular rates are applicable.

Number: 0800 484 822

Monday to Saturday: 06:00 to 23:00

Sunday: 06:00 to 18:00

59. The Helpline staff is trained to provide assistance and information, in the official languages, regarding the National Lottery and its operations. Telephonic conversations between helpline staff and the public may be recorded for security and quality control purposes.

60. When dialing the National Lottery Helpline, players are presented with a menu from which they can select the appropriate section to ensure that their request for assistance or guidance, or information about the National Lottery, games, or any other lottery-related issue, is handled. Certain selected options, such as draw results, may provide recorded information. ITHUBA's trained staff will answer calls and take the required actions to ensure that all complaints or enquiries are resolved in a satisfactory manner. Furthermore, a structured escalation process will ensure that all enquiries or complaints that cannot be resolved by the Helpline staff, are escalated to the appropriated management levels within ITHUBA.

61. The performance of the Helpline staff is monitored by the National Lotteries Commission, to ensure that calls are answered promptly and the service provided is courteous and efficient.

Post and e-mail

62. ITHUBA is well-prepared to respond in writing, to all e-mails and written enquiries. As for complaints handled by the Helpline, all enquiries

or complaints that cannot be resolved by ITHUBA's staff, are escalated to the appropriated management levels within ITHUBA.

Written enquiries and complaints may be submitted to the National Lottery:

ITHUBA Holdings (RF) Proprietary Limited
Private Bag X62
Gallor Manor
2052
E-mail: info@ithubalottery.co.za

63. Detail of all National Lottery offices are included in the section How to Contact the National Lottery, below.

National Lotteries Commission

64. In the unlikely event that ITHUBA's representatives cannot resolve a complaint satisfactory, a player may contact the National Lotteries Commission, who will impartially review the complaint and ITHUBA's compliance with its obligations in terms of its License, this Participants' Code of Practice, the relevant game rules, or any other requirement.

National Lotteries Commission
PO Box 1556
Brooklyn Square
Pretoria
0075
Tel: 012 432 1300

People with Special Needs

65. People who are differently able, should contact the helpline, or write to the National Lottery, where each request will be managed on an individual basis as far as reasonably possible.

RETAILER SERVICES AND STANDARDS

66. Only Retailers that comply with ITHUBA's standards, may sell lottery products under agreement with ITHUBA, after the Retailer and his staff have undergone training. Selling of Lottery Products

67. Selling of National Lottery products by participating Retailers includes the following:

- 67.1. Selling of tickets;
- 67.2. Validating tickets; and
- 67.3. Payment of prizes up to the value of R5000.00.

Available Information

68. Participating Retailers are required to display, or make available the following information:

- 68.1. Game Rules of all National Lottery games, including on-line games and instant games (EAZIWIN);
- 68.2. Details of all current National Lottery games available at the participating Retailer;
- 68.3. Results board, displaying the following:
 - 68.3.1. Winning numbers and prizes of the most recent LOTTO and PowerBall games; and
 - 68.3.2. Results of the matches included in the SPORTSTAKE 13 games.

69. Participating Retailers will also provide the following:

- 69.1. Play slips for all on-line games;
- 69.2. Leaflets containing information and detail on how to play the National Lottery games;
- 69.3. Printouts of the results and prizes of the most recent game draws; and
- 69.4. This Code of Practice.

70. If a Participating Retailer cannot provide copies of this Code of practice or the game rules. The public may contact the National Lottery with a request to receive a copy by post.

CRISIS MANAGEMENT

71. ITHUBA is charged, among others, with the responsibility of protecting the reputation and credibility of the National Lottery at all times. This

responsibility is underwritten by service of high quality, state of the art systems, well designed, and tested, procedures and maintenance, all of which ensure continuance of business, even during times of crises.

General Crisis Management

72. In the event of a crisis, ITHUBA will effective respond by:

72.1. The execution of consistent transparent and honest communication by the designated media spokesperson who will provide a detailed statement to the media, based on verified information to minimise misinterpretation. The statement will provide relevant information concerning the incident and how the National Lottery is responding towards it.

72.2. Placing of statements on the Lottery website and daily newspapers, as well as distributing such statements through the social media channels.

72.3. Activating the Helpline to deal appropriately with enquiries from the public or participating Retailers about the incident.

72.4. Activating the thoroughly informed sales network to respond effectively to the incident.

72.5. Providing all participating Retailers with detailed information.

Individual Crisis

73. Individual players who experience a crisis, may either approach participating Retailers, or contact the Helpline. Retailers will immediately solve simple issues, or with regards to more complicated issues, will request advice and/or assistance from ITHUBA's staff, who are well-trained to examine the issue and respond promptly.



**NATIONAL LOTTERY
GAMES GENERAL TERMS
AND CONDITIONS**

NATIONAL LOTTERY GAMES GENERAL TERMS AND CONDITIONS

In addition to the words defined in the specific Game Rules and Regulations this general section applies to all National Lottery Games.

1.0 Glossary

In addition to those terms and conditions defined in the particular Game Rules, the following words and terms, shall have the following meanings:

'Barcode'

An optical machine-readable representation of data relating to the object to which it is attached systematically representing data by varying the widths and spacing of parallel lines.

'Claimant'

A person who submits a claim for a Prize within the applicable Claim Period for a particular Game.

'Claim Period'

A period of 365 days from the date of the Draw of that Game or at the date of purchase of Receipt for an EAZiWIN Game (as the case may be for that particular Game) in which the Prize was won.

'Control Number'

Any technical sales information that is included on an Entry.

'Draw Procedures'

The draw procedures to which any Draw shall be subject to, as determined by ITHUBA from time to time.

'Internal Verification System' ('IVS')

The standalone independent verification system on which the weekly winners report is generated using all valid Entries for a specified Draw from the Central Computer System.

'Player's Helpline'

The National Lottery call centre that offers customer

service to Participants. This service is available via a toll free number, being 0800 ITHUBA (0800 484 822).

'Prize Claim Form'

The printed form issued by ITHUBA, which a Participant is required to complete to be eligible to claim certain Prize/s.

'Prize Claim Notice'

A notice of a Prize claim submitted in writing to ITHUBA.

'Retailer Helpline'

The National Lottery call centre that offers customer service to Retailers. This service is available via a shared call, being 0860 456 886.

'Serial Number'

The unique number assigned by ITHUBA's Central Computer System and printed on a Ticket/Receipt which, subject to the particular Game Rules, provides for the verification of the Ticket as a Valid Winning Ticket or otherwise. The serial number may be in the form of digits, a Barcode or any other form.

'Ticket'

A National Lottery ticket, or valid Receipt evidencing an Entry into the relevant Draw or Game that a Participant obtains from either a Retailer through a Terminal or a Receipt obtained from purchasing via Alternate Sales Channel, subsequent to playing any of the National Lottery Games, as applicable. 'Receipt' shall be the same corresponding meaning to 'Ticket', depending on the Game played.

'Winning Numbers'

The numbers used to determine the winning Entries for a Draw.

2.0 Playing the National Lottery Games**A. How to play**

No Participant or Retailer shall enter into any special agreement for an Entry in the Draw outside the

method of Entry as determined by ITHUBA from time to time. Methods on how to play the National Lottery Games are stated in the particular Game Rules. All National Lottery Game material (i.e. Game Rules and Regulations, Terms and Conditions, Draw Procedures, Bet Slip, Ticket, POS, etc.) shall be in English, unless otherwise determined by ITHUBA from time to time.

B. Cancellation of a National Lottery Ticket

- i. Except as otherwise dealt with in the particular Game Rules, a Ticket may be cancelled if it:
 1. has been issued in error; or
 2. is illegible; or
 3. is incomplete.
- ii. A Ticket falling within the terms of paragraph (B)(i) above may only be cancelled if it is returned to any National Lottery Terminal within 2 hours of the time when it was purchased. In the event that the Terminal cannot read the Ticket, the Retailer may call the Retailer Helpline for further assistance. On cancellation of a Ticket the Participant will receive a refund and may purchase a new Ticket.
- iii. Tickets purchased from mobi, SMS, USSD and Site shall not be cancellable.

C. Participant's responsibility for the National Lottery Ticket

- i. It shall be the sole responsibility of the Participant to ensure that at the time of purchase, a valid Ticket is issued to him/her.
- ii. Except for the RAFFLE Game, a Participant must verify at the time of the issuance of such Ticket that the numbers selected by the Participant correspond with the numbers that appear on the Ticket. The Participant must ensure that a legible Control Number (including, if any, a clear Barcode) appears on the Ticket. Neither ITHUBA nor any authorised Retailer will

be responsible for any loss of whatever nature suffered or incurred by any person as a result of any such details and information as aforesaid not appearing on a Ticket or being incorrect or as a result of an illegible Control Number and/or Barcode not appearing on the Ticket.

- iii. It shall be the sole responsibility of the Participant to verify at the time of purchase that the details and the price paid recorded on the Ticket are correct in terms of the Selection(s), number of Board(s), Draw date(s), and number of Draw(s) (whichever is applicable for the Game) correspond with those marked on the Bet Slip or otherwise specified in the Receipt (depending on the Game played), and that a Serial Number and Barcode appear on the Ticket.
- iv. The Participant shall be responsible for the safe custody of any National Lottery Ticket. Failure to produce a Valid Winning Ticket on claiming a Prize may result in ITHUBA's refusal to pay the Prize.
- v. It is the Participant's responsibility to ensure that all the details as shown on the relevant electronic page (Internet or cellphone) are correct before confirming the purchase of any National Lottery Game Ticket. It is the Participant's responsibility to check and ensure that his/her Game Ticket has been entered into the selected Draw. A Participant should ensure the above, in particular in the event where the Participant fails to receive a confirmatory SMS. If no valid Ticket is received, then the Entry into that Draw is not valid.

D. Fraudulent / Suspected Fraudulent Tickets, stolen, damaged or torn Tickets

- i. ITHUBA will assist a Participant who reports a Valid Winning Ticket to be stolen, damaged or torn, provided that the Participant can provide sufficient information and/or evidence to validate their claim.
- ii. In the event that the stolen Ticket, of which the detail has been reported to ITHUBA,

is recovered during the Claim Period, ITHUBA will investigate the claim in determining a bona fide ownership of the Ticket.

- iii. At the sole and absolute discretion of ITHUBA, under no circumstance can lost, suspected stolen, damaged, forged or torn Ticket be paid out without approval from ITHUBA. Approval on such Ticket will require various details to be confirmed, including a full incident report and details relating to the Claimant / winner information and the Ticket.

E. Draws

Further to ITHUBA's Game Rules (as may be applicable for that particular Game):

- i. ITHUBA will determine the time, frequency, date and method of the Draws for the National Lottery Games.
- ii. Games that have Draws being conducted, the Winning Numbers will be deemed to be those drawn when a ball rests in the display section at the front of the drawing machine during the Draw.
- iii. Depending on the Game played, the Winning Numbers can be those drawn using a Random Number Generator.
- iv. All Draws will be conducted in accordance with the particular Game Draw Rules and Procedures in the presence of an independent auditor.
- v. The Winning Numbers of the Draw shall be those drawn and as recorded in writing by an independent auditor. In the event of any discrepancy, the Winning Numbers shall be those drawn and contained on a video recording of the particular Draw and confirmed/verified by an independent

auditor.

- vi. In the event of any Draw being declared invalid, in accordance with the Draw Procedures applicable to it, another Draw will be conducted to determine the Winning Numbers in accordance with such Draw Procedures.
- vii. In the event that any Draw is interrupted due to equipment failure or for any other reason, the Draw will be completed in accordance with the applicable Draw Procedures for that Game.
- viii. In the event that the Draw cannot take place on the date or at the time fixed, it shall take place as soon as reasonably practicable thereafter as per the particular Game Draw Procedures.
- ix. Only ITHUBA's official results of the Draw will be taken into account in determining Prize payments.
- x. ITHUBA shall have no obligation to make any payment against an incorrectly announced or displayed number/s at a Draw. In any event, correct Winning Number/s shall be those as referred to in paragraph E (iv) above. In this regard, all errors and omissions are excepted by ITHUBA.

F. Dissemination of Winning Numbers Information

The results of each Draw will be made available at Retailer outlets and on the Site as soon as practicable after each Draw. Results will be issued by ITHUBA to the National media and may also be published in such other manner as ITHUBA may from time to time determine. In the event of any discrepancy in any media or form, the Winning Numbers shall be those drawn and contained on a video recording of the Draw as confirmed/verified by an independent auditor. ITHUBA shall have no obligation to make any payment against an incorrectly published Winning Number/s by

any person or entity, in any media or form. In any event, correct Winning Number/s shall be those as referred to in paragraph E (iv) above. In this regard, all errors and omissions are excepted by ITHUBA.

G. Participant's Privacy Policy

- i. Where applicable, no prior written consent is required from the Participant to use their name and picture in public communications and the Participant automatically waives his/her right to privacy.
- ii. The Prize/s are not transferable or exchangeable and no substitution or cash redemption of Prizes is permitted. The Prize will not be handed or awarded to a third party, unless otherwise determined by ITHUBA. Prizes will only be paid to the verified Prize winner according to ITHUBA's Ticket Validation Requirements, unless otherwise determined by ITHUBA from time to time.

H. Prize Claim Period

- i. For all the National Lottery Games, Prizes must be claimed within the ordinary hours of business of the relevant establishment authorized to pay Prizes, but in any event before the end of the Claim Period. Any such Prize not so claimed within the Claim Period will be forfeited. In any event, each Prize must be claimed within 365 days from the date of the Draw.
- ii. For the EAZiWIN Game, Prizes must be claimed no later than 23:00 hours on the 365th day after the date of purchase of the particular Game. Any such Prize not claimed within this period will be forfeited.
- iii. A prize of R49,999.99 or less may be claimed, entirely at the Claimant's risk, by posting the Winning Ticket together with a complete Claim Form (together with the submission of

the required documents) to the National Lottery Office at the address shown on the Claim Form. The Ticket shall contain the name and the address of the Claimant on the reverse side.

I. Purchase and Prize Restrictions

- i. There shall be no general right for any person to purchase a Ticket. In particular, but without limitation, no Ticket may be purchased by or Prize paid to:
 1. Any Minor whether acting on his/her own or on behalf of another person.
 2. Board of Directors of ITHUBA.
 3. Board of Directors of the National Lotteries Commission and members of their immediate families, as per the Lotteries Act No. 57 of 1997 (as amended).
 4. Any person precluded as such by law.
 5. Such other persons or category of persons as ITHUBA, NLC and the Minister may determine from time to time.
- ii. If, notwithstanding I (i) above, a Prize is paid to a person in one of the groups set out in that Rule, such Prize shall be repayable by that person to ITHUBA immediately upon demand. ITHUBA or any Retailer, in its sole discretion, may refuse to sell Tickets to any person or persons without giving reasons. This may include circumstances in which, in its view, that person or persons are playing in a manner, which ITHUBA or the Retailer deems to be interfering with other Participant's reasonable access to that Game.
- iii. The Participant is responsible for claiming the full value of the Prize to which he/she is entitled to within the Claim Period.
- iv. The Participant's eligibility to win a Prize is subject to that particular Game's claim Ticket Validation Requirements being met, in force from time to time.

- v. The holder of a Winning Selection may win in only one Prize category per Entry in connection with the Winning Numbers drawn in each Draw and shall be entitled only to the Prize for the highest Prize category won by those numbers in each Draw (regardless of the actual Prize value).
- vi. Participants are only allowed to win once per Board completed.
- vii. Save as provided for herein, the right of any person to a Prize shall not be assignable.
- viii. Under no circumstances shall any Prize be payable by way of goods or services in lieu of cash or electronic transfer.

J. Use of Prize Claim Forms and Payment to Prize Winners in Person

- i. All Prizes will be paid in accordance with ITHUBA's Prize Payout Procedures in force from time to time.
- ii. A Prize Claim Form must be completed by a Claimant who has won a Prize of R50,000 or greater.
- iii. Cash prizes of up to R50, are payable by all Retailers. All participating Retailers have the discretion to pay up to R5,000 in cash; alternatively Claimants can proceed to another Retailer.
- iv. Prize claims between R2,001-R49,999.99 are only payable at an authorized Prize Payment Centre (addresses are available from any Retailer or via Players' Helpline) and Claimants must complete a Prize Claim Form (together with the submission of the required documents) and provide proof of identity.
- v. Prizes over R50 000 can only be paid in person

to the Claimant or a duly authorized representative at a National Lottery Office after completion of a Claim Form (together with the submission of the required documents) and an identity check being conducted.

- vi. Participants holding a Valid Winning Ticket for a Prize exceeding R50 000 may also revert to a telephone number identified by ITHUBA or to a Retailer and shall be advised of the appropriate method to receive a Prize Claim Form.
- vii. ITHUBA reserves the right, at its sole and absolute discretion, to require the completion of a Prize Claim Form in any other case.
- viii. A Prize Claim Form must be completed in the name of one owner and must in all cases be accompanied by a Valid Winning Ticket.
- ix. All Prize Claim Forms shall be completed and signed by the owner of the relevant Valid Winning Ticket or by his/her duly authorised representative.
- x. ITHUBA may refuse to process any payment if the relevant Prize Claim Form is incomplete or defective in any way.
- xi. If a Claimant is unable to complete a Prize Claim Form due to legal, physical, or other disability, a duly authorized representative of the Claimant shall complete and sign a Prize Claim Form on their behalf. The Prize Claim Form must state the name of the Claimant and the representative and describe the status of the signatory, if not the Claimant. ITHUBA reserves the right to request evidence of the capacity of a representative to claim on behalf of a Claimant.
- xii. If the person signing the Claim Form is a personal representative of the estate of a deceased Participant, that person shall

submit with the Claim Form and such documentation as ITHUBA shall, in its sole and absolute discretion, deem necessary and/or sufficient to properly establish such representative's entitlement to receive the relevant Prize.

xiii. In the event that a single Ticket contains multiple winning plays, each from separate Selections, the total Prize amount shall be paid in accordance with the Prize payment arrangement specified in paragraph I (vi) above.

xiv. Payment of the Prize to the person shown on the Prize Claim Form as the Claimant or his/her duly authorized representative shall fully and effectively discharge ITHUBA, its officers, directors, employees, representatives, contractors and any person, firm authorized by ITHUBA to pay Draw Prizes, from any further liability for payment of that Prize.

xv. A person who signs a Prize Claim Form shall be deemed to have represented that they are lawfully entitled to the Prize and the information contained therein is accurate, true, correct and complete, and indemnifies ITHUBA against any costs, losses, damages and expenses which ITHUBA may suffer or incur with respect to the Entry or payment of the Prize as a result of any misrepresentation.

xvi. In the event of any inconsistency in the information submitted on the Prize Claim Form and/or shown on the Ticket, or for any other reason at its complete discretion, ITHUBA may investigate and withhold all winnings which may be due to the Claimant (or may make a payment into court, as the case may be) until such time as the Claimant satisfies ITHUBA that s/he is the proper person to whom the Prize should be paid.

K. Ticket Validation Requirements

- i. An original/valid Ticket shall be the only valid proof for participation in the National Lottery Games and shall be the only valid instrument for claiming a Prize.
- ii. Before a Prize may be paid on any National Lottery Ticket, it must first be validated according to ITHUBA's validation procedures. ITHUBA's decision as to whether or not the National Lottery Ticket is valid shall be final and binding.
- iii. ITHUBA shall be entitled to declare a National Lottery Ticket invalid, and accordingly shall not authorise payment of any Prize, if:
 - 1. The National Lottery Ticket in whole or in part or fails to pass ITHUBA's confidential Ticket Validation Requirements and/or security tests.
 - 2. The Control Number of an apparent winning National Lottery Ticket does not appear on ITHUBA's official list of Control Numbers of the winning Ticket.
 - 3. A Valid Winning Ticket with that Control Number has been paid previously.
 - 4. The Ticket (or Playcard) does not appear on ITHUBA's list of the National Lottery Tickets issued for Entry to the particular Game, as kept on the Central Computer System.
 - 5. The National Lottery Ticket is mutilated, altered, unreadable, incomplete or tampered with in any manner.
 - 6. The National Lottery Ticket was not sold or issued in an authorised manner.

- iv. In any of the above cases, the Participant will be required to file a Claim Form with ITHUBA.
- v. A Claimant shall be entitled to claim only the highest tier of Prize for which the validated Ticket is eligible and not any lesser Prize category or any otherwise unclaimed Prize in the particular Draw or Prize Pool.
- iii. ITHUBA shall not be liable to make payments of any Prize on a Ticket, which it knows or suspects has been resold or otherwise transferred by way of trade.
- iv. In no event shall ITHUBA or Retailer be liable for indirect, special or consequential loss or damage.
- v. The singular includes the plural, as the context may require.

3.0 Liability

- i. Neither ITHUBA nor any Retailer shall be responsible or liable to any person claiming any cost, including but not limited to interest, telephone or travel costs, of whatever nature on a Ticket.

ITHUBA shall not be liable to pay interest on any winnings in respect of any period during which security or other relevant checks or enquiries are in process regarding any Ticket presented for payment by a Claimant, or during any period in which a dispute relating to the validity of a Ticket or a claim has not been resolved.

- ii. In the event that ITHUBA, in its absolute and sole discretion, believes that the bearer of a Ticket presented for payment or a person whose name, Identity number or address has been entered on the reverse side of the winning Ticket or who has completed a Claim Form is not the rightful owner thereof or lawfully entitled thereto, it shall be entitled to withhold payment of any Prize winnings for a period of up to 365 days after the relevant Draw or purchase date, pending the outcome of all appropriate checks and enquiries being conducted. ITHUBA's decision will be final and binding.

4.0 Dispute Resolution

ITHUBA's decision as to whether or not a Ticket is a Valid Winning Ticket or in respect of any other matter or dispute arising from the payment or awarding or non-payment or non-awarding of Prizes shall be final and binding upon all Participants and any other person or persons having any interest in the matter or dispute.

5.0 Governing Law

All contents herein contained herein shall be governed by and construed in all respects in accordance with the laws of the Republic of South Africa and the all parties to which the Rules applies hereby submit to the exclusive jurisdiction of the Courts of the Republic of South Africa.



6

**GAME RULES AND
REGULATIONS**



LOTTO



**LOTTO
PLUS 1**



**LOTTO
PLUS 2**

RULES AND REGULATIONS



LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 (6/58)

GAME RULES AND REGULATIONS

1. PLAYING THE LOTTO, LOTTO PLUS 1 AND LOTTO PLUS 2 GAMES

The following are the essential features of the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games, as approved by the National Lotteries Commission (NLC).

- 1.1 LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 are National Lottery Games operated in South Africa. In these Games, Participants either select their own numbers or opt for random number selection by the Central Gaming System. Each Entry consists of 6 'Main numbers' selected from a number range of 1 – 58, which constitutes a single Game Board on an approved mechanism (e.g. a LOTTO Play Slip). During the Draw, the Central Gaming System randomly selects 7 winning numbers: the first 6 'Main numbers' drawn from the same number range (1 to 58), followed by 1 'BONUS number', which is randomly drawn from the remaining numbers after the 6 'Main numbers' have been selected.

- 1.2 This selection process is illustrated through screenshots from the website and a sample Retail Play Slip. Figures 1 and 2 show the digital interface before and after number selection, respectively. Figures 3 and 4 depict the same process using the physical Retail Play Slip. Together, these visuals demonstrate the Participant's journey from the initial selection screen to the final selection step, where numbers are added to the Play Slip.



1.2.1 Website

FIGURE 1:
BEFORE NUMBER SELECTION

QUICK PICK MY FAVOURITES ADD TO PLAY SLIP

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54
55 56 57 58

[CLEAR ALL](#) [ADD TO FAVOURITE](#)

Pick 6 numbers out of 58 or Play a Quick Pick
[HOW TO PLAY](#)
You can play up to 20 boards

For how many draws?
1 10

FIGURE 2:
AFTER NUMBER SELECTION

QUICK PICK MY FAVOURITES ADD TO PLAY SLIP

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54
55 56 57 58

[CLEAR ALL](#) [ADD TO FAVOURITE](#)

Pick 6 numbers out of 58 or Play a Quick Pick
[HOW TO PLAY](#)
You can play up to 20 boards

For how many draws?
1 10



1.2.2 Retail Play Slip

FIGURE 3:

BEFORE NUMBER SELECTION

Number of Draws: 1 2 3 4 5 6 7 8 9 10

LOTTO PLUS 1 **PLAY HERE** LOTTO PLUS 2 **PLAY HERE**

Choose 6 Numbers

Board **A**
QUICK PICK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **B**
QUICK PICK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **C**
QUICK PICK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **D**
QUICK PICK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **E**
QUICK PICK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **F**
QUICK PICK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **G**
QUICK PICK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

See reverse for instructions ►

FIGURE 4:
AFTER NUMBER SELECTION

Number of Draws: 1 2 3 4 X 5 6 7 8 9 10

LOTTO PLUS 1 **PLAY HERE** LOTTO PLUS 2 **PLAY HERE**

Choose 6 Numbers

Board **A**
QUICK PICK

X	X	X	X	X	X	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **B**
QUICK PICK

X	X	X	X	X	X	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **C**
QUICK PICK

X	X	X	X	X	X	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **D**
QUICK PICK

X	X	X	X	X	X	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **E**
QUICK PICK

X	X	X	X	X	X	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **F**
QUICK PICK

X	X	X	X	X	X	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

Board **G**
QUICK PICK

X	X	X	X	X	X	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	CANCEL BOARD <input type="checkbox"/>					

See reverse for instructions ►



- 1.3 LOTTO PLUS 1 is a supplementary National Lottery Game that a Participant may enter once he/she has opted to play the LOTTO Game. The Participant's selected numbers for LOTTO are also entered into the LOTTO PLUS 1 Draw.
- 1.4 LOTTO PLUS 2 is an additional supplementary National Lottery Game that a Participant may enter only if they have opted to play LOTTO PLUS 1. The same set of numbers selected for LOTTO is also entered into the LOTTO PLUS 2 Draw.
- 1.5 There are three separate draws conducted: one for LOTTO, a second for LOTTO PLUS 1, and a third for LOTTO PLUS 2. While all Games use the same selected numbers, each Game has a distinct Prize Pool and Prize structure.
- 1.6 Participants of any National Lottery Game must be at least 18 years of age in order to play and win or claim prizes.
- 1.7 All National Lottery Tickets issued for this Game shall be in the English language and clearly identified with the name of the Game "LOTTO" "LOTTO PLUS 1" and "LOTTO PLUS 2" and the date(s) of the Draw(s) for which they are issued.
- 1.8 The LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Draws will be conducted every Wednesdays and Saturdays (Except Christmas Day as there will not be any Draw conducted on 25 December).
- 1.9 Participants can purchase LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Tickets on any day of the week during the times when the Game is made available for sale by the participating sales channels.
- 1.10 On Draw days (Wednesday and Saturdays) Ticket sales will close at 20:30 and the Selection of winning numbers will commence shortly afterwards.



- 1.11 The Draw show will be broadcast on Wednesday and Saturday evenings at 20:57 on SABC 2. The Winning numbers will be published soon after 21:00 after each Draw on the Retailer Terminals, the National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages, or as may be amended from time to time.
- 1.12 Participants can purchase LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Tickets from any of the following channels during their hours of operation:
 - 1.12.1 Authorised and participating Retail stores;
 - 1.12.2 The National Lottery Website: nationallottery.co.za, Mobile App;
 - 1.12.3 USSD by dialing *120*7529#;
 - 1.12.4 Authorised Banking and Telco partners via their Websites and Mobile Apps; and,
 - 1.12.5 Mobile Payment Terminal partners, or
 - 1.12.6 Any other Alternate Channels that become applicable for the Game.
- 1.13 The cost of one Entry/Board for a LOTTO Draw will be R5.00 (VAT inclusive).
- 1.14 The cost of one Entry/Board for a LOTTO PLUS 1 draw will be at an additional cost of R2.50 (VAT inclusive).
- 1.15 The cost of one Entry/Board for a LOTTO PLUS 2 Draw will be at an additional cost of R2.50 (VAT inclusive).
- 1.16 The Participant must play the LOTTO Game first in order to Play LOTTO PLUS 1.
- 1.17 The Participant must play LOTTO and LOTTO PLUS 1 in order to Play LOTTO PLUS 2.



- 1.18 The maximum value of all wagers that a Participant can play on LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 are limited to R2,000 per day.
- 1.19 All National Lottery tickets and other printed material will be printed in English as specified from time to time.
- 1.20 The total numbers to be selected per Entry into any LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Draw shall be 6 numbers (i.e. 6 numbers from the range 1 to 58 which shall be known as the “Main Numbers”).
- 1.21 The Participant of the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Game can choose the 6 numbers in different ways, namely by:
 - 1.21.1 Selecting his/her own personal lucky numbers using a Play Slip/online play interface; and/or;
 - 1.21.2 By choosing “QUICK PICK” on a Play Slip or online play interface, or by requesting “QUICK PICK(S)” from the Retailer; and/or;
 - 1.21.3 By indicating in person to a National Lottery Retailer, the requested personal lucky numbers. This number selection will then be entered into the Central Gaming System by the National Lottery Retailer. The Participant must ensure that the Retail clerk has captured the correct numbers.
- 1.22 A Participant must select the number of consecutive Draws they wish to enter, with available options ranging from 1 to 10 Draws. If the Participant does not make a Selection, the system will automatically set the number of Draws to 1.
- 1.23 If the Play Slip or Entry is rejected by any Terminal, Website, Mobile App or any other channel interface then there is no valid Entry into the Draw.



- 1.24 Only a Ticket (Digital or paper version) with a valid Ticket serial number and recorded in the Central Gaming System, is deemed to be a successful Entry into the Draw. If the Entry is submitted on the online play channels but the Participant does not receive a confirmation SMS and a Ticket/Receipt number, then that Entry shall not be valid.
- 1.25 If an Entry is not recorded on the Central Gaming System, the Entry shall not be valid. The system will only generate a Ticket if the Entry is recorded on the Central Gaming System, which will prove to the Participant that his/her Entry was successful.
- 1.26 If a deduction is made from the Participant's online wallet/bank account but no Entry is recorded on the Central Gaming System for any particular Game, the Entry shall not be valid. In case of any system failure ITHUBA reserves the right to investigate the case and resolve it appropriately.

2. STATUS OF THESE RULES

- 2.1 These Rules and Regulations are for the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games, as approved by the NLC.
- 2.2 ITHUBA reserves the right to amend these Rules and Regulations from time to time subject to the approval from the NLC.
- 2.3 These Rules and Regulations should be read in conjunction with:
 - 2.3.1 The National Lottery Participants Code of Practice; and
 - 2.3.2 The National Lottery Retail, Website, USSD, and Mobile App Terms and Conditions which, together, constitute the contractual rights and



obligations of ITHUBA to Participants, as may be amended from time to time.

2.4 In the event of a discrepancy or inconsistency between these Rules and Regulations, the National Lottery Retail, Website, USSD, and Mobile App Terms and Conditions and/or explanations being advised during a purchase, these Rules and Regulations shall prevail.

3. LOTTO, LOTTO PLUS 1, AND LOTTO PLUS 2 PROCEDURES AND DESCRIPTIONS

3.1 ITHUBA will make the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games available for sale to the public at such cost stipulated under paragraphs 1.13, 1.14 & 1.15 above, or at an alternative cost as ITHUBA may from time to time determine as approved by the NLC.

3.2 The Participant may participate in the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games on the following platforms:

3.2.1 Retail

3.2.1.1 By presenting a completed Play Slip to a Retailer with the appropriate wager amount for the number of Entries into the Draw(s).

3.2.1.2 Each LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Play Slip contains 8 Boards labelled A to H. Each Board enables the Participant to make their Selections for 1 Entry into the LOTTO Draw per Board.

3.2.1.3 A Participant must select 6 numbers, comprising 6 "Main Numbers", all selected from the same range of 1 to 58.



- 3.2.1.4 Each Selection is made by manually marking 6 numbers on one Board or by manually marking the “QUICK PICK” box.
- 3.2.1.5 Each Play Slip features a Selection grid below the Game logo, allowing Participants to indicate their preference for playing multiple Draws in advance. By default, the Entry is set for the current Draw only (i.e. for 1 Draw). However, Participants can use this grid to play their selected numbers and enter from 2 to 10 consecutive Draws in advance.
- 3.2.1.6 The completed Play Slip is processed through the Lottery Terminal, which will issue the “Ticket”/Receipt, recording each Selection marked on the Play Slip, including but not limited to other information such as the Draw number(s) and date(s) of the Draw(s).
- 3.2.1.7 The “Ticket” will have a unique serial number printed on it below a unique bar code for ease of “Ticket” identification and for security purposes.
- 3.2.1.8 As an alternative option to a Play Slip, a Participant may simply ask the Retail clerk to enter their chosen numbers or to make a QUICK PICK Selection(s) manually into the Terminal on their behalf.
- 3.2.1.9 Participants may also play LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 by selecting a random set of 6 numbers through any Alternate Sales Channel interface where a Participant can purchase an Entry into the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Draws. The Participant will be issued with a valid Ticket or a Receipt, whichever is applicable through the different platforms for purchasing the National Lottery Game.



3.2.2 Website

- 3.2.2.1 Visit www.nationallottery.co.za.
- 3.2.2.2 If you are not already registered, click on the registration button and complete the registration details including Name, Surname, Cellphone Number, and South African National Identification Number/Passport Number, email and physical address.
- 3.2.2.3 Enter and confirm your password and click on continue and follow any further instructions to complete registration.
- 3.2.2.4 Once registered, simply login using your mobile number and password.
- 3.2.2.5 To Top Up your Wallet, click on your "**Name Profile**" and click on "**My Wallet**" and follow the on-screen instructions on how to top-up your wallet. You will have access to view your balance, make withdrawals or view movements and status of all your transactions. You will also view your messages, Ticket history, and any bonuses if applicable.
- 3.2.2.6 Select "**PLAY NOW**" menu item followed by "**LOTTO**".
- 3.2.2.7 Select 6 numbers where 6 "Main numbers" will be selected from the range 1 to 58.
- 3.2.2.8 Alternatively, click on the "**QUICK PICK**" button to allow the system to randomly generate numbers on your behalf.
- 3.2.2.9 If you wish to save your Selection as favourite numbers, click the "**ADD TO FAVOURITES**" link.
- 3.2.2.10 Once your numbers are selected, slide the button to select the Number of Draws that you wish to play.
- 3.2.2.11 Your Board Price will be automatically selected at R5.00. The total amount of your wager (Board Price multiplied by the Number of Draws selected) will be displayed as confirmation.



- 3.2.2.12 Once you are satisfied with your wager, click the “**ADD TO PLAY SLIP**” button followed by the “**BUY NOW**” button where you will be prompted with the question “Do you wish to continue?”. Click “**CONTINUE**” to complete your transaction or the “**CANCEL**” button to return to the previous menu.
- 3.2.2.13 You will receive a pop-up notice confirming your transaction was successfully entered into the Draw with your Ticket details displaying the Draw date, time, number, your selected numbers and other relevant information, including the Ticket Serial Number above the Barcode.
- 3.2.2.14 You may print or download this Ticket Receipt for your safe keeping and future records.
- 3.2.2.15 The download version will be in PDF format. You can also view your Ticket history with Ticket details in your “**My Tickets**” section of your account profile.
- 3.2.2.16 Alternatively, you can view a summary of Tickets purchased and other transactions in your “**History**” folder.

3.2.3 USSD

- 3.2.3.1 Dial:
 - *120*7529#
- 3.2.3.2 Select the option 1 - Login.
- 3.2.3.3 Enter your 5-digit PIN to access your account.
- 3.2.3.4 On the Main Menu, select **Option 1 – Play Games**.
- 3.2.3.5 Select **Option**:
 - **1. LOTTO** (to play LOTTO) **or**;
 - **2. LOTTO PLUS 1** (to play LOTTO & LOTTO PLUS 1) **or**;
 - **3. LOTTO PLUS 2** (to play LOTTO, LOTTO PLUS 1, & LOTTO PLUS 2) as your preferred Game.



- 3.2.3.6 Select the number of Boards you wish to play (between 1-20).
- 3.2.3.7 Select **Option 1 to Confirm**, which will:
 - Confirm **QUICK PICK** as your number selection and,
 - Confirm your total purchase amount.
- 3.2.3.8 A successful purchase and confirmation message will be sent via SMS.
- 3.2.3.9 To play again, select **Option 1 – Play Again**.

- 3.2.4 The completed Selection is processed through the Central Gaming System, which will issue the "Ticket"/Receipt, recording each Selection including information such as Draw number(s), time(s), date(s), and wager amount(s) and other relevant information, including the Ticket Serial Number.
- 3.2.5 Each "Ticket" will have a unique Serial Number assigned by the Central Gaming System.
- 3.2.6 Tickets purchased online will be confirmed via inbox message to the registered Participant.
- 3.2.7 ITHUBA, the official licensed operator of the South African National Lottery under which the LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Game is offered, shall not be held responsible, nor accept any liability whatsoever, in respect to Ticket sales or claims that are made with any third parties after the Draw Ticket sales conclude. This non-liability extends until the time the Draw reopens for sales pertaining to the subsequent Draw.
- 3.2.8 The Participant hereby acknowledges, consents and agrees that it is his/her sole responsibility to ensure that they engage in transactions only within the official sale times and through authorised channels and/or Agents.



- 3.2.9 ITHUBA does not endorse, validate, or have any affiliation with Ticket sales or claims that are processed outside of the stipulated official times or through unauthorised third parties.
- 3.2.10 Any disputes or issues arising from transactions concluded with third parties after the specified time will not involve ITHUBA in any capacity. ITHUBA disclaims all liabilities arising from such situations.
- 3.2.11 Participants are strongly advised to act with caution and only to purchase Tickets from authorised channels and/or Agents during the specified times to ensure the validity and legitimacy of their Tickets.
- 3.2.12 By purchasing a LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Ticket, the Participant agrees to be bound by these Game Rules and Regulations, along with all other National Lottery Terms and Conditions, where applicable, set forth by ITHUBA.
- 3.2.13 LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Tickets may be cancelled after being issued (purchased), on condition that:
 - 3.2.13.1 The Ticket is returned to the issuing Retailer/Terminal; and
 - 3.2.13.2 The Ticket is presented within two hours of the time of purchase, or before the close of ticket sales for the day, or the close of sales time, whichever is the earlier time.
 - 3.2.13.3 Should the Terminal not be able to cancel the Ticket, the Retailer must contact the designated Call Centre for assistance.
 - 3.2.13.4 Tickets purchased from the Website, Mobile App, and/or (USSD) cannot be cancelled.



4. DRAWS

- 4.1 The LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Draws will take place on the night of the Draw day (i.e. Wednesday and Saturday) at 20:57, or on such other days, as specified by ITHUBA from time to time.
- 4.2 The three Draws shall take place consecutively – LOTTO Draw first followed by the LOTTO PLUS 1 & LOTTO PLUS 2 Draw.
- 4.3 There will be no Draw on Christmas Day (25 December), however, Ticket sales will remain open, and the Draw will take place on the following Draw day.
- 4.4 For LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2, Ticket sales close at 20:30 on the evening of each respective Draw and resume for the next draw after the sales closing period (Draw Break).
- 4.5 In each draw 7 winning numbers will be drawn using a Random Number Generator system. The 7 winning numbers drawn will consist of 6 “Main numbers” which will be selected from the range 1 to 58 and 1 “BONUS number” which will be selected from the remainder of the numbers in the same range after the first 6 numbers have been drawn. The LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Draw Results will be available after each Draw and published soon after 21:00.
- 4.6 Winner results, including the number of winners and winning Prize share amounts, will be calculated and published on the National Lottery Website and/or, Retail Terminal Screens, and/or Mobile Applications, and/or the Call Centre, and/or Social Media pages after the completion of the Draw is broadcast on SABC at 20:57.



5. PRIZE DIVISIONS

5.1 WINNING SELECTIONS FOR LOTTO, LOTTO PLUS 1 AND LOTTO PLUS 2

A Participant, for any single Board Entry, selects 6 'Main numbers' from a range of 1 to 58. The National Lottery then conducts a Draw where 7 winning numbers are selected by a Random Number Generator system. These 7 winning numbers consist of 6 'Main numbers' drawn from the range 1 to 58, followed by 1 'BONUS number' which is selected from the remaining numbers in the same range (1 to 58) after the first 6 'Main numbers' have been drawn.

A Participant becomes eligible for a Prize in the corresponding Prize Division if their selected numbers match the criteria for a winning combination, starting with correctly matching at least 2 of the 'Main numbers' drawn. For each additional 'Main number' that is drawn and matched by the Participant on the same Board Entry, they will increasingly become eligible for a Prize in the highest Prize category to which those numbers relate.

The 'BONUS number' provides an additional opportunity for Participants to win Prizes. Specifically, three of the eight Prize Divisions reward winners who match the 'BONUS number' drawn, in combination with other matched 'Main numbers' (e.g., MATCH 5 + BONUS number, MATCH 4 + BONUS number, MATCH 3 + BONUS number).

The LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Prize Divisions are detailed as follows:



5.1.1 **Prize Division 1 – MATCH 6 (The JACKPOT)**

Means that on any single Board/Entry, the Participant has correctly matched all of the first 6 numbers drawn (“MATCH 6”).

5.1.2 **Prize Division 2 – MATCH 5 + BONUS number**

Means that on any single Board/Entry, the Participant has correctly matched 5 of the 6 numbers drawn and has also matched the ‘BONUS number’ drawn (“MATCH 5 + BONUS number”).

5.1.3 **Prize Division 3 – MATCH 5**

Means that on any single Board/Entry, the Participant has correctly matched 5 of the 6 numbers drawn but has not matched the ‘BONUS number’ drawn (“MATCH 5”).

5.1.4 **Prize Division 4 – MATCH 4 + BONUS number**

Means that on any single Board/Entry, the Participant has correctly matched 4 of the 6 numbers drawn and has also matched the ‘BONUS number’ drawn (“MATCH 4 + BONUS number”).

5.1.5 **Prize Division 5 – MATCH 4**

Means that on any single Board/Entry, the Participant has correctly matched 4 of the 6 numbers drawn but has not matched the ‘BONUS number’ drawn (“MATCH 4”).

5.1.6 **Prize Division 6 – MATCH 3 + BONUS number**

Means that on any single Board/Entry, the Participant has correctly matched 3 of the 6 numbers drawn and has also matched the ‘BONUS number’ drawn (“MATCH 3 + BONUS number”).



5.1.7 **Prize Division 7 – MATCH 3**

Means that on any single Board/Entry, the Participant has correctly matched 3 of the 6 numbers drawn but has not matched the ‘BONUS number’ drawn (“MATCH 3”).

5.1.8 **Prize Division 8 – MATCH 2**

Means that on any single Board/Entry, the Participant has correctly matched 2 of the 6 numbers drawn but has not matched the ‘BONUS number’ drawn (“MATCH 2”).

6. PRIZE POOLS LOTTO

6.1 Subject to rounding down, the amount allocated by ITHUBA, as approved by the NLC, to the Prize Pool Fund for payment of Prize(s) for a Draw (“Prize Fund”) shall be 48% of the total revenue from all Ticket sales for that Draw, or such larger amount as shall be determined by ITHUBA as approved by the NLC from time to time.

6.2 The Prize Pool Fund is split into 8 different Prize Pools and allocated for each of the 8 Prize Divisions described previously in Rule 5.

6.3 The Prize Pools with their percentage allocation of funds are shown in the Prize Table in Rule 8.

6.4 Prize payment calculation applied to the Prize Pools:

6.4.1 Pari-Mutuel Prize pools apply to Prize Divisions 1 through 8. This means that the Prize Pool designated for each Prize Division will be divided among all winning Ticket holders in that Prize Division based on the number of winning Tickets they possess. For instance, if there is an



allocation of R30 million for the LOTTO Jackpot Prize Division and there are two winning Tickets, each winning Ticket holder will receive R15 million.

6.4.2 The allocation of the Prize Fund to each of the Pari-Mutuel Prize Divisions, as approved by the NLC, shall be in accordance with the following provisions:

- 6.4.2.1 If the Division 1 (Jackpot) in a LOTTO Draw is not won, then the Prize Pool allocated for this Division will be rolled over to the Division 1 (Jackpot) in the next LOTTO Draw by default.
- 6.4.2.2 Similarly, if there are no winners in a particular Prize Division between Prize Divisions 2 to 7, then the Prize Pool for that Prize Division will be rolled down (be added to) the Prize Division immediately below it, e.g. If there are no winners in Prize Division 4 then the Prize Pool for that Division is added to the Prize Pool for Prize Division 5.
- 6.4.2.3 In the unlikely event that there are no winners in Prize Division 8 (last Division) then the accumulated Prize Fund in that Prize Division will rollover (be added to) to the Prize Division 1 for the next draw.

6.4.3 All winning Prize share amounts shall be rounded to the nearest 10 cents as follows: e.g. R1.55 shall be R1.60; R1.54 shall be R1.50.

6.4.4 Breakage (The amount left over after any rounding calculation) from any LOTTO Prize Division, will rollover to the same Prize Division in the next Draw.



7. PRIZE POOLS LOTTO PLUS 1 AND LOTTO PLUS 2

- 7.1 Subject to rounding down, the amount allocated by ITHUBA, as approved by the NLC, to the Prize Pool Fund for payment of Prize(s) for a Draw ("Prize Fund") shall be 50% of the total revenue from all ticket sales for that Draw, or such larger amount as shall be determined by ITHUBA as approved by the NLC from time to time.
- 7.2 The Prize Pool Fund is split into 8 different Prize Pools and allocated for each of the 8 Prize Divisions described previously in Rule 5.
- 7.3 The Prize Pools with their percentage allocation of funds are shown in the Prize Table in Rule 8.
- 7.4 Prize payment calculations applied to the Prize Pools:
 - 7.4.1 Pari-Mutuel prize pools apply to Prize Divisions 1 through 8. This means that the Prize Pool designated for each Prize Division will be divided among all winning Ticket holders in that Prize Division based on the number of winning Tickets they possess. For instance, if there is an allocation of R6 million for the LOTTO PLUS 1 Jackpot Prize Division and there are two winning Tickets, each winning Ticket holder will receive R 3 million.
- 7.5 The allocation of the Prize Fund to each of the Pari-Mutuel Prize Divisions, as approved by the NLC, shall be in accordance with the following provisions:
 - 7.5.1 If the Division 1 (Jackpot) prize in LOTTO PLUS 1 or LOTTO PLUS 2 Draw is not won, then the Prize Pool allocated for that specific Division will roll over to Division 1 (Jackpot) of the new Draw of the same game (i.e.



LOTTO PLUS 1 rolls over into the next LOTTO PLUS 1 Draw , and LOTTO PLUS 2 rolls over in the next LOTTO PLUS 2 Draw).

7.5.2 Similarly, if there are no winners in a particular Prize Division between Prize Divisions 2 to 7, then the Prize Pool for that Prize Division will be rolled down (be added to) the Prize Division immediately below it, e.g. If there are no winners in Prize Division 4 then the Prize Pool for that Division is added to the Prize Pool for Prize Division 5.

7.5.3 In the unlikely event that there are no winners in Prize Division 8 then the accumulated Prize Fund in that Prize Division will be rolled over (be added to) to the Prize Division 1 for the next draw.

7.6 All winning Prize share amounts shall be rounded to the nearest 10 cents as follows: e.g. R1.55 shall be rounded up to R1.60 and R1.54 shall be R1.50.

7.7 Breakage (The amount left over after any rounding calculation) from any LOTTO PLUS 1 Prize Division, will rollover to the same Prize Division in the next Draw.

8. LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 – Odds of Winning per Entry and Prize Structure

8.1 The following LOTTO Prize table, based on 40,475,358 Tickets/Entries sold, is for illustrative purposes to show the odds of winning and the allocation of the Prize Fund as approved by the NLC.



LOTTO

LOTTO (6 of 58)

DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	PARI-MUTUEL PRIZE POOL	PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	Match 6	40,475,358	R35,650,695	36.70%	R35,650,695.33	1
2	Match 5 + BB	6,745,893	R874,268	0.90%	R145,711.29	6
3	Match 5	132,272	R1,359,972	1.40%	R4,444.34	306
4	Match 4 + BB	52,909	R1,942,817	2.00%	R2,539.63	765
5	Match 4	2,116	R4,857,043	5.00%	R253.92	19,128
6	Match 3 + BB	1,587	R3,885,634	4.00%	R152.35	25,504
7	Match 3	97.0	R20,399,580	21.00%	R48.89	417,272
8	Match 2	10.80	R28,170,849	29.00%	R7.52	3,747,718
OVERALL ODDS		9.61	R97,140,859	100.00%		4,210,701

8.2 The following LOTTO PLUS 1 and LOTTO PLUS 2 Prize table, based on 36,427,822 Tickets/Entries sold, is for illustrative purposes to show the odds of winning and the allocation of the Prize Fund as approved by the NLC.

LOTTO PLUS 1 and LOTTO PLUS 2

LOTTO PLUS 1 /LOTTO PLUS 2(6 of 58)

DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	PARI-MUTUEL PRIZE POOL	PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	Match 6	40,475,358	R13,068,481	28.70%	R13,068,481.21	1
2	Match 5 + BB	6,745,893	R409,813	0.90%	R68,302.17	6
3	Match 5	132,272	R637,487	1.40%	R2,083.28	306
4	Match 4 + BB	52,909	R910,696	2.00%	R1,190.45	765
5	Match 4	2,116	R2,276,739	5.00%	R119.03	19,128
6	Match 3 + BB	1,587	R1,821,391	4.00%	R71.42	25,504
7	Match 3	97.0	R9,562,303	21.00%	R22.92	417,272
8	Match 2	10.80	R16,847,868	37.00%	R4.50	3,747,718
OVERALL ODDS		9.61	R45,534,778	100.00%		4,210,701

8.3 The holder of a winning Selection may win in only one Prize Division per Board/Entry in connection with the Winning Numbers Drawn in each Draw and



shall be entitled to the Prize for the highest Prize Division won by those numbers in each Draw (regardless of the actual Prize value).

9. WINNING RESULTS AND PRIZE CLAIMS/CHECKING RESULTS FOR WINNING TICKETS

- 9.1 The winning numbers for LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 will be published on Wednesday and Saturday evening soon after 21:00 (except Christmas Day).
- 9.2 The LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Draws are broadcast on SABC 2 on Wednesday and Saturday evenings (except Christmas Day) at 20:57, or as ITHUBA may determine from time to time.
- 9.3 Full Draw details are posted on the Retailer Terminals, National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages after 21:00.
- 9.4 The information posted includes but is not limited to:
 - 9.4.1 The winning numbers in order that they were drawn and in numerical order.
 - 9.4.2 The number of winners per Prize Division.
 - 9.4.3 The Prize amounts won per winner.
 - 9.4.4 The jackpot rollover amount, and
 - 9.4.5 The estimated or guaranteed jackpot amount for the next Draw.
- 9.5 Participants can also check to see if they have a winning Ticket by handing their Ticket(s) to Retail Lottery clerks who can validate the Ticket details using the lottery terminal. Winning Tickets will be identified by the lottery agent by scanning or manually entering the Ticket serial number.



9.6 Participants can also obtain more information or assistance with any of the National Lottery Games including checking results, by calling the Customer Care Line (toll-free) on 0800 484 822 Monday to Saturday from 06:00 to 23:00 and on Sundays from 06:00 to 21:00.

HOW TO CLAIM A PRIZE

9.7 Anyone who is 18 years or older, holds a valid proof of identity and has a valid South African bank account is permitted to play, win and claim from the National Lottery. All winners claiming R250,000 and above qualify to receive, amongst others, trauma counselling and financial advice which are part of ITHUBA's free winner services package.

9.8 Winning Tickets must be claimed within 365 days of the date of the Draw or else they will expire.

9.9 Prize Claim Rules by Sales Channel

- 9.9.1 Each National Lottery sales channel has its own payment methods and payout limits for claiming prizes, as shown in the table below.
- 9.9.2 Retail Stores may pay Prizes up to R2,000, while winnings over R10,000 but less than R50,000 may be claimed at an Approved Prize Payment Centres (APPCs).
- 9.9.3 All participating banks will pay up to R249,999.99 except for African Bank which pays up to R49,999.99 via EFT.
- 9.9.4 Prizes above the payout limits of any channel must be claimed in person at the ITHUBA Regional Offices across the country.
- 9.9.5 Please refer to the table below for the full breakdown of payment methods and limits per channel.



Prize Value	Payment Location	Payment Method	Payment Time
Up to R2 000	All Participating/ Authorized Retailers	Cash	Immediately
Up to R10,000	Checkers Stores	Cash	Immediately
R2 000 to R49 999.99	Any Approved Prize Payment Centre - APPC	Cash	Immediately
Up to R49,999.99	African Bank	EFT	Within 72 working hours
Up to R49,999.99	ITHUBA E-Commerce Platform	National Lottery Wallet	Within 72 working hours
Up to R249 999.99	Online Banking Channels	EFT	Within 72 working hours
Any Prize	ITHUBA Offices	EFT	Within 72 working hours

9.10 The requirements for claiming at an ITHUBA Office include the winning Ticket with the Serial Number, and/or winning SMS/Email confirmation, the winner's ID document/smart card, and proof of banking details that should not be older than 3 months.

9.11 For all paper-based Tickets it is mandatory that the owner and winner of the Ticket write their name, surname, Identification Number (ID) or passport number and sign the back of the Ticket.

10. GLOSSARY

The following words and terms, if and whenever they appear in these Game Rules and Regulations, shall have the following meanings unless the context clearly states otherwise:

10.1 Alternate Sales Channel

Means the point-of-sale other than the Lottery Terminal where a Participant can purchase an Entry into the LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Games. The Participant will be issued with a valid paper version or a digital version of a LOTTO, LOTTO PLUS 1 and/or LOTTO PLUS 2 Ticket. Other points-of-sale include the National Lottery Website, In-lane till points (at selected Retailer outlets), handheld devices, ATMs, Mobi Apps, mobile phones and any other additional channels as and when they become available from time to time.



10.2 **Board**

Means the Selection of numbers on the Play Slip or online screen for a National Lottery Game as per these Rules and Regulations along with the wager amount and wager type.

10.3 **Breakage**

The remaining funds in a Prize Division after allocating rounded-off winnings.

10.4 **Cancellation of a Ticket**

Means the process which a purchased Lottery Ticket is voided or invalidated according to the conditions of Cancellation after the transaction has been completed but before the draw takes place.

10.5 **Central Gaming System**

Means the computer system/s used by ITHUBA to operate the LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Game.

10.6 **Constituent Lottery**

Means any lottery conducted by ITHUBA that forms part of the National Lottery.

10.7 **Draw**

Means the process which culminates in the Selection of a set of randomly generated winning numbers by the Random Number Generator for the LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Games.

10.8 **Entry**

Means the valid purchase transaction as recorded on the Central Gaming System for a particular Draw which includes the Participant's selected numbers and wager amount.



10.9 E-Wallet

Means a secure digital account where registered Participants can deposit, store, and manage funds to purchase lottery tickets and play Games online. Access to the E-Wallet can be achieved through Computers, Tablets and/or Smartphones.

10.10 Game

Means LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 is a Draw-based Game detailed in these Rules and Regulations, and shall include any Game, scheme, arrangement, system, plan, promotional competition or device which comprises a Constituent Lottery.

10.11 ITHUBA HOLDINGS (RF) Proprietary Limited

Means the official operator of the South African National Lottery during the temporary license period ending 31 May 2026. ITHUBA HOLDINGS is licensed under the Lotteries Act of 1974, as amended, to operate, conduct and promote the National Lottery and Constituent Games in the Republic of South Africa

10.12 Lottery Processing System

Means the transaction processing system that controls the operation of the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games consisting of the Central Gaming System and the Lottery Terminals or other access points.

10.13 LOTTO

Means a Draw-based National Lottery Game with a Draw that takes place every Wednesday and Saturday (except on Christmas Day) where the Participant selects or has the Lottery Processing System randomly assign 6 numbers from the range 1 to 58.

Participants win based on how many Winning Numbers they match.



10.14 LOTTO PLUS 1

Means a Draw-based National Lottery Game with a Draw that takes place every Wednesday and Saturday (except on Christmas Day). LOTTO PLUS 1 is a supplementary National Lottery Game that a Participant may enter once he/she has opted to play the LOTTO Game. The Participant's selected numbers for LOTTO are also entered into the LOTTO PLUS 1 draw. The Game boards for LOTTO PLUS 1 will be the same as those used for the LOTTO Game.

10.15 LOTTO PLUS 2

Means a Draw-based National Lottery Game with a Draw that takes place every Wednesday and Saturday (except on Christmas Day). LOTTO PLUS 2 is an additional supplementary National Lottery Game that a Participant may enter only if they have opted to play the LOTTO and LOTTO PLUS 1 Game. The same set of numbers selected for LOTTO is also entered into the LOTTO PLUS 2 Draw. The Game boards for LOTTO PLUS 2 will be the same as those used for the LOTTO Game.

10.16 National Lottery

Means a government-regulated lottery operated by a licensed entity, responsible for the sale of lottery Tickets, administration of Prize payments to winners, and collection of government revenues. In South Africa, ITHUBA is licensed by the National Lotteries Commission (NLC) to operate the South African National Lottery on behalf of the Ministry of Trade, Industry and Competition of the Government, ensuring compliance with the license.

10.17 Online Participant Account Wallet

Refer to E-Wallet in Rule 10.9.



10.18 Pari-Mutuel Prize Pool Fund

Means the Prize Fund that will be allocated to Prize Divisions 1 to 8 in the LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Games.

10.19 Participant

Means a member of the public (a Participant/player) over the age of 18, who purchases or otherwise acquires a LOTTO, LOTTO PLUS 1, and/or LOTTO PLUS 2 Ticket(s) via authorised National Lottery channels.

10.20 Play Slip

Means a preformatted form bearing the numbers from which a Participant can make his/her Selection to make an Entry into the LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Games.

10.21 Prize

Means money won by a Participant in the LOTTO, LOTTO PLUS 1 and LOTTO PLUS 2 Games. The Prizes are Pari-Mutuels Prizes.

10.22 Prize Division

Means the Prize tiers where a Participant may win a Prize according to the defined matching criteria set forth in the relevant Prize Division.

10.23 Prize Pool

Means the amount allocated to each Prize Division category.

10.24 Prize Fund

Means a percentage of the total revenue from all ticket sales for a Draw or such larger amount as shall be determined by ITHUBA, in its sole and absolute discretion, as approved by the NLC from time to time allocated to the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games.



10.25 Prize Structure or Prize Table

Means the number, value and odds of winning Prizes for the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games as defined by these Game Rules and Regulations.

10.26 QUICK PICK

Means a system function to support the Participant in the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games wherein a set of numbers are selected on a random basis by the Central Gaming System on behalf of the Participant. This can be requested directly from the Retailer or selected on the Participant's Play Slip or other Sales Channel interface.

10.27 Random Number Generate (RNG')

Means hardware and software that will randomly generate the winning numbers for the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games.

10.28 Receipt

Means a document or digital record generated through a Retailer Terminal or Alternate Sales Channel that confirms a Participant's Entry or Entries into the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games and such other information as may be determined by ITHUBA and approved by the NLC from time to time.

10.29 Retailer

Means any person, firm or entity authorised by ITHUBA to sell LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Entries and/or to pay certain Prizes in respect of a Valid Winning Ticket of the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Games.

10.30 Rules and Regulations

Means these Game Rules and Regulations for LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 as detailed herein, and as may be amended by ITHUBA and approved by the NLC from time to time.



10.31 Selection

Means a selection of one set of 6 numbers chosen by a Participant within one Entry on a Board or one set of 6 numbers resulting from QUICK PICK or one set of 6 numbers chosen by a Participant which may be keyed in manually by a Retailer and which is recorded on a Ticket issued in accordance with these Rules and Regulations.

10.32 Serial Number

Means the unique number assigned by ITHUBA 'Central Gaming System' and printed on a Ticket which, subject to these Rules and Regulations, provides for the verification of the Ticket as a Valid Winning Ticket or otherwise. The Serial Number may be in the form of digits, a bar code or any other form.

10.33 SMS

Means a method used to confirm numbers played online and to notify Participants of their winnings after the LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Draws where applicable. SMS notifications may include Ticket confirmation, wager details and Prize claim instructions.

10.34 Terminal

Means the point-of-sale device with an on-line connection to the Central Gaming System and which shall be used for the issuance of valid Ticket(s) and for the validation of Valid Winning Ticket(s).

10.35 Ticket

Means a National Lottery Ticket(s) issued after each LOTTO, LOTTO PLUS 1, and LOTTO PLUS 2 Game played on any authorised National Lottery sales channel. The Ticket serves as proof of Entry into a Draw and may be in digital format or physical form.



10.36 *Ticket Validation Requirements*

Means a valid Ticket or Entry into the Draw presented by an eligible Participant.

10.37 *Valid Winning Ticket*

Means a LOTTO, LOTTO PLUS 1, and/or LOTTO PLUS 2 Ticket deemed a winning Ticket if it satisfies all Ticket Validation Requirements and contains winning combinations/selections that match the criteria for any of the Prize Divisions.

10.38 *VAT*

Means Value Added Tax levied in terms of the VAT Act No. 89 of 1991, as amended.

10.39 *Validation*

Means the process of confirming if a valid lottery Ticket is eligible for a Prize.

10.40 *Website*

Means the Website of the South African National Lottery:

www.nationallottery.co.za

10.41 *Winning Selection (Winning Numbers)*

Means a Selection which entitles a Participant to a Prize.

In these Rules and Regulations, the singular shall include the plural, and reference to one gender may include the other gender and vice versa, as the context may require.



PowerBall



PowerBall
PLUS

RULES AND REGULATIONS



PowerBall



PowerBall PLUS

PowerBall and PowerBall PLUS

GAME RULES AND REGULATIONS

1. PLAYING THE PowerBall AND PowerBall PLUS GAMES

The following are the essential features of the PowerBall and PowerBall PLUS Games, as approved by the National Lotteries Commission (NLC).

- 1.1 PowerBall and PowerBall PLUS are National Lottery Games operated in South Africa. In these Games, Participants either select their own numbers or opt for random number selection by the Central Gaming System. Each Entry consists of 5 main numbers from a range of 50 numbers (1 to 50) combined with another single number from a grid of separate 20 numbers (1 to 20), which together constitute a single Game Board on an approved entry mechanism e.g. a PowerBall Play Slip.
- 1.2 This selection process is illustrated through screenshots from the website and a sample Retail Play Slip. Figures 1 and 2 show the digital interface before and after number selection, respectively. Figures 3 and 4 depict the same process using the physical Retail Play Slip. Together, these visuals demonstrate the Participant's journey from the initial selection screen to the final selection step, where numbers are added to the Play Slip.



1.2.1 Website

FIGURE 1:
BEFORE NUMBER SELECTION

QUICK PICK MY FAVOURITES ADD TO PLAY SLIP

Pick 5 Numbers and 1 PowerBall

01	02	03	04	05	06	07	08	09	10	11	12	13	01	02	03	04	05
14	15	16	17	18	19	20	21	22	23	24	25	26	06	07	08	09	10
27	28	29	30	31	32	33	34	35	36	37	38	39	11	12	13	14	15
40	41	42	43	44	45	46	47	48	49	50			16	17	18	19	20

[CLEAR ALL](#) [ADD TO FAVOURITE](#)

Pick 5 numbers out of 50 and 1 number(s) out of 20 or Play a Quick Pick
[HOW TO PLAY](#)
You can play up to 20 boards

For how many draws?
1 10

FIGURE 2:
AFTER NUMBER SELECTION

QUICK PICK MY FAVOURITES ADD TO PLAY SLIP

Pick 5 Numbers and 1 PowerBall

01	02	03	04	05	06	07	08	09	10	11	12	13	01	02	03	04	05
14	15	16	17	18	19	20	21	22	23	24	25	26	06	07	08	09	10
27	28	29	30	31	32	33	34	35	36	37	38	39	11	12	13	14	15
40	41	42	43	44	45	46	47	48	49	50			16	17	18	19	20

[CLEAR ALL](#) [ADD TO FAVOURITE](#)

Pick 5 numbers out of 50 and 1 number(s) out of 20 or Play a Quick Pick
[HOW TO PLAY](#)
You can play up to 20 boards

For how many draws?
1 10



PowerBall



PowerBall PLUS

1.2.2 Retail Play Slip

FIGURE 3:

BEFORE NUMBER SELECTION

NATIONAL LOTTERY PowerBall

Number of draws: 2 3 4 5 6 7 8 9 10

PowerBall PLUS **PLAY HERE**

Choose 5 numbers: **BOARD** **Choose 1 PowerBall:**

A Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

B Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

C Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

D Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

E Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

F Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

See reverse for instructions ►

NATIONAL LOTTERY PowerBall

Number of draws: 2 3 4 5 6 7 8 9 10

PowerBall PLUS **PLAY HERE**

Choose 5 numbers: **BOARD** **Choose 1 PowerBall:**

A Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

B Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

C Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

D Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

E Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

F Quick Pick **Choose 1 PowerBall:** 1 2 3 4 5 6 7 8 9 10
 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 CANCEL BOARD

See reverse for instructions ►



PowerBall



PowerBall PLUS

- 1.3 PowerBall PLUS is a supplementary National Lottery Game that a Participant may enter once he/she has opted to play the PowerBall Game. The Participant's selected numbers for PowerBall are also entered into the PowerBall PLUS Draw.
- 1.4 There are two separate draws conducted: one for PowerBall and a second for PowerBall PLUS. While both Games use the same selected numbers, each Game has a distinct Prize Pool and Prize structure.
- 1.5 Participants of any National Lottery Game must be at least 18 years of age in order to play and win or claim prizes.
- 1.6 All National Lottery Tickets issued for this Game shall be in the English language and clearly identified with the name of the Game "PowerBall" and "PowerBall PLUS" and the date(s) of the Draw(s) for which they are issued.
- 1.7 The PowerBall and PowerBall PLUS Draws will be conducted every Tuesdays and Fridays (Except Christmas Day as there will not be any Draw conducted on 25 December.)



PowerBall



**PowerBall
PLUS**

- 1.8 Participants can purchase PowerBall and PowerBall PLUS Tickets on any day of the week during the times when the Game is made available for sale by the participating sales channels.
- 1.9 On Draw days (Tuesdays and Fridays) Ticket sales will close at 20:30 and the Selection of winning numbers will commence shortly afterwards.
- 1.10 The Draw show will be broadcast on Tuesday and Friday evenings at 21:00 on e.tv. The Winning numbers will be published soon after 21:00 after each Draw on the Retailer Terminals, the National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages, or as may be amended from time to time.
- 1.11 Participants can purchase PowerBall and PowerBall PLUS Tickets from any of the following channels during their hours of operation:
 - 1.11.1 Authorised and participating Retail stores;
 - 1.11.2 The National Lottery Website: nationallottery.co.za, Mobile App;
 - 1.11.3 USSD by dialing *120*7529#;
 - 1.11.4 Authorised Banking and Telco partners via their Websites and Mobile Apps; and,
 - 1.11.5 Mobile Payment Terminal partners, or
 - 1.11.6 Any other Alternate Channels that become applicable for the Game.
- 1.12 The cost of one Entry/Board for a PowerBall Draw will be R5.00 (VAT inclusive).
- 1.13 The cost of one Entry/Board for a PowerBall PLUS draw will be at an additional cost of R2.50 (VAT inclusive).



PowerBall



PowerBall PLUS

- 1.14 The Participant must play the PowerBall Game first in order to Play PowerBall PLUS.
- 1.15 The maximum value of all wagers that a Participant can play on PowerBall and PowerBall PLUS are limited to R2,000 per day.
- 1.16 All National Lottery tickets and other printed material will be printed in English as specified from time to time.
- 1.17 The total numbers to be selected per Entry into any PowerBall and PowerBall PLUS Draw shall be 5 numbers (i.e. 5 numbers from the range 1 to 50 which shall be known as the “Main Numbers”), and 1 additional number (from a separate range 1 to 20) which shall be known as the “PowerBall Number”.
- 1.18 The Participant of the PowerBall and PowerBall PLUS Game can choose the 6 numbers in different ways, namely by:
 - 1.18.1 Selecting his/her own personal lucky numbers using a Play Slip/online play interface; and/or;
 - 1.18.2 By choosing “QUICK PICK” on a Play Slip or online play interface, or by requesting “QUICK PICK(S)” from the Retailer; and/or;
 - 1.18.3 By indicating in person to a National Lottery Retailer, the requested personal lucky numbers. This number selection will then be entered into the Central Gaming System by the National Lottery Retailer. The Participant must ensure that the Retail clerk has captured the correct numbers.



PowerBall



PowerBall PLUS

- 1.19 A Participant must select the number of consecutive Draws they wish to enter, with available options ranging from 1 to 10 Draws. If the Participant does not make a Selection, the system will automatically set the number of Draws to 1.
- 1.20 If the Play Slip or Entry is rejected by any Terminal, Website, Mobile App or any other channel interface then there is no valid Entry into the Draw.
- 1.21 Only a Ticket (Digital or paper version) with a valid Ticket serial number and recorded in the Central Gaming System, is deemed to be a successful Entry into the Draw. If the Entry is submitted on the online play channels but the Participant does not receive a confirmation SMS and a Ticket/Receipt number, then that Entry shall not be valid.
- 1.22 If an Entry is not recorded on the Central Gaming System, the Entry shall not be valid. The system will only generate a Ticket if the Entry is recorded on the Central Gaming System, which will prove to the Participant that his/her Entry was successful.
- 1.23 If a deduction is made from the Participant's online wallet/bank account but no Entry is recorded on the Central Gaming System for any particular Game, the Entry shall not be valid. In case of any system failure ITHUBA reserves the right to investigate the case and resolve it appropriately.



PowerBall



PowerBall PLUS

2. STATUS OF THESE RULES

- 2.1 These Rules and Regulations are for the PowerBall and PowerBall PLUS Games, as approved by the NLC.
- 2.2 ITHUBA reserves the right to amend these Rules and Regulations from time to time subject to the approval from the NLC.
- 2.3 These Rules and Regulations should be read in conjunction with:
 - 2.3.1 The National Lottery Participants Code of Practice; and
 - 2.3.2 The National Lottery Retail, Website, USSD, and Mobile App Terms and Conditions which, together, constitute the contractual rights and obligations of ITHUBA to Participants, as may be amended from time to time.
- 2.4 In the event of a discrepancy or inconsistency between these Rules and Regulations, the National Lottery Retail, Website, USSD, and Mobile App Terms and Conditions and/or explanations being advised during a purchase, these Rules and Regulations shall prevail.

3. PowerBall and PowerBall PLUS PROCEDURES AND DESCRIPTIONS

- 3.1 ITHUBA will make the PowerBall and PowerBall PLUS Games available for sale to the public at such cost stipulated under paragraphs 1.12 & 1.13 above, or at an alternative cost as ITHUBA may from time to time determine as approved by the NLC.



PowerBall



**PowerBall
PLUS**

3.2 The Participant may participate in the PowerBall and PowerBall PLUS Games on the following platforms:

3.2.1 Retail

- 3.2.1.1 By presenting a completed Play Slip to a Retailer with the appropriate wager amount for the number of Entries into the Draw(s).
- 3.2.1.2 Each PowerBall and PowerBall PLUS Play Slip contains 6 Boards labelled A to F. Each Board enables the Participant to make their Selections for 1 Entry into the PowerBall Draw per Board.
- 3.2.1.3 A Participant must select 5 numbers, comprising 5 "Main Numbers" from a range of 1 to 50 and 1 "PowerBall Number", all selected from a separate range of 1 to 20.
- 3.2.1.4 Each Selection is made by manually marking 6 numbers on one Board or by manually marking the "QUICK PICK" box.
- 3.2.1.5 Each Play Slip features a Selection grid below the Game logo, allowing Participants to indicate their preference for playing multiple Draws in advance. By default, the Entry is set for the current Draw only (i.e. for 1 Draw). However, Participants can use this grid to play their selected numbers and enter from 2 to 10 consecutive Draws in advance.
- 3.2.1.6 The completed Play Slip is processed through the Lottery Terminal, which will issue the "Ticket"/Receipt, recording each Selection marked on the Play Slip, including but not limited to other information such as the Draw number(s) and date(s) of the Draw(s).



PowerBall



PowerBall PLUS

- 3.2.1.7 The “Ticket” will have a unique serial number printed on it below a unique bar code for ease of “Ticket” identification and for security purposes.
- 3.2.1.8 As an alternative option to a Play Slip, a Participant may simply ask the Retail clerk to enter their chosen numbers or to make a QUICK PICK Selection(s) manually into the Terminal on their behalf.
- 3.2.1.9 Participants may also play PowerBall and PowerBall PLUS by selecting a random set of 6 numbers through any Alternate Sales Channel interface where a Participant can purchase an Entry into the PowerBall and PowerBall PLUS Draws. The Participant will be issued with a valid Ticket or a Receipt, whichever is applicable through the different platforms for purchasing the National Lottery Game.

3.2.2 Website

- 3.2.2.1 Visit www.nationallottery.co.za.
- 3.2.2.2 If you are not already registered, click on the registration button and complete the registration details including Name, Surname, Cellphone Number, and South African National Identification Number/Passport Number, email and physical address.
- 3.2.2.3 Enter and confirm your password and click on continue and follow any further instructions to complete registration.
- 3.2.2.4 Once registered, simply login using your mobile number and password.
- 3.2.2.5 To Top Up your Wallet, click on your “**Name Profile**” and click on “**My Wallet**” and follow the on-screen instructions on how



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to top-up your wallet. You will have access to view your balance, make withdrawals or view movements and status of all your transactions. You will also view your messages, Ticket history, and any bonuses if applicable.

- 3.2.2.6 Select “**PLAY NOW**” menu item followed by “**PowerBall**”.
- 3.2.2.7 Select 6 numbers where 5 “Main Numbers” will be selected from the range 1 to 50 and 1 “PowerBall Number” will be selected from a separate range of 1 to 20.
- 3.2.2.8 Alternatively, click on the “**QUICK PICK**” button to allow the system to randomly generate numbers on your behalf.
- 3.2.2.9 If you wish to save your Selection as favourite numbers, click the “**ADD TO FAVOURITES**” link.
- 3.2.2.10 Once your numbers are selected, slide the button to select the Number of Draws that you wish to play.
- 3.2.2.11 Your Board Price will be automatically selected at R5.00. The total amount of your wager (Board Price multiplied by the Number of Draws selected) will be displayed as confirmation.
- 3.2.2.12 Once you are satisfied with your wager, click the “**ADD TO PLAY SLIP**” button followed by the “**BUY NOW**” button where you will be prompted with the question “Do you wish to continue?”. Click “**CONTINUE**” to complete your transaction or the “**CANCEL**” button to return to the previous menu.
- 3.2.2.13 You will receive a pop-up notice confirming your transaction was successfully entered into the Draw with your Ticket details displaying the Draw date, time, number, your selected numbers and other relevant information, including the Ticket Serial Number above the Barcode.



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- 3.2.2.14 You may print or download this Ticket Receipt for your safe keeping and future records.
- 3.2.2.15 The download version will be in PDF format. You can also view your Ticket history with Ticket details in your “**My Tickets**” section of your account profile.
- 3.2.2.16 Alternatively, you can view a summary of Tickets purchased and other transactions in your “**History**” folder.

3.2.3 USSD

- 3.2.3.1 Dial:
 - *120*7529#
- 3.2.3.2 Select the option 1 - Login.
- 3.2.3.3 Enter your 5-digit PIN to access your account.
- 3.2.3.4 On the Main Menu, select **Option 1 – Play Games**.
- 3.2.3.5 Select **Option**:
 - **4. PowerBall** (to play PowerBall) or;
 - **5. PowerBall PLUS** (to play PowerBall & PowerBall PLUS) as your preferred Game.
- 3.2.3.6 Select the number of Boards you wish to play (between 1-20).
- 3.2.3.7 Select **Option 1 to Confirm**, which will:
 - Confirm **QUICK PICK** as your number selection and,
 - Confirm your total purchase amount.
- 3.2.3.8 A successful purchase and confirmation message will be sent via SMS.
- 3.2.3.9 To play again, select **Option 1 – Play Again**.

- 3.2.4 The completed Selection is processed through the Central Gaming System, which will issue the "Ticket"/Receipt, recording each Selection



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PowerBall PLUS

including information such as Draw number(s), time(s), date(s), and wager amount(s) and other relevant information, including the Ticket Serial Number.

- 3.2.5 Each "Ticket" will have a unique Serial Number assigned by the Central Gaming System.
- 3.2.6 Tickets purchased online will be confirmed via inbox message to the registered Participant.
- 3.2.7 ITHUBA, the official licensed operator of the South African National Lottery under which the PowerBall and PowerBall PLUS Game is offered, shall not be held responsible, nor accept any liability whatsoever, in respect to Ticket sales or claims that are made with any third parties after the Draw Ticket sales conclude. This non-liability extends until the time the Draw reopens for sales pertaining to the subsequent Draw.
- 3.2.8 The Participant hereby acknowledges, consents and agrees that it is his/her sole responsibility to ensure that they engage in transactions only within the official sale times and through authorised channels and/or Agents.
- 3.2.9 ITHUBA does not endorse, validate, or have any affiliation with Ticket sales or claims that are processed outside of the stipulated official times or through unauthorised third parties.
- 3.2.10 Any disputes or issues arising from transactions concluded with third parties after the specified time will not involve ITHUBA in any capacity. ITHUBA disclaims all liabilities arising from such situations.
- 3.2.11 Participants are strongly advised to act with caution and only to purchase Tickets from authorised channels and/or Agents during the specified times to ensure the validity and legitimacy of their Tickets.
- 3.2.12 By purchasing a PowerBall and PowerBall PLUS Ticket, the Participant agrees to be bound by these Game Rules and Regulations, along with all



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other National Lottery Terms and Conditions, where applicable, set forth by ITHUBA.

3.2.13 PowerBall and PowerBall PLUS Tickets may be cancelled after being issued (purchased), on condition that:

- 3.2.13.1 The Ticket is returned to the issuing Retailer/Terminal; and
- 3.2.13.2 The Ticket is presented within two hours of the time of purchase, or before the close of ticket sales for the day, or the close of sales time, whichever is the earlier time.
- 3.2.13.3 Should the Terminal not be able to cancel the Ticket, the Retailer must contact the designated Call Centre for assistance.
- 3.2.13.4 Tickets purchased from the Website, Mobile App, and/or (USSD) cannot be cancelled.

4. DRAWS

4.1 The PowerBall and PowerBall PLUS Draws will take place on the night of the Draw day (i.e. Tuesday and Fridays) at 21:00, or on such other days, as specified by ITHUBA from time to time.

4.2 Both Draws shall take place consecutively – PowerBall Draw first followed by the PowerBall PLUS Draw.

4.3 There will be no Draw on Christmas Day (25 December), however, Ticket sales will remain open, and the Draw will take place on the following Draw day.



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PowerBall PLUS

- 4.4 For PowerBall and PowerBall PLUS, Ticket sales close at 20:30 on the evening of each respective Draw and resume for the next draw after the sales closing period (Draw Break).
- 4.5 In each draw 6 winning numbers will be drawn using a Random Number Generator system. The 6 winning numbers drawn will consist of 5 "Main Numbers" which will be selected from the range 1 to 50 and 1 "PowerBall Number" which will be selected from a separate range, 1 to 20, after the first 5 numbers have been drawn. The PowerBall and PowerBall PLUS Draw Results will be available after each Draw and published soon after 21:00.
- 4.6 Winner results, including the number of winners and winning Prize share amounts, will be calculated and published on the National Lottery Website and/or, Retail Terminal Screens, and/or Mobile Applications, and/or the Call Centre, and/or Social Media pages after the completion of the Draw is broadcast on e.tv at 21:00.

5. PRIZE DIVISIONS

5.1 WINNING SELECTIONS FOR PowerBall and PowerBall PLUS

The PowerBall and PowerBall PLUS Prize Divisions are detailed as follows:

A Participant who, in respect of the numbers selected on any single Board Entry, who matches the criteria for a winning Prize Divisions, beginning with matching the "PowerBall number", from the range 1-20, will be eligible for a Prize in the corresponding Prize Division.



PowerBall



PowerBall PLUS

As a Participant correctly matches more of these winning numbers, including the ‘PowerBall Number’ where specified in the Prize Division criteria (e.g. MATCH 5 + PowerBall, MATCH 4 + PowerBall, or as a more fully detailed in the below Rules 5.1.1 – 5.1.9), they will increasingly become eligible for a Prize in the highest Prize Division to which those numbers relate.

The ‘PowerBall number’ provides an extra chance for Participants to win Prizes where six out of the nine Prize Divisions reward Participants who match the ‘PowerBall number’ in combination with one or more ‘Main Numbers’.

5.1.1 Prize Division 1 – MATCH 5 + PowerBall (The JACKPOT)

Means that on any single Board/Entry, the Participant has correctly matched 5 of the first 5 numbers drawn and has also matched the ‘PowerBall Number’ drawn (MATCH 5 + PowerBall/Jackpot).

5.1.2 Prize Division 2 – MATCH 5

Means that on any single Board/Entry, the Participant has correctly matched 5 of the first 5 numbers drawn but has not matched the ‘PowerBall Number’ drawn (“MATCH 5”)

5.1.3 Prize Division 3 – Match 4 + PowerBall

Means that on any single Board/Entry, the Participant has correctly matched 4 of the 5 numbers drawn and has also matched the ‘PowerBall Number’ drawn (“MATCH 4 + PowerBall”).

5.1.4 Prize Division 4 – MATCH 4

Means that on any single Board/Entry, the Participant has correctly matched 4 of the 5 numbers drawn but has not matched the ‘PowerBall Number’ drawn (“MATCH 4”).



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PLUS**

5.1.5 Prize Division 5 – MATCH 3 + PowerBall

Means that on any single Board/Entry, the Participant has correctly matched 3 of the 5 numbers drawn and has also matched the ‘PowerBall Number’ drawn (“MATCH 3 + PowerBall”).

5.1.6 Prize Division 6 – MATCH 3

Means that on any single Board/Entry, the Participant has correctly matched 3 of the 5 numbers but has not matched the ‘PowerBall Number’ drawn (“MATCH 3”).

5.1.7 Prize Division 7 – MATCH 2 + PowerBall

Means that on any single Board/Entry, the Participant has correctly matched 2 of the 5 numbers drawn and has also matched the ‘PowerBall Number’ drawn (“MATCH 2 + PowerBall”).

5.1.8 Prize Division 8 – MATCH 1 + PowerBall

Means that the Participant has correctly matched any 1 number out of the 5 main numbers drawn and has also matched the ‘PowerBall Number’ drawn (“MATCH 1 + PowerBall”).

5.1.9 Prize Division 9 – MATCH PowerBall

Means that the Participant has not matched any of the 5 main numbers drawn but has matched the ‘PowerBall Number’ drawn (“PowerBall”).



PowerBall



PowerBall PLUS

6. PRIZE POOLS PowerBall

- 6.1 Subject to rounding down, the amount allocated by ITHUBA, as approved by the NLC, to the Prize Pool Fund for payment of Prize(s) for a Draw (“Prize Fund”) shall be 50% of the total revenue from all Ticket sales for that Draw, or such larger amount as shall be determined by ITHUBA as approved by the NLC from time to time.
- 6.2 The Prize Pool Fund is split into 9 different Prize Pools and allocated for each of the 9 Prize Divisions described previously in Rule 5.
- 6.3 The Prize Pools with their percentage allocation of funds are shown in the Prize Table in Rule 8.
- 6.4 There are two types of Prize payment calculations applied to the Prize Pools:
 - 6.4.1 Pari-Mutuel Prize pools apply to Prize Divisions 1 through 7. This means that the Prize Pool designated for each Prize Division will be divided among all winning Ticket holders in that Prize Division based on the number of winning Tickets they possess. For instance, if there is an allocation of R60 million for the PowerBall Jackpot Prize Division and there are two winning Tickets, each winning Ticket holder will receive R30 million.
 - 6.4.2 Fixed Prize amounts guarantee that a Prize never falls below a certain amount regardless of how many winners there are. Fixed prize amounts are paid to winners in Prize Division 8 and 9. The Fixed Prize amounts payable per winning share are:
 - 6.4.2.1 R15.00 per winning Entry for Prize Division 8, and
 - 6.4.2.2 R10.00 per winning Entry for Prize Division 9.
- 6.4.3 Fixed Prizes are calculated prior to Pari-Mutuel Divisions calculations.



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**PowerBall
PLUS**

6.5 The allocation of the Prize Fund to each of the Pari-Mutuel Prize Divisions, as approved by the NLC, shall be in accordance with the following provisions:

6.5.1 If the Division 1 (Jackpot) in a PowerBall Draw is not won, then the Prize Pool allocated for this Division will be rolled over to the Division 1 (Jackpot) in the next PowerBall Draw by default.

6.5.2 If there are no winners in a particular Prize Division between Prize Divisions 2 to 6, then the Prize Pool for that Prize Division will be rolled down (be added to) the Prize Division immediately below it, e.g. If there are no winners in Prize Division 4 then the Prize Pool for that Division is added to the Prize Pool for Prize Division 5.

6.5.3 In the unlikely event that there are no winners in Prize Division 7 then the accumulated Prize Fund in that Prize Division will rollover (be added to) to the Prize Division 1 for the next Draw.

6.6 All winning Prize share amounts shall be rounded to the nearest 10 cents as follows: e.g. R1.55 shall be R1.60; R1.54 shall be R1.50.

6.7 Breakage (The amount left over after any rounding calculation) from any PowerBall Prize Division, will rollover to the same Prize Division in the next Draw.

7. PRIZE POOLS PowerBall PLUS

7.1 Subject to rounding down, the amount allocated by ITHUBA, as approved by the NLC, to the Prize Pool Fund for payment of Prize(s) for a Draw (“Prize Fund”) shall be 50% of the total revenue from all ticket sales for that Draw, or such larger amount as shall be determined by ITHUBA as approved by the NLC from time to time.



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- 7.2 The Prize Pool Fund is split into 9 different Prize Pools and allocated for each of the 9 Prize Divisions described previously in Rule 5.
- 7.3 The Prize Pools with their percentage allocation of funds are shown in the Prize Table in Rule 8.
- 7.4 There are two types of Prize payment calculations applied to the Prize Pools:
 - 7.4.1 Pari-Mutuel prize pools apply to Prize Divisions 1 through 7. This means that the Prize Pool designated for each Prize Division will be divided among all winning Ticket holders in that Prize Division based on the number of winning Tickets they possess. For instance, if there is an allocation of R10 million for the PowerBall PLUS Jackpot Prize Division and there are two winning Tickets, each winning Ticket holder will receive R 5 million.
 - 7.4.2 Fixed Prize amounts guarantee that a Prize never falls below a certain amount regardless of how many winners there are. Fixed prize amounts are paid to winners in Prize Division 8 and 9. The Fixed Prizes amounts payable per winning share are:
 - 7.4.2.1 R7.50 per winning Entry for Prize Division 8, and
 - 7.4.2.2 R5.00 per winning Entry for Prize Division 9.
 - 7.4.3 Fixed Prizes are calculated prior to Pari-Mutuel Divisions calculations.
- 7.5 The allocation of the Prize Fund to each of the Pari-Mutuel Prize Divisions, as approved by the NLC, shall be in accordance with the following provisions:
 - 7.5.1 If the Division 1 (Jackpot) in PowerBall PLUS Draw is not won, then the Prize Pool allocated for this Division will roll over to the Divisions 1 (Jackpot) in the next PowerBall PLUS Draw by default.



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PowerBall PLUS

- 7.5.2 Similarly, if there are no winners in a particular Prize Division between Prize Divisions 2 to 6, then the Prize Pool for that Prize Division will be rolled down (be added to) the Prize Division immediately below it, e.g. If there are no winners in Prize Division 4 then the Prize Pool for that Division is added to the Prize Pool for Prize Division 5.
- 7.5.3 In the unlikely event that there are no winners in Prize Division 7 then the accumulated Prize Fund in that Prize Division will be rolled over (be added to) to the Prize Division 1 for the next draw.
- 7.6 All winning Prize share amounts shall be rounded to the nearest 10 cents as follows: e.g. R1.55 shall be rounded up to R1.60 and R1.54 shall be R1.50.
- 7.7 Breakage (The amount left over after any rounding calculation) from any PowerBall PLUS Prize Division, will rollover to the same Prize Division in the next Draw.

8. PowerBall and PowerBall PLUS – Odds of Winning per Entry and Prize Structure

- 8.1 The following table, based on 42,375,200 Tickets/Entries sold, is for illustrative purposes to show the odds of winning and the allocation of the Prize Fund as approved by the NLC.



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PowerBall PLUS

PowerBall

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DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	FIXED PRIZE POOL	PARI-MUTUEL PRIZE POOL	FIXED & PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	5 + PB	42,375,200.00		R58,383,505	70.73%	R58,383,505	1
2	5	2,230,274		R225,476	5.19%	R4,284,043	19
3	4 + PB	188,334		R11,923	3.25%	R2,682,686	225
4	4	9,912		R1,064	5.51%	R4,548,185	4,275
5	3 + PB	4,280		R519	6.23%	R5,142,503	9,901
6	3	225		R22.78	5.19%	R4,284,043	188,083
7	2 + PB	298.6		R22.68	3.90%	R3,219,223	141,913
8	1 + PB	57	R15.00			R11,174,895	744,993
9	PB Only	35	R10.00			R12,218,916	1,221,892
OVERALL ODDS		18	R25.00		100%	R105,938,000	2,311,302

PowerBall PLUS

PowerBall PLUS

DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	FIXED PRIZE POOL	PARI-MUTUEL PRIZE POOL	FIXED & PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	5 + PB	42,375,200.00		R29,191,753	70.73%	R29,191,753	1
2	5	2,230,274		R112,738	5.19%	R2,142,022	19
3	4 + PB	188,334		R5,962	3.25%	R1,341,343	225
4	4	9,912		R532	5.51%	R2,274,092	4275
5	3 + PB	4,280		R260	6.23%	R2,571,252	9901
6	3	225		R11.39	5.19%	R2,142,022	188,083
7	2 + PB	298.6		R11.34	3.90%	R1,609,612	141913
8	1 + PB	56.9	R7.50	R7.50		R5,587,447	744993
9	PB Only	34.68	R5.00	R5.00		R6,109,458	1221892
OVERALL ODDS		18.33	R12.50		100%	R52,969,000	2,311,302

8.2 The holder of a winning Selection may win in only one Prize Division per Board/Entry in connection with the Winning Numbers Drawn in each Draw and shall be entitled to the Prize for the highest Prize Division won by those numbers in each Draw (regardless of the actual Prize value).



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PowerBall PLUS

9. WINNING RESULTS AND PRIZE CLAIMS/CHECKING RESULTS FOR WINNING TICKETS

- 9.1 The winning numbers for PowerBall and PowerBall PLUS will be published on Tuesday and Friday evening soon after 21:00 (except Christmas Day).
- 9.2 The PowerBall and PowerBall PLUS Draws are broadcast on e.tv on Tuesday and Friday evenings (except Christmas Day) at 21:00, or as ITHUBA may determine from time to time.
- 9.3 Full Draw details are posted on the Retailer Terminals, National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages after 21:00.
- 9.4 The information posted includes but is not limited to:
 - 9.4.1 The winning numbers in order that they were drawn and in numerical order.
 - 9.4.2 The number of winners per Prize Division.
 - 9.4.3 The Prize amounts won per winner.
 - 9.4.4 The jackpot rollover amount, and
 - 9.4.5 The estimated or guaranteed jackpot amount for the next Draw.
- 9.5 Participants can also check to see if they have a winning Ticket by handing their Ticket(s) to Retail Lottery clerks who can validate the Ticket details using the lottery terminal. Winning Tickets will be identified by the lottery agent by scanning or manually entering the Ticket serial number.
- 9.6 Participants can also obtain more information or assistance with any of the National Lottery Games including checking results, by calling the Customer Care



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Line (toll-free) on 0800 484 822 Monday to Saturday from 06:00 to 23:00 and on Sundays from 06:00 to 21:00.

HOW TO CLAIM A PRIZE

- 9.7 Anyone who is 18 years or older, holds a valid proof of identity and has a valid South African bank account is permitted to play, win and claim from the National Lottery. All winners claiming R250,000 and above qualify to receive, amongst others, trauma counselling and financial advice which are part of ITHUBA's free winner services package.
- 9.8 Winning Tickets must be claimed within 365 days of the date of the Draw or else they will expire.
- 9.9 Prize Claim Rules by Sales Channel
 - 9.9.1 Each National Lottery sales channel has its own payment methods and payout limits for claiming prizes, as shown in the table below.
 - 9.9.2 Retail Stores may pay Prizes up to R2,000, while winnings over R10,000 but less than R50,000 may be claimed at an Approved Prize Payment Centres (APPCs).
 - 9.9.3 All participating banks will pay up to R249,999.99 except for African Bank which pays up to R49,999.99 via EFT.
 - 9.9.4 Prizes above the payout limits of any channel must be claimed in person at the ITHUBA Regional Offices across the country.
 - 9.9.5 Please refer to the table below for the full breakdown of payment methods and limits per channel.



PowerBall



PowerBall PLUS

Prize Value	Payment Location	Payment Method	Payment Time
Up to R2 000	All Participating/ Authorized Retailers	Cash	Immediately
Up to R10,000	Checkers Stores	Cash	Immediately
R2 000 to R49 999.99	Any Approved Prize Payment Centre - APPC	Cash	Immediately
Up to R49,999.99	African Bank	EFT	Within 72 working hours
Up to R49,999.99	ITHUBA E-Commerce Platform	National Lottery Wallet	Within 72 working hours
Up to R249 999.99	Online Banking Channels	EFT	Within 72 working hours
Any Prize	ITHUBA Offices	EFT	Within 72 working hours

9.10 The requirements for claiming at an ITHUBA Office include the winning Ticket with the Serial Number, and/or winning SMS/Email confirmation, the winner's ID document/smart card, and proof of banking details that should not be older than 3 months.

9.11 For all paper-based Tickets it is mandatory that the owner and winner of the Ticket write their name, surname, Identification Number (ID) or passport number and sign the back of the Ticket.

10. GLOSSARY

The following words and terms, if and whenever they appear in these Game Rules and Regulations, shall have the following meanings unless the context clearly states otherwise:

10.1 Alternate Sales Channel

Means the point-of-sale other than the Lottery Terminal where a Participant can purchase an Entry into the PowerBall and PowerBall PLUS Games. The Participant will be issued with a valid paper version or a digital version of a PowerBall and/or PowerBall PLUS Ticket. Other points-of-sale include the National Lottery Website, In-lane till points (at selected Retailer outlets), handheld devices, ATMs, Mobi



PowerBall



PowerBall PLUS

Apps, mobile phones and any other additional channels as and when they become available from time to time.

10.2 **Board**

Means the Selection of numbers on the Play Slip or online screen for a National Lottery Game as per these Rules and Regulations along with the wager amount and wager type.

10.3 **Breakage**

The remaining funds in a Prize Division after allocating rounded-off winnings.

10.4 **Cancellation of a Ticket**

Means the process which a purchased Lottery Ticket is voided or invalidated according to the conditions of Cancellation after the transaction has been completed but before the draw takes place.

10.5 **Central Gaming System**

Means the computer system/s used by ITHUBA to operate the PowerBall and PowerBall PLUS Game.

10.6 **Constituent Lottery**

Means any lottery conducted by ITHUBA that forms part of the National Lottery.

10.7 **Draw**

Means the process which culminates in the Selection of a set of randomly generated winning numbers by the Random Number Generator for the PowerBall, and PowerBall PLUS Games.

10.8 **Entry**

Means the valid purchase transaction as recorded on the Central Gaming System



PowerBall



**PowerBall
PLUS**

for a particular Draw which includes the Participant's selected numbers and wager amount.

10.9 E-Wallet

Means a secure digital account where registered Participants can deposit, store, and manage funds to purchase lottery tickets and play Games online. Access to the E-Wallet can be achieved through Computers, Tablets and/or Smartphones.

10.10 Game

Means PowerBall and PowerBall PLUS is a Draw-based Game detailed in these Rules and Regulations, and shall include any Game, scheme, arrangement, system, plan, promotional competition or device which comprises a Constituent Lottery.

10.11 ITHUBA HOLDINGS (RF) Proprietary Limited

Means the official operator of the South African National Lottery during the temporary license period ending 31 May 2026. ITHUBA HOLDINGS is licensed under the Lotteries Act of 1974, as amended, to operate, conduct and promote the National Lottery and Constituent Games in the Republic of South Africa

10.12 Lottery Processing System

Means the transaction processing system that controls the operation of the PowerBall and PowerBall PLUS Games consisting of the Central Gaming System and the Lottery Terminals or other access points.

10.13 National Lottery

Means a government-regulated lottery operated by a licensed entity, responsible for the sale of lottery Tickets, administration of Prize payments to winners, and



PowerBall



**PowerBall
PLUS**

collection of government revenues. In South Africa, ITHUBA is licensed by the National Lotteries Commission (NLC) to operate the South African National Lottery on behalf of the Ministry of Trade, Industry and Competition of the Government, ensuring compliance with the license.

10.14 Online Participant Account Wallet

Refer to E-Wallet in Rule 10.9.

10.15 Pari-Mutuel Prize Pool Fund

Means the remaining Prize Fund that will be allocated to Prize Divisions 1 to 7 in the PowerBall and PowerBall PLUS Games.

10.16 Participant

Means a member of the public (a Participant/player) over the age of 18, who purchases or otherwise acquires a PowerBall and/or PowerBall PLUS Ticket(s) via authorised National Lottery channels.

10.17 Play Slip

Means a preformatted form bearing the numbers from which a Participant can make his/her Selection to make an Entry into the PowerBall and PowerBall PLUS Games.

10.18 Prize

Means money won by a Participant in the PowerBall and PowerBall PLUS Games. The Prizes are Fixed or Pari-Mutuels Prizes.



PowerBall



PowerBall PLUS

10.19 Prize Division

Means the Prize tiers where a Participant may win a Prize according to the defined matching criteria set forth in the relevant Prize Division.

10.20 Prize Pool

Means the amount allocated to each Prize Division category.

10.21 Prize Fund

Means a percentage of the total revenue from all ticket sales for a Draw or such larger amount as shall be determined by ITHUBA, in its sole and absolute discretion, as approved by the NLC from time to time allocated to the PowerBall and PowerBall PLUS Games.

10.22 Prize Structure or Prize Table

Means the number, value and odds of winning Prizes for the PowerBall and PowerBall PLUS Games as defined by these Game Rules and Regulations.

10.23 PowerBall

Means a Draw-based National Lottery Game with a Draw that takes place every Tuesday and Friday (except on Christmas Day) where the Participant selects or has the Lottery Processing System randomly assign 5 numbers from the range 1 to 50 combined with another single number from a separate range, 1 to 20. Participants win based on how many Winning Numbers they match.

10.24 PowerBall PLUS

Means a Draw-based National Lottery Game with a Draw that takes place every Tuesday and Friday (except on Christmas Day). PowerBall PLUS is a supplementary National Lottery Game that a Participant may enter once he/she has opted to play the PowerBall Game. The Participant's selected numbers for PowerBall are also



PowerBall



**PowerBall
PLUS**

entered into the PowerBall PLUS Draw. The Game boards for PowerBall PLUS will be the same as those used for the PowerBall Game.

10.25 QUICK PICK

Means a system function to support the Participant in the PowerBall and PowerBall PLUS Games wherein a set of numbers are selected on a random basis by the Central Gaming System on behalf of the Participant. This can be requested directly from the Retailer or selected on the Participant's Play Slip or other Sales Channel interface.

10.26 Random Number Generate (RNG')

Means hardware and software that will randomly generate the winning numbers for the PowerBall and PowerBall PLUS Games.

10.27 Receipt

Means a document or digital record generated through a Retailer Terminal or Alternate Sales Channel that confirms a Participant's Entry or Entries into the PowerBall and PowerBall PLUS Games and such other information as may be determined by ITHUBA and approved by the NLC from time to time.

10.28 Retailer

Means any person, firm or entity authorised by ITHUBA to sell PowerBall, and PowerBall PLUS Entries and/or to pay certain Prizes in respect of a Valid Winning Ticket of the PowerBall and PowerBall PLUS Games.

10.29 Rules and Regulations

Means these Game Rules and Regulations for PowerBall and PowerBall PLUS as detailed herein, and as may be amended by ITHUBA and approved by the NLC from time to time.



PowerBall



PowerBall PLUS

10.30 **Selection**

Means a selection of one set of 6 numbers chosen by a Participant within one Entry on a Board or one set of 6 numbers resulting from QUICK PICK or one set of 6 numbers chosen by a Participant which may be keyed in manually by a Retailer and which is recorded on a Ticket issued in accordance with these Rules and Regulations.

10.31 **Serial Number**

Means the unique number assigned by ITHUBA ‘Central Gaming System’ and printed on a Ticket which, subject to these Rules and Regulations, provides for the verification of the Ticket as a Valid Winning Ticket or otherwise. The Serial Number may be in the form of digits, a bar code or any other form.

10.32 **SMS**

Means a method used to confirm numbers played online and to notify Participants of their winnings after the PowerBall, and PowerBall PLUS Draws where applicable. SMS notifications may include Ticket confirmation, wager details and Prize claim instructions.

10.33 **Terminal**

Means the point-of-sale device with an on-line connection to the Central Gaming System and which shall be used for the issuance of valid Ticket(s) and for the validation of Valid Winning Ticket(s).

10.34 **Ticket**

Means a National Lottery Ticket(s) issued after each PowerBall and PowerBall PLUS Game played on any authorised National Lottery sales channel. The Ticket serves as proof of Entry into a Draw and may be in digital format or physical form.



PowerBall



PowerBall PLUS

10.35 Ticket Validation Requirements

Means a valid Ticket or Entry into the Draw presented by an eligible Participant.

10.36 Valid Winning Ticket

Means a PowerBall and/or PowerBall PLUS Ticket deemed a winning Ticket if it satisfies all Ticket Validation Requirements and contains winning combinations/selections that match the criteria for any of the Prize Divisions.

10.37 VAT

Means Value Added Tax levied in terms of the VAT Act No. 89 of 1991, as amended.

10.38 Validation

Means the process of confirming if a valid lottery Ticket is eligible for a Prize.

10.39 Website

Means the Website of the South African National Lottery:

www.nationallottery.co.za

10.40 Winning Selection (Winning Numbers)

Means a Selection which entitles a Participant to a Prize.

In these Rules and Regulations, the singular shall include the plural, and reference to one gender may include the other gender and vice versa, as the context may require.



DAILY
LOTTO



DAILY
LOTTO
PLUS

RULES AND REGULATIONS



DAILY LOTTO AND DAILY LOTTO PLUS GAME RULES AND REGULATIONS

1. PLAYING THE DAILY LOTTO AND DAILY LOTTO PLUS GAMES

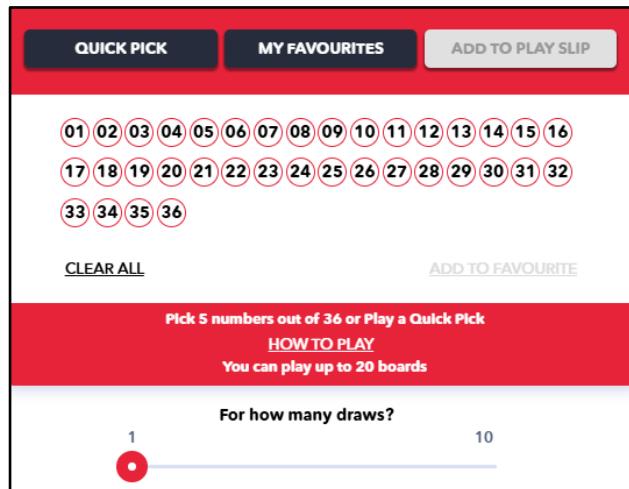
The following are the essential features of the DAILY LOTTO and DAILY LOTTO PLUS Games, as approved by the National Lotteries Commission (NLC).

- 1.1 DAILY LOTTO and DAILY LOTTO PLUS are National Lottery Games operated in South Africa. In these Games, Participants either select their own numbers or opt for random number selection by the Central Gaming System. Each Entry consists of 5 main numbers selected from the same number range of 1 to 36, which constitutes a single Game Board on an approved mechanism e.g. a DAILY LOTTO Play Slip.
- 1.2 This selection process is illustrated through screenshots from the website and a sample Retail Play Slip. Figures 1 and 2 show the digital interface before and after number selection, respectively. Figures 3 and 4 depict the same process using the physical Retail Play Slip. Together, these visuals demonstrate the Participant's journey from the initial selection screen to the final selection step, where numbers are added to the Play Slip.



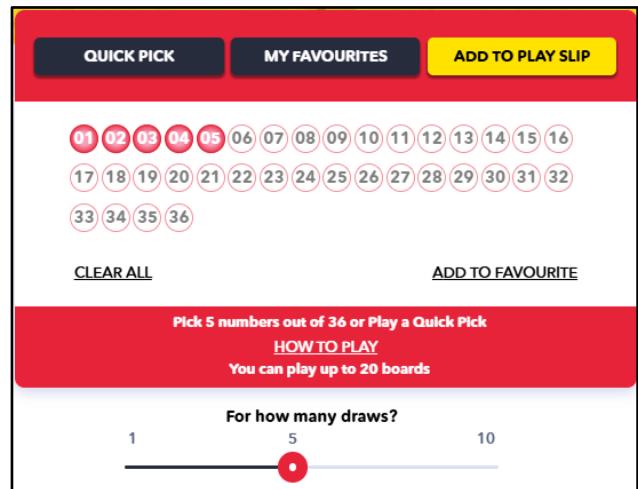
1.2.1 Website

FIGURE 1:
BEFORE NUMBER SELECTION



This screenshot shows the 'Before Number Selection' interface for Daily Lotto. At the top, there are three buttons: 'QUICK PICK' (dark blue), 'MY FAVOURITES' (light blue), and 'ADD TO PLAY SLIP' (light grey). Below these are 36 numbered circles (01-36) arranged in a 6x6 grid. At the bottom, there are two buttons: 'CLEAR ALL' and 'ADD TO FAVOURITE'. A red banner at the bottom of the screen provides instructions: 'Pick 5 numbers out of 36 or Play a Quick Pick', 'HOW TO PLAY', and 'You can play up to 20 boards'. A slider for 'For how many draws?' is set to 1.

FIGURE 2:
AFTER NUMBER SELECTION



This screenshot shows the 'After Number Selection' interface for Daily Lotto. The layout is identical to Figure 1, but the numbered circles now have a red outline, indicating they have been selected. The slider for 'For how many draws?' is now set to 5.



1.2.2 Retail Play Slip

FIGURE 3:

BEFORE NUMBER SELECTION

DAILY LOTTO

DAILY LOTTO PLUS

NEW GAME

TWO DAILY JACKPOTS GUARANTEED WINNERS EVERYDAY

Select DAILY LOTTO PLUS for an additional R1.50

Number of Draws: 1 2 3 4 5 6 7 8 9 10

DAILY LOTTO PLUS **PLAY HERE**

Board **A** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **B** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **C** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **D** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **E** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **F** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

See reverse for instructions ►

FIGURE 4:

AFTER NUMBER SELECTION

DAILY LOTTO

DAILY LOTTO PLUS

NEW GAME

TWO DAILY JACKPOTS GUARANTEED WINNERS EVERYDAY

Select DAILY LOTTO PLUS for an additional R1.50

Number of Draws: 1 2 3 4 5 6 7 8 9 10

DAILY LOTTO PLUS **PLAY HERE**

Board **A** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **B** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **C** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **D** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **E** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

Board **F** **QUICK PICK** Choose 5 Numbers 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 **CANCEL BOARD**

See reverse for instructions ►



- 1.3 DAILY LOTTO PLUS is a supplementary National Lottery Game that a Participant may enter once he/she has opted to play the DAILY LOTTO Game. The Participant's selected numbers for DAILY LOTTO are also entered into the DAILY LOTTO PLUS Draw.
- 1.4 There are two separate draws conducted: one for DAILY LOTTO and a second for DAILY LOTTO PLUS. While both the Games use the same selected numbers each Game has a distinct Prize Pool and Prize structure.
- 1.5 Participants of any National Lottery Game must be at least 18 years of age in order to play and win or claim prizes.
- 1.6 All National Lottery Tickets issued for this Game shall be in the English language and clearly identified with the name of the Game "DAILY LOTTO" and "DAILY LOTTO PLUS" and the date(s) of the Draw(s) for which they are issued.
- 1.7 The DAILY LOTTO and DAILY LOTTO PLUS Draws will be conducted daily (Except Christmas Day as there will not be any Draw conducted on 25 December).
- 1.8 Participants can purchase DAILY LOTTO and DAILY LOTTO PLUS Tickets on any day of the week during the times when the Game is made available for sale by the participating sales channels.
- 1.9 Ticket sales will close at 20:30 on Draw days (daily) and the Selection of winning numbers will commence shortly afterwards.



- 1.10 The Winning numbers and Draw results will be published soon after 21:00 after each Draw on the Retailer Terminals, the National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages, or as may be amended from time to time.
- 1.11 Participants can purchase DAILY LOTTO and DAILY LOTTO PLUS Tickets from any of the following channels during their hours of operation:
 - 1.11.1 Authorised and participating Retail stores;
 - 1.11.2 The National Lottery Website: nationallottery.co.za, Mobile App;
 - 1.11.3 USSD by dialing *120*7529#;
 - 1.11.4 Authorised Banking and Telco partners via their Websites and Mobile Apps; and,
 - 1.11.5 Mobile Payment Terminal partners, or
 - 1.11.6 Any other Alternate Channels that become applicable for the Game.
- 1.12 The cost of one Entry/Board for a DAILY LOTTO Draw will be R3.00 (VAT inclusive).
- 1.13 The cost of one Entry/Board for a DAILY LOTTO PLUS draw will be at an additional cost of R1.50 (VAT inclusive).
- 1.14 The Participant must play the DAILY LOTTO Game first in order to Play DAILY LOTTO PLUS.
- 1.15 The maximum value of all wagers that a Participant can play on DAILY LOTTO, and LOTTO PLUS are limited to R2,000 per day.
- 1.16 All National Lottery tickets and other printed material will be printed in English as specified from time to time.



- 1.17 The total numbers to be selected per Entry into any DAILY LOTTO and DAILY LOTTO PLUS Draw shall be 5 numbers (i.e. 5 numbers from the range 1 to 36).
- 1.18 The Participant of the DAILY LOTTO and DAILY LOTTO PLUS Game can choose the 5 numbers in different ways, namely by:
 - 1.18.1 Selecting his/her own personal lucky numbers using a Play Slip/online play interface; and/or;
 - 1.18.2 By choosing "QUICK PICK" on a Play Slip or online play interface, or by requesting "QUICK PICK(S)" from the Retailer; and/or;
 - 1.18.3 By indicating in person to a National Lottery Retailer, the requested personal lucky numbers. This number selection will then be entered into the Central Gaming System by the National Lottery Retailer. The Participant must ensure that the Retail clerk has captured the correct numbers.
- 1.19 A Participant must select the number of consecutive Draws they wish to enter, with available options ranging from 1 to 10 Draws. If the Participant does not make a Selection, the system will automatically set the number of Draws to 1.
- 1.20 If the Play Slip or Entry is rejected by any Terminal, Website, Mobile App or any other channel interface then there is no valid Entry into the Draw.
- 1.21 Only a Ticket (Digital or paper version) with a valid Ticket serial number and recorded in the Central Gaming System, is deemed to be a successful Entry into the Draw. If the Entry is submitted on the online play channels but the Participant does not receive a confirmation SMS and a Ticket/Receipt number, then that Entry shall not be valid.



- 1.22 If an Entry is not recorded on the Central Gaming System, the Entry shall not be valid. The system will only generate a Ticket if the Entry is recorded on the Central Gaming System, which will prove to the Participant that his/her Entry was successful.
- 1.23 If a deduction is made from the Participant's online wallet/bank account but no Entry is recorded on the Central Gaming System for any particular Game, the Entry shall not be valid. In case of any system failure ITHUBA reserves the right to investigate the case and resolve it appropriately.

2. STATUS OF THESE RULES

- 2.1 These Rules and Regulations are for the DAILY LOTTO and DAILY LOTTO PLUS Games, as approved by the NLC.
- 2.2 ITHUBA reserves the right to amend these Rules and Regulations from time to time subject to the approval from the NLC.
- 2.3 These Rules and Regulations should be read in conjunction with:
 - 2.3.1 The National Lottery Participants Code of Practice; and
 - 2.3.2 The National Lottery Retail, Website, USSD, and Mobile App Terms and Conditions which, together, constitute the contractual rights and obligations of ITHUBA to Participants, as may be amended from time to time.
- 2.4 In the event of a discrepancy or inconsistency between these Rules and Regulations, the National Lottery Retail, Website, USSD, and Mobile App Terms and Conditions and/or explanations being advised during a purchase, these Rules and Regulations shall prevail.



3. DAILY LOTTO AND DAILY LOTTO PLUS PROCEDURES AND DESCRIPTIONS

- 3.1 ITHUBA will make the DAILY LOTTO and DAILY LOTTO PLUS Games available for sale to the public at such cost stipulated under paragraphs 1.12 & 1.13 above, or at an alternative cost as ITHUBA may from time to time determine as approved by the NLC.
- 3.2 The Participant may participate in the DAILY LOTTO and DAILY LOTTO PLUS Games on the following platforms:
 - 3.2.1 Retail
 - 3.2.1.1 By presenting a completed Play Slip to a Retailer with the appropriate wager amount for the number of Entries into the Draw(s).
 - 3.2.1.2 Each DAILY LOTTO and DAILY LOTTO PLUS Play Slip contains 6 Boards labelled A to F. Each Board enables the Participant to make their Selections for 1 Entry into the DAILY LOTTO Draw per Board.
 - 3.2.1.3 A Participant must select 5 numbers from a single set of numbers from a range of 1 to 36.
 - 3.2.1.4 Each Selection is made by manually marking 5 numbers on one Board or by manually marking the "QUICK PICK" box.
 - 3.2.1.5 Each Play Slip features a Selection grid below the Game logo, allowing Participants to indicate their preference for playing multiple Draws in advance. By default, the Entry is set for the current Draw only (i.e. for 1 Draw). However, Participants can use this grid to play their selected numbers and enter from 2 to 10 consecutive Draws in advance.



- 3.2.1.6 The completed Play Slip is processed through the Lottery Terminal, which will issue the “Ticket”/Receipt, recording each Selection marked on the Play Slip, including but not limited to other information such as the Draw number(s) and date(s) of the Draw(s).
- 3.2.1.7 The “Ticket” will have a unique serial number printed on it below a unique bar code for ease of “Ticket” identification and for security purposes.
- 3.2.1.8 As an alternative option to a Play Slip, a Participant may simply ask the Retail clerk to enter their chosen numbers or to make a QUICK PICK Selection(s) manually into the Terminal on their behalf.
- 3.2.1.9 Participants may also play DAILY LOTTO and DAILY LOTTO PLUS by selecting a random set of 5 numbers through any Alternate Sales Channel interface where a Participant can purchase an Entry into the DAILY LOTTO and DAILY LOTTO PLUS Draws. The Participant will be issued with a valid Ticket or a Receipt, whichever is applicable through the different platforms for purchasing the National Lottery Game.

- 3.2.2 Website
 - 3.2.2.1 Visit www.nationallottery.co.za.
 - 3.2.2.2 If you are not already registered, click on the registration button and complete the registration details including Name, Surname, Cellphone Number, and South African National Identification Number/Passport Number, email and physical address.
 - 3.2.2.3 Enter and confirm your password and click on continue and follow any further instructions to complete registration.



- 3.2.2.4 Once registered, simply login using your mobile number and password.
- 3.2.2.5 To Top Up your Wallet, click on your “**Name Profile**” and click on “**My Wallet**” and follow the on-screen instructions on how to top-up your wallet. You will have access where you can view your balance, make withdrawals or view movements and status of all your transactions. You will also view your messages, Ticket history, and any bonuses if applicable.
- 3.2.2.6 Select “**PLAY NOW**” menu item followed by “**DAILY LOTTO**”.
- 3.2.2.7 Select 5 numbers where 5 “Main numbers” will be selected from the range 1 to 36.
- 3.2.2.8 Alternatively, click on the “**QUICK PICK**” button to allow the system to randomly generate numbers on your behalf.
- 3.2.2.9 If you wish to save your Selection as favourite numbers, click the “**ADD TO FAVOURITES**” link.
- 3.2.2.10 Once your numbers are selected, slide the button to select the Number of Draws that you wish to play.
- 3.2.2.11 Your Board Price will be automatically selected at R3.00. The total amount of your wager (Board Price multiplied by the Number of Draws selected) will be displayed as confirmation.
- 3.2.2.12 Once you are satisfied with your wager, click the “**ADD TO PLAY SLIP**” button followed by the “**BUY NOW**” button where you will be prompted with the question “Do you wish to continue?”. Click “**CONTINUE**” to complete your transaction or the “**CANCEL**” button to return to the previous menu.
- 3.2.2.13 You will receive a pop-up notice confirming your transaction was successfully entered into the Draw with your Ticket details displaying the Draw date, time, number, your selected



numbers and other relevant information, including the Ticket Serial Number above the Barcode.

- 3.2.2.14 You may print or download this Ticket Receipt for your safe keeping and future records.
- 3.2.2.15 The download version will be in PDF format. You can also view your Ticket history with Ticket details in your “**My Tickets**” section of your account profile.
- 3.2.2.16 Alternatively, you can view a summary of Tickets purchased and other transactions in your “**History**” folder.

3.2.3 USSD

- 3.2.3.1 Dial:
 - *120*7529#
- 3.2.3.2 Select the option 1 - Login.
- 3.2.3.3 Enter your 5-digit PIN to access your account.
- 3.2.3.4 On the Main Menu, select **Option 1 – Play Games**.
- 3.2.3.5 Select Option:
 - “**6. DAILY LOTTO**”, or;
 - “**7. DAILY LOTTO PLUS** (to play DAILY LOTTO & DAILY LOTTO PLUS) as your preferred Game.
- 3.2.3.6 Select the number of Boards you wish to play (between 1-5).
- 3.2.3.7 Select **Option 1 to Confirm**, which will:
 - Confirm **QUICK PICK** as your number selection and,
 - Confirm your total purchase amount.
- 3.2.3.8 A successful purchase and confirmation message will be sent via SMS.
- 3.2.3.9 To play again, select **Option 1 – Play Again**.



- 3.2.4 The completed Selection is processed through the Central Gaming System, which will issue the "Ticket"/Receipt, recording each Selection including information such as Draw number(s), time(s), date(s), and wager amount(s) and other relevant information, including the Ticket Serial Number.
- 3.2.5 Each "Ticket" will have a unique Serial Number assigned by the Central Gaming System.
- 3.2.6 Tickets purchased online will be confirmed via inbox message to the registered Participant.
- 3.2.7 ITHUBA, the official licensed operator of the South African National Lottery under which the DAILY LOTTO and DAILY LOTTO PLUS Game is offered, shall not be held responsible, nor accept any liability whatsoever, in respect to Ticket sales or claims that are made with any third parties after the Draw Ticket sales conclude. This non-liability extends until the time the Draw reopens for sales pertaining to the subsequent Draw.
- 3.2.8 The Participant hereby acknowledges, consents and agrees that it is his/her sole responsibility to ensure that they engage in transactions only within the official sale times and through authorised channels and/or Agents.
- 3.2.9 ITHUBA does not endorse, validate, or have any affiliation with Ticket sales or claims that are processed outside of the stipulated official times or through unauthorised third parties.
- 3.2.10 Any disputes or issues arising from transactions concluded with third parties after the specified time will not involve ITHUBA in any capacity. ITHUBA disclaims all liabilities arising from such situations.
- 3.2.11 Participants are strongly advised to act with caution and only to purchase Tickets from authorised channels and/or Agents during the specified times to ensure the validity and legitimacy of their Tickets.



- 3.2.12 By purchasing a DAILY LOTTO and DAILY LOTTO PLUS Ticket, the Participant agrees to be bound by these Game Rules and Regulations, along with all other National Lottery Terms and Conditions, where applicable, set forth by ITHUBA.
- 3.2.13 DAILY LOTTO and DAILY LOTTO PLUS Tickets may be cancelled after being issued (purchased), on condition that:
 - 3.2.13.1 The Ticket is returned to the issuing Retailer/Terminal; and
 - 3.2.13.2 The Ticket is presented within two hours of the time of purchase, or before the close of ticket sales for the day, or the close of sales time, whichever is the earlier time.
 - 3.2.13.3 Should the Terminal not be able to cancel the Ticket, the Retailer must contact the designated Call Centre for assistance.
 - 3.2.13.4 Tickets purchased from the Website, Mobile App, and/or (USSD) cannot be cancelled.

4. DRAWS

- 4.1 The DAILY LOTTO and DAILY LOTTO PLUS Draws will take place daily at 21:00, or on such other days, as specified by ITHUBA from time to time.
- 4.2 The two Draws shall take place consecutively – DAILY LOTTO Draw first followed by the DAILY LOTTO PLUS Draw.
- 4.3 There will be no Draw on Christmas Day (25 December), however, Ticket sales will remain open, and the Draw will take place on the following Draw day.



- 4.4 For DAILY LOTTO and DAILY LOTTO PLUS, Ticket sales close at 20:30 on the evening of each respective Draw and resume for the next draw after the sales closing period (Draw Break).
- 4.5 In each draw 5 winning numbers will be drawn using a Random Number Generator system. The 5 winning numbers drawn will be selected from a range of 1 to 36. The DAILY LOTTO and DAILY LOTTO PLUS Draw Results will be available after each Draw and published soon after 21:00.
- 4.6 Winner results, including the number of winners and winning Prize share amounts, will be calculated and published on the National Lottery Website and/or, Retail Terminal Screens, and/or Mobile Applications, and/or the Call Centre, and/or Social Media pages after the completion of the Draw.

5. PRIZE DIVISIONS

5.1 WINNING SELECTIONS FOR DAILY LOTTO AND DAILY LOTTO PLUS

A Participant who, in respect of the numbers selected on any single Board Entry, matches the criteria for the winning Prize Divisions by correctly matching at least 2 of the 5 numbers drawn, will be eligible for a Prize in the corresponding Prize Division. For each additional number that is drawn and matched by the Participant on the same Board Entry, they will increasingly become eligible for a Prize in the highest Prize category to which those numbers relate.

The DAILY LOTTO and DAILY LOTTO PLUS Prize Divisions are detailed as follows:



5.1.1 Prize Division 1 – MATCH 5 (The JACKPOT)

Means that on any single Board/Entry, the Participant has correctly matched all 5 of the numbers drawn (“MATCH 5”).

5.1.2 Prize Division 2 – MATCH 4

Means that on any single Board/Entry, the Participant has correctly matched 4 of the 5 numbers drawn (“MATCH 4”).

5.1.3 Prize Division 3 – MATCH 3

Means that on any single Board/Entry, the Participant has correctly matched 3 of the 5 numbers drawn (“MATCH 3”).

5.1.4 Prize Division 4 – MATCH 2

Means that on any single Board/Entry, the Participant has correctly matched 2 of the 5 numbers drawn (“MATCH 2”).

6. PRIZE POOLS DAILY LOTTO and DAILY LOTTO PLUS

6.1 Subject to rounding down, the amount allocated by ITHUBA, as approved by the NLC, to the Prize Pool Fund for payment of Prize(s) for a Draw (“Prize Fund”) shall be 50% of the total revenue from all Ticket sales for that Draw, or such larger amount as shall be determined by ITHUBA as approved by the NLC from time to time.

6.2 The Prize Pool Fund is split into 4 different Prize Pools and allocated for each of the 4 Prize Divisions described previously in Rule 5.

6.3 The Prize Pools for DAILY LOTTO and DAILY LOTTO PLUS, with their percentage allocation of funds are shown in the Prize Tables in Rule 7.



6.4 Prize payment calculation applied to the Prize Pools:

- 6.4.1 Pari-Mutuel Prize pools apply to Prize Divisions 1 through 4. This means that the Prize Pool designated for each Prize Division will be divided among all winning Ticket holders in that Prize Division based on the number of winning Tickets they possess. For instance, if there is an allocation of R1 million for the DAILY LOTTO Jackpot Prize Division and there are two winning Tickets, each winning Ticket holder will receive R500,000. The same rule applies to DAILY LOTTO PLUS.
- 6.4.2 The allocation of the Prize Fund to each of the Pari-Mutuel Prize Divisions, as approved by the NLC, shall be in accordance with the following provisions:
 - 6.4.2.1 If the Division 1 (Jackpot) in a DAILY LOTTO or DAILY LOTTO PLUS Draw is not won, then the Prize Pool allocated for this Division will be rolled down to the second Prize Division.
 - 6.4.2.2 If there are no winners in Division 2, then the Prize Pool for this Division will be rolled down to Division 3.
 - 6.4.2.3 If there are no winners in Division 3, then the Prize Pool for this Division will be rolled down to Division 4.
 - 6.4.2.4 In the unlikely event that there are no winners in Prize Division 4 (last Division) then the accumulated Prize Fund in that Prize Division will rollover (be added) to the Prize Division 1 for the next Draw.
- 6.4.3 All winning Prize share amounts shall be rounded to the nearest 10 cents as follows: e.g. R1.55 shall be R1.60; R1.54 shall be R1.50.
- 6.4.4 Breakage (The amount left over after any rounding calculation) from any DAILY LOTTO and or DAILY LOTTO PLUS Prize Division, will rollover to the same Prize Division in the next Draw.



7. DAILY LOTTO and DAILY LOTTO PLUS – Odds of Winning per Entry and Prize Structure

7.1 The following tables, based on 376,992 Tickets/Entries sold, is for illustrative purposes to show the odds of winning and the allocation of the respective Prize Fund as approved by the NLC.

DAILY LOTTO

DAILY LOTTO – JACKPOT WINNER						
DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	PARI-MUTUEL PRIZE POOL	PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	5	376,992	R201,314	35.6%	R201,313.73	1
2	4	2,432	R46,370	8.2%	R299.14	155
3	3	81	R92,740	16.4%	R19.93	4,654
4	2	8.40	R225,064	39.8%	R5.01	44,880
OVERALL ODDS		7.6	R565,488	100%		49,690

DAILY LOTTO – JACKPOT NOT WON. ROLL DOWN TO DIVISION 2						
DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	PARI-MUTUEL PRIZE POOL	PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	5	376,992	R0	0.0%	R0.00	-
2	4	2,432	R247,684	43.8%	R1,597.82	155
3	3	81	R92,740	16.4%	R19.93	4,654
4	2	8.40	R225,064	39.8%	R5.01	44,880
OVERALL ODDS		7.6	R565,488	100%		49,689

DAILY LOTTO PLUS

DAILY LOTTO PLUS – JACKPOT WINNER						
DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	PARI-MUTUEL PRIZE POOL	PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	5	376,992	R100,657	35.6%	R100,656.86	1
2	4	2,432	R23,185	8.2%	R149.58	155
3	3	81	R46,370	16.4%	R9.96	4,654
4	2	8.40	R112,532	39.8%	R2.51	44,880
OVERALL ODDS		7.6	R282,744	100%		49,690



DAILY LOTTO PLUS – JACKPOT NOT WON. ROLL DOWN TO DIVISION 2						
DIVISIONS	NUMBERS MATCHED	ODDS 1 in X	PARI-MUTUEL PRIZE POOL	PARI-MUTUEL PRIZE	AVERAGE PRIZE POOL AMOUNTS	AVERAGE NO. OF WINNERS
1	5	376,992	R0	0.0%	R0.00	-
2	4	2,432	R123,842	43.8%	R798.98	155
3	3	81	R46,370	16.4%	R9.96	4,654
4	2	8.40	R112,532	39.8%	R2.51	44,880
OVERALL ODDS		7.6	R282,744	100%		49,689

7.2 The holder of a winning Selection may win in only one Prize Division per Board/Entry in connection with the Winning Numbers Drawn in each Draw and shall be entitled to the Prize for the highest Prize Division won by those numbers in each Draw (regardless of the actual Prize value).

8. WINNING RESULTS AND PRIZE CLAIMS/CHECKING RESULTS FOR WINNING TICKETS

- 8.1 The winning numbers for DAILY LOTTO and DAILY LOTTO PLUS will be published every evening soon after 21:00 (except Christmas Day).
- 8.2 Full Draw details are posted on the Retailer Terminals, National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages after 21:00.
- 8.3 The information posted includes but is not limited to:
 - 8.3.1 The winning numbers in order that they were drawn and in numerical order.
 - 8.3.2 The number of winners per Prize Division.
 - 8.3.3 The Prize amounts won per winner.
 - 8.3.4 The jackpot rollover amount, and
 - 8.3.5 The estimated or guaranteed jackpot amount for the next Draw.



- 8.4 Participants can also check to see if they have a winning Ticket by handing their Ticket(s) to Retail Lottery clerks who can validate the Ticket details using the lottery terminal. Winning Tickets will be identified by the lottery agent by scanning or manually entering the Ticket serial number.
- 8.5 Participants can also obtain more information or assistance with any of the National Lottery Games including checking results, by calling the Customer Care Line (toll-free) on 0800 484 822 Monday to Saturday from 06:00 to 23:00 and on Sundays from 06:00 to 21:00.

HOW TO CLAIM A PRIZE

- 8.6 Anyone who is 18 years or older, holds a valid proof of identity and has a valid South African bank account is permitted to play, win and claim from the National Lottery. All winners claiming R250,000 and above qualify to receive, amongst others, trauma counselling and financial advice which are part of ITHUBA's free winner services package.
- 8.7 Winning Tickets must be claimed within 365 days of the date of the Draw or else they will expire.
- 8.8 Prize Claim Rules by Sales Channel
 - 8.8.1 Each National Lottery sales channel has its own payment methods and payout limits for claiming prizes, as shown in the table below.
 - 8.8.2 Retail Stores may pay Prizes up to R2,000, while winnings over R10,000 but less than R50,000 may be claimed at an Approved Prize Payment Centres (APPCs).



- 8.8.3 All participating banks will pay up to R249,999.99 except for African Bank which pays up to R49,999.99 via EFT.
- 8.8.4 Prizes above the payout limits of any channel must be claimed in person at the ITHUBA Regional Offices across the country.
- 8.8.5 Please refer to the table below for the full breakdown of payment methods and limits per channel.

Prize Value	Payment Location	Payment Method	Payment Time
Up to R2 000	All Participating/ Authorized Retailers	Cash	Immediately
Up to R10,000	Checkers Stores	Cash	Immediately
R2 000 to R49 999.99	Any Approved Prize Payment Centre - APPC	Cash	Immediately
Up to R49,999.99	African Bank	EFT	Within 72 working hours
Up to R49,999.99	ITHUBA E-Commerce Platform	E-Wallet	Within 72 working hours
Up to R249 999.99	Online Banking Channels	EFT	Within 72 working hours
Any Prize	ITHUBA Offices	EFT	Within 72 working hours

- 8.9 The requirements for claiming at an ITHUBA Offices include the winning Ticket with the Serial Number, and/or winning SMS/Email confirmation, the winner's ID document/smart card, and proof of banking details that should not be older than 3 months.
- 8.10 For all paper-based Tickets it is mandatory that the owner and winner of the Ticket write their name, surname, Identification Number (ID) or passport number and sign the back of the Ticket.



9. GLOSSARY

The following words and terms, if and whenever they appear in these Game Rules and Regulations, shall have the following meanings unless the context clearly states otherwise:

9.1 **Alternate Sales Channel**

Means the point-of-sale other than the Lottery Terminal where a Participant can purchase an Entry into the DAILY LOTTO and DAILY LOTTO PLUS Games. The Participant will be issued with a valid paper version or a digital version of a DAILY LOTTO and/or DAILY LOTTO PLUS Ticket. Other points-of-sale include the National Lottery Website, In-lane till points (at selected Retailer outlets), handheld devices, ATMs, Mobi Apps, mobile phones and any other additional channels as and when they become available from time to time.

9.2 **Board**

Means the Selection of numbers on the Play Slip or online screen for a National Lottery Game as per these Rules and Regulations along with the wager amount and wager type.

9.3 **Breakage**

The remaining funds in a Prize Division after allocating rounded-off winnings.

9.4 **Cancellation of a Ticket**

Means the process which a purchased Lottery Ticket is voided or invalidated according to the conditions of Cancellation after the transaction has been completed but before the draw takes place.



9.5 Central Gaming System

Means the computer system/s used by ITHUBA to operate the DAILY LOTTO, and DAILY LOTTO PLUS Game.

9.6 Constituent Lottery

Means any lottery conducted by ITHUBA that forms part of the National Lottery.

9.7 DAILY LOTTO

Means a Draw-based National Lottery Game with a Draw that takes place daily (except on Christmas Day) where the Participant selects or has the Lottery Processing System randomly assigns 5 numbers from the range 1 to 36.

Participants win based on how many Winning Numbers they match.

9.8 DAILY LOTTO PLUS

Means a Draw-based National Lottery Game with a Draw that takes place daily (except on Christmas Day). DAILY LOTTO PLUS is a supplementary National Lottery Game that a Participant may enter once he/she has opted to play the DAILY LOTTO Game. The Participant's selected numbers for DAILY LOTTO are also entered into the DAILY LOTTO PLUS draw. The Game boards for DAILY LOTTO PLUS will be the same as those used for the DAILY LOTTO Game.

9.9 Draw

Means the process which culminates in the Selection of a set of randomly generated winning numbers by the Random Number Generator for the DAILY LOTTO and DAILY LOTTO PLUS Games.

9.10 Entry

Means the valid purchase transaction as recorded on the Central Gaming System



for a particular Draw which includes the Participant's selected numbers and wager amount.

9.11 E-Wallet

Means a secure digital account where registered Participants can deposit, store, and manage funds to purchase lottery tickets and play Games online. Access to the E-Wallet can be achieved through Computers, Tablets and/or Smartphones.

9.12 Game

Means DAILY LOTTO and DAILY LOTTO PLUS is a Draw-based Game detailed in these Rules and Regulations, and shall include any Game, scheme, arrangement, system, plan, promotional competition or device which comprises a Constituent Lottery.

9.13 ITHUBA HOLDINGS (RF) Proprietary Limited

Means the official operator of the South African National Lottery during the temporary license period ending 31 May 2026. ITHUBA HOLDINGS is licensed under the Lotteries Act of 1974, as amended, to operate, conduct and promote the National Lottery and Constituent Games in the Republic of South Africa

9.14 Lottery Processing System

Means the transaction processing system that controls the operation of the DAILY LOTTO and DAILY LOTTO PLUS Games consisting of the Central Gaming System and the Lottery Terminals or other access points.

9.15 National Lottery

Means a government-regulated lottery operated by a licensed entity, responsible for the sale of lottery Tickets, administration of Prize payments to winners, and collection of government revenues. In South Africa, ITHUBA is licensed by the



National Lotteries Commission (NLC) to operate the South African National Lottery on behalf of the Ministry of Trade, Industry and Competition of the Government, ensuring compliance with the license.

9.16 Online Participant Account Wallet

Refer to E-Wallet in Rule 9.11.

9.17 Pari-Mutuel Prize Pool Fund

Means the Prize Fund that will be allocated to Prize Divisions 1 to 4 in the DAILY LOTTO and DAILY LOTTO PLUS Games.

9.18 Participant

Means a member of the public (a Participant/player) over the age of 18, who purchases or otherwise acquires a DAILY LOTTO, and/or DAILY LOTTO PLUS Ticket(s) via authorised National Lottery channels.

9.19 Play Slip

Means a preformatted form bearing the numbers from which a Participant can make his/her Selection to make an Entry into the DAILY LOTTO and DAILY LOTTO PLUS Games.

9.20 Prize

Means money won by a Participant in the DAILY LOTTO and DAILY LOTTO PLUS Games. The Prizes are Pari-Mutuels Prizes.

9.21 Prize Division

Means the Prize tiers where a Participant may win a Prize according to the defined matching criteria set forth in the relevant Prize Division.



9.22 Prize Pool

Means the amount allocated to each Prize Division category.

9.23 Prize Fund

Means a percentage of the total revenue from all ticket sales for a Draw or such larger amount as shall be determined by ITHUBA, in its sole and absolute discretion, as approved by the NLC from time to time allocated to the DAILY LOTTO and DAILY LOTTO PLUS Games.

9.24 Prize Structure or Prize Table

Means the number, value and odds of winning Prizes for the DAILY LOTTO and DAILY LOTTO PLUS Games as defined by these Game Rules and Regulations.

9.25 QUICK PICK

Means a system function to support the Participant in the DAILY LOTTO and LOTTO PLUS Games wherein a set of numbers are selected on a random basis by the Central Gaming System on behalf of the Participant. This can be requested directly from the Retailer or selected on the Participant's Play Slip or other Sales Channel interface.

9.26 Random Number Generate (RNG')

Means hardware and software that will randomly generate the winning numbers for the DAILY LOTTO and DAILY LOTTO PLUS Games.

9.27 Receipt

Means a document or digital record generated through a Retailer Terminal or Alternate Sales Channel that confirms a Participant's Entry or Entries into the DAILY LOTTO and DAILY LOTTO PLUS Games and such other information as may be determined by ITHUBA and approved by the NLC from time to time.



9.28 Retailer

Means any person, firm or entity authorised by ITHUBA to sell DAILY LOTTO, and DAILY LOTTO PLUS Entries and/or to pay certain Prizes in respect of a Valid Winning Ticket of the DAILY LOTTO and DAILY LOTTO PLUS Games.

9.29 Rules and Regulations

Means these Game Rules and Regulations for DAILY LOTTO and DAILY LOTTO PLUS as detailed herein, and as may be amended by ITHUBA and approved by the NLC from time to time.

9.30 Selection

Means a selection of one set of 5 numbers chosen by a Participant within one Entry on a Board or one set of 5 numbers resulting from QUICK PICK or one set of 5 numbers chosen by a Participant which may be keyed in manually by a Retailer and which is recorded on a Ticket issued in accordance with these Rules and Regulations.

9.31 Serial Number

Means the unique number assigned by ITHUBA 'Central Gaming System' and printed on a Ticket which, subject to these Rules and Regulations, provides for the verification of the Ticket as a Valid Winning Ticket or otherwise. The Serial Number may be in the form of digits, a bar code or any other form.

9.32 SMS

Means a method used to confirm numbers played online and to notify Participants of their winnings after the DAILY LOTTO and DAILY LOTTO PLUS Draws where applicable. SMS notifications may include Ticket confirmation, wager details and Prize claim instructions.



9.33 Terminal

Means the point-of-sale device with an on-line connection to the Central Gaming System and which shall be used for the issuance of valid Ticket(s) and for the validation of Valid Winning Ticket(s).

9.34 Ticket

Means a National Lottery Ticket(s) issued after each DAILY LOTTO and DAILY LOTTO PLUS Game played on any authorised National Lottery sales channel. The Ticket serves as proof of Entry into a Draw and may be in digital format or physical form.

9.35 Ticket Validation Requirements

Means a valid Ticket or Entry into the Draw presented by an eligible Participant.

9.36 Valid Winning Ticket

Means a DAILY LOTTO and/or DAILY LOTTO PLUS Ticket deemed a winning Ticket if it satisfies all Ticket Validation Requirements and contains winning combinations/selections that match the criteria for any of the Prize Divisions.

9.37 VAT

Means Value Added Tax levied in terms of the VAT Act No. 89 of 1991, as amended.

9.38 Validation

Means the process of confirming if a valid lottery Ticket is eligible for a Prize.

9.39 Website

Means the Website of the South African National Lottery:

www.nationallottery.co.za



9.40 Winning Selection (Winning Numbers)

Means a Selection which entitles a Participant to a Prize.

In these Rules and Regulations, the singular shall include the plural, and reference to one gender may include the other gender and vice versa, as the context may require.



SPORTSTAKE 4

RULES AND REGULATIONS



SPORTSTAKE 4 RULES AND REGULATIONS

1. PLAYING THE SPORTSTAKE 4 GAME

The following are the essential features of the SPORTSTAKE 4 Game, as approved by the National Lotteries Commission (NLC).

- 1.1 The SPORTSTAKE 4 Game is a National Lottery Game operated in South Africa, where the Participant correctly predicts both First-half and Full-time outcomes (excludes extra time and penalties) of several football matches. Participants will have to predict the outcomes (1, X, 2) for the First-half and the final score after 90 minutes (plus referees' injury/added time) of four predetermined matches drawn from African, UK and any other additional professional soccer Fixtures, as ITHUBA may identify from time to time.

- 1.2 This selection process is illustrated through screenshots from the website and a sample Retail Play Slip. Figures 1 and 2 show the digital interface before and after Fixture Outcome selection, respectively. Figures 3 and 4 depict the same process using the physical Retail Play Slip. Together, these visuals demonstrate the participant's journey from the initial selection screen to the final selection step, where outcomes are added to the Play Slip.



SPORTSTAKE 4

1.2.1 Website

FIGURE 1:

BEFORE FIXTURE OUTCOME SELECTION

	Home	Away	Predict the Outcome	Competition
FIRST HALF				
1	AMAZULU	BLACK LEOPARD	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
2	CHIEFS	MAGESI FC	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
3	SUNDOWNS	SUPERSPORT U	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
4	PIRATES	POLOKWANE CI	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
FULL TIME				
1	AMAZULU	BLACK LEOPARD	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
2	CHIEFS	MAGESI FC	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
3	SUNDOWNS	SUPERSPORT U	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
4	PIRATES	POLOKWANE CI	<input type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
CLEAR ALL HOW TO PLAY				

FIGURE 2:

AFTER FIXTURE OUTCOME SELECTION

	Home	Away	Predict the Outcome	Competition
FIRST HALF				
1	AMAZULU	BLACK LEOPARD	<input checked="" type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
2	CHIEFS	MAGESI FC	<input type="radio"/> 1 <input checked="" type="radio"/> X <input type="radio"/> 2	Premier League
3	SUNDOWNS	SUPERSPORT U	<input type="radio"/> 1 <input checked="" type="radio"/> X <input type="radio"/> 2	Premier League
4	PIRATES	POLOKWANE CI	<input type="radio"/> 1 <input type="radio"/> X <input checked="" type="radio"/> 2	Premier League
FULL TIME				
1	AMAZULU	BLACK LEOPARD	<input checked="" type="radio"/> 1 <input type="radio"/> X <input type="radio"/> 2	Premier League
2	CHIEFS	MAGESI FC	<input type="radio"/> 1 <input checked="" type="radio"/> X <input type="radio"/> 2	Premier League
3	SUNDOWNS	SUPERSPORT U	<input type="radio"/> 1 <input checked="" type="radio"/> X <input type="radio"/> 2	Premier League
4	PIRATES	POLOKWANE CI	<input type="radio"/> 1 <input type="radio"/> X <input checked="" type="radio"/> 2	Premier League
CLEAR ALL HOW TO PLAY				



SPORTSTAKE 4

1.2.2 Retail Play Slip

FIGURE 3:

BEFORE FIXTURE OUTCOME SELECTION

SPORTSTAKE 4

PREDICT THE WINNING TEAMS FOR HALF-TIME & FULL-TIME. MATCH 6, 7 OR 8 TO WIN!

BOARD	BOARD	BOARD	BOARD
A	B	C	D
1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL	1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL	1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL	1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL

PRO-TIP!
Increase your chances of winning!
Tick the MULTI-PLAY box.
Select 2 or 3 outcomes for any half-time and/or full-time,
For example, select
1 and X
1 and 2
X and 2
1, X and 2
The system automatically calculates the total cost for you.

AFTER FIXTURE OUTCOME SELECTION

SPORTSTAKE 4

PREDICT THE WINNING TEAMS FOR HALF-TIME & FULL-TIME. MATCH 6, 7 OR 8 TO WIN!

BOARD	BOARD	BOARD	BOARD
A	B	C	D
1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL	1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL	1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL	1st Half 1: 2: 3: 4: Full Time 1: 2: 3: 4: MULTI PLAY CANCEL

PRO-TIP!
Increase your chances of winning!
Tick the MULTI-PLAY box.
Select 2 or 3 outcomes for any half-time and/or full-time,
For example, select
1 and X
1 and 2
X and 2
1, X and 2
The system automatically calculates the total cost for you.

1.3 Participants of any National Lottery Game must be at least 18 years of age in order to play and win or claim Prizes.



SPORTSTAKE 4

- 1.4 All National Lottery Tickets issued for this Game shall be in the English language and clearly identified with the name of the Game “SPORTSTAKE 4” and the date(s) of the Draw(s) for which they are issued.
- 1.5 The SPORTSTAKE 4 Draws will be conducted every Mondays and Thursdays (Except Christmas Day as there will not be any Draw conducted on 25 December.).
- 1.6 Participants can purchase SPORTSTAKE 4 Tickets on any day of the week during the times when the Game is made available for sale by the participating sales channels.
- 1.7 Ticket sales will close 30 minutes before the start of the earliest match on the Fixture list.
- 1.8 The Draw details will be posted after each Draw on the Retailer Terminals, the National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages, or as may be amended from time to time.
- 1.9 Participants can purchase SPORTSTAKE 4 Tickets from any of the following channels during their hours of operation:
 - 1.9.1 Authorised and participating Retail stores;
 - 1.9.2 The National Lottery Website: nationallottery.co.za, Mobile App; or
 - 1.9.3 Participating Mobile Payment Terminal partners.
- 1.10 The cost of each Entry/Board for SPORTSTAKE 4 Draw will be R2.00 (VAT inclusive).
- 1.11 The maximum value of all wagers that a Participant can play on SPORTSTAKE 4 is limited to R2,000 per day.



SPORTSTAKE 4

- 1.12 All National Lottery tickets and other printed material will be printed in English as specified from time to time.
- 1.13 Teams included in each of the Fixtures are listed in the order of 'Home Team' versus 'Away Team'. As such, the team mentioned first will always be the 'Home Team'. Where a Fixture is played at a neutral venue for whatever reason, the 'Home Team' will be the team mentioned first on the 'Fixture List'.
- 1.14 A SPORTSTAKE 4 Board consists of a grid of four Fixture results/predictions denoted as (1, X, 2) for each of the two halves in a football Game where:
 - 1.14.1 1 = Home Win
 - 1.14.2 X = Draw
 - 1.14.3 2 = Away Win
- 1.15 If the Play Slip or Entry is rejected by any Terminal, Website, Mobile App or any other channel interface then there is no valid Entry into the Draw.
- 1.16 Only a Ticket (Digital or paper version) with a valid Ticket serial number and recorded in the Central Gaming System, is deemed to be a successful Entry into the Draw. If the Entry is submitted on the online play channels but the Participant does not receive a confirmation SMS and a Ticket/Receipt number, then that Entry shall not be valid.
- 1.17 If an Entry is not recorded on the Central Gaming System, the Entry shall not be valid. The system will only generate a Ticket if the Entry is recorded on the Central Gaming System, which will prove to the Participant that his/her Entry was successful.



SPORTSTAKE 4

1.18 If a deduction is made from the Participant's online wallet but no Entry is recorded on the Central Gaming System for any particular Game, the Entry shall not be valid. In case of any system failure ITHUBA reserves the right to investigate the case and resolve it appropriately.

2. STATUS OF THESE RULES

2.1 These Rules are for the SPORTSTAKE 4 Game, as approved by the NLC.

2.2 ITHUBA reserves the right to amend these Rules and Regulations from time to time subject to the approval from the NLC.

2.3 These Rules and Regulations should be read in conjunction with:

2.3.1 The National Lottery Participants Code of Practice; and

2.3.2 The National Lottery Retail, Website and Mobile App Terms and Conditions which, together, constitute the contractual rights and obligations of ITHUBA to Participants, as may be amended from time to time.

2.4 In the event of a discrepancy or inconsistency between these Rules and Regulations and the National Lottery Retail, Website and Mobile App Terms and Conditions and/or explanations being advised during a purchase, these Rules and Regulations shall prevail.

3. SPORTSTAKE 4 PROCEDURES AND DESCRIPTIONS

3.1 ITHUBA will make the SPORTSTAKE 4 Game available for sale to the public at such cost stipulated under paragraphs 1.10 above, or at an alternative cost as ITHUBA may from time to time determine as approved by the NLC.



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3.2 The Participant may participate in the SPORTSTAKE 4 Game on the following platforms:

3.2.1 Retail

- 3.2.1.1 By presenting a completed Play Slip to a Retailer with the appropriate wager amount for the number of Entries into the Draw(s).
- 3.2.1.2 The participant may participate in the SPORTSTAKE 4 Game by predicting First-half and Full-time outcomes (after 90 minutes of play, plus any referee injury/discretionary time but excludes extra time and penalties) of matches featured in an official 'Fixture List'.
- 3.2.1.3 Each Selection is made by manually marking the selected First-half or Full-time outcomes for all four Fixtures, and by marking the "Multi-Play" box if more than one outcome has been marked in any of the Fixtures.
- 3.2.1.4 Each Play Slip features a "Multi-Play" Selection box, allowing Participants to select more than one outcome per Fixture.
- 3.2.1.5 The completed Play Slip is processed through the Lottery Terminal, which will issue the "Ticket"/Receipt, recording each Selection marked on the Play Slip, including but not limited to other information such as the Draw number and date of the Draw.
- 3.2.1.6 The "Ticket" will have a unique serial number printed on it below a unique bar code for ease of "Ticket" identification and for security purposes.
- 3.2.1.7 As an alternative option to a Play Slip, a Participant may simply ask the Retail clerk to enter their chosen outcomes to be entered manually into the terminal, either as single board or Multi-Play.



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3.2.2 Website

- 3.2.2.1 Visit www.nationallottery.co.za.
- 3.2.2.2 If you are not already registered, click on the registration button and complete the registration details including Name, Surname, Cellphone Number, and South African National Identification Number/Passport Number, email and physical address.
- 3.2.2.3 Enter and confirm your password and click on continue and follow any further instructions to complete registration.
- 3.2.2.4 Once registered, simply login using your mobile number and password.
- 3.2.2.5 To Top Up your Wallet, click on your “**Name Profile**” and click on “**My Wallet**” and follow the on-screen instructions on how to top-up your wallet. You will have access where you can view your balance, make withdrawals or view movements and status of all your transactions. You will also view your messages, Ticket history, and any bonuses if applicable.
- 3.2.2.6 Select “**PLAY NOW**” menu item followed by “**SPORTSTAKE 4**”.
- 3.2.2.7 Make a selection from a minimum of one board and a maximum of the number of boards available On-line.
- 3.2.2.8 Each selection is made by predicting the selected First-half and Full-time outcomes for all four Fixtures.
- 3.2.2.9 Participants can use the National Lottery website, Mobi web, or mobile App to purchase a ticket and select the Fixture outcomes for a specific Draw.
- 3.2.2.10 Your Board Price will be automatically selected at R2.00 per Board. The total amount of your wager will be displayed as confirmation.



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- 3.2.2.11 Once you are satisfied with your wager, click the “**ADD TO PLAY SLIP**” button followed by the “**BUY NOW**” button where you will be prompted with the question “Do you wish to continue?”. Click “**CONTINUE**” to complete your transaction or the “**CANCEL**” button to return to the previous menu.
- 3.2.2.12 You will receive a pop-up notice confirming your transaction was successfully entered into the Draw with your Ticket details displaying the sales close date, Draw number, your selected predictions and other relevant information, including the Ticket Serial Number above the Barcode.
- 3.2.2.13 You may print or download this Ticket Receipt for your safe keeping and future records.
- 3.2.2.14 The download version will be in PDF format. You can also view your Ticket history with Ticket details in your “**My Tickets**” section of your account profile.
- 3.2.2.15 Alternatively, you can view a summary of Tickets purchased and other transactions in your “**History**” folder.

- 3.3 The completed Selection is processed through the Central Gaming System, which will issue the "Ticket"/Receipt, recording each Selection including information such as Draw number, time, date, and wager amount and other relevant information, including the Ticket Serial Number.
- 3.4 Each "Ticket" will have a unique Serial Number assigned by the Central Gaming System.
- 3.5 Tickets purchased online will be confirmed via inbox message to the registered Participant.



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- 3.6 ITHUBA, the official licensed operator of the South African National Lottery under which the SPORTSTAKE 4 Game is offered, shall not be held responsible, nor accept any liability whatsoever, in respect to Ticket sales or claims that are made with any third parties after the Draw Ticket sales conclude. This non-liability extends until the time the Draw reopens for sales pertaining to the subsequent Draw.
- 3.7 ITHUBA does not endorse, validate, or have any affiliation with Ticket sales or claims that are processed outside of the stipulated official times or through unauthorised third parties.
- 3.8 Any disputes or issues arising from transactions concluded with third parties after the specified time will not involve ITHUBA in any capacity. ITHUBA disclaims all liabilities arising from such situations.
- 3.9 Participants are strongly advised to act with caution and only to purchase Tickets from authorised channels and/or Agents during the specified times to ensure the validity and legitimacy of their Tickets.
- 3.10 By purchasing a SPORTSTAKE 4 Ticket, the Participant agrees to be bound by these Game Rules and Regulations, along with all other National Lottery Terms and Conditions, where applicable, set forth by ITHUBA.
- 3.11 SPORTSTAKE 4 Tickets may be cancelled after being issued (purchased), on condition that:
 - 3.11.1 The Ticket is returned to the issuing Retailer/Terminal.
 - 3.11.2 The Ticket is presented within two hours of the time of purchase, or before the close of ticket sales for the day, or the close of sales time, whichever is the earlier time; and



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- 3.11.3 Should the Terminal not be able to cancel the Ticket, the Retailer must contact the designated Call Centre for assistance.
- 3.11.4 Tickets purchased from the Website and/or Mobile App cannot be cancelled.

4. DRAWS

- 4.1 There will be two Draws per week on a Monday and Thursday (unless communicated otherwise by ITHUBA), which will be communicated to Participants on the 'Fixture List' by means of a "Draw Date".
- 4.2 The sale period for any given SPORTSTAKE 4 'Fixture List' will close 30 minutes before the start of the earliest match on the list.
- 4.3 The total number of Fixtures shall be set at four (4).
- 4.4 Results are recorded as the scores after the First-half (first 45 minutes of the match plus stoppage and injury time), and Full-time (90 minutes, including referees' additional/injury time but excludes extra time and penalty shoot-outs).
- 4.5 If an event is suspended or postponed but then completed before the Draw, the actual results of the match will be considered as per the current Fixture List'. Please refer to section 8 for Specific Procedures affecting outcomes.
- 4.6 In the event that a match is suspended or postponed and results are not available at the time of the Draw then all results will be deemed correct for that Fixture (i.e. 1, X and 2 accepted), unless;



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- 4.7 In the event that a match is suspended or postponed before the kick-off, and the outcome is awarded by the governing sports association then the official result awarded will be deemed the result for that Fixture provided that it is announced before the Draw time, otherwise 4.6 above will apply (the final score will be awarded for the First-half and final score portions of the Game. e.g. a 3 – 0 award to the home team will be deemed an outcome of 1 for the First-half, and 1 for the Full-time/final score).
- 4.8 If a Fixture listed for any SPORTSTAKE Draw commences earlier than the scheduled time published on the official Fixture List:
 - 4.8.1 Before Close of Sales: Where the match starts before the official close of ticket sales for that Fixture List, the outcome of that match shall be deemed 1-X-2 (all outcomes correct).
 - 4.8.2 After Close of Sales but ends before the Draw: Where the match starts after the official close of ticket sales, the actual Half-time and Full-time results shall be recorded as per normal procedures.
 - 4.8.3 Operational Discretion: ITHUBA reserves the right, at its sole discretion, to close sales early in order to preserve game integrity, and to notify Participants through official channels.
- 4.9 In the event that a match is suspended or postponed after the kick-off, but before the First-half is completed, and subsequently the outcome is awarded by the governing sports association then the official result awarded will be deemed the result for that Fixture provided that it is announced before the Draw time, otherwise 4.6 above will apply (the final score will be awarded for the First-half and Full-time/final score portions of the Game. e.g. a 3 – 0 award to the home team will be deemed an outcome of 1 for the First-half, and 1 for the Full-time/final score).



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- 4.10 In the event that a match is suspended or postponed after the kick-off, and after the First-half is completed, and subsequently the outcome is awarded by the governing sports association then the official result awarded will be deemed the result for that Fixture provided that it is announced before the Draw time, otherwise 4.6 above will apply (the actual Half-time score will be awarded as it was resulted, (unless otherwise specified by the awarding body), and the Full-time/ final score will reflect the awarded score from the official body).
- 4.11 Multi-play feature is enabled for the SPORTSTAKE 4 Game, i.e. Participants can play multiple selections for any Fixture on the same On-line Play Slip.
- 4.12 There will be no PROPICK options for the SPORTSTAKE 4 Game, i.e. Participants cannot request that the system selects the Fixture outcomes on their behalf.

5. PRIZE DIVISIONS

5.1 WINNING SELECTIONS FOR SPORTSTAKE 4

A Participant who matches 8, 7, or 6 outcomes will share the winning Pool of that Prize Division according to the following:

The SPORTSTAKE 4 Prize Divisions are detailed as follows:

5.1.1 Prize Division 1 – MATCH 8

Means that the Participant has correctly matched 8 outcomes from the First-half and Full-time results in the 'Fixture List' ("MATCH 8").



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5.1.2 Prize Division 2 – MATCH 7:

Means that the Participant has correctly matched 7 outcomes from the First-half and Full-time results in the ‘Fixture List’ (“MATCH 7”).

5.1.3 Prize Division 3 - MATCH 6:

Means that the Participant has correctly matched 6 outcomes from the First-half and Full-time results in the ‘Fixture List’ (“MATCH 6”).

6. PRIZE POOLS SPORTSTAKE 4

- 6.1 Subject to rounding down, the amount allocated by ITHUBA to the Prize Fund for payment of Prize(s) for a Draw shall be 50% of the net sales of entries made into that Draw or such larger amount as shall be determined by ITHUBA & the NLC in its sole and absolute discretion, from time to time.
- 6.2 The Prize Pool Fund is split into 3 different Prize Pools and allocated for each of the 3 Prize Divisions described previously in Rule 5.
- 6.3 The Prize Pools with their percentage allocation of funds are shown in the Prize Table in Rule 7 below.
- 6.4 Prize payment calculation applied to the Prize Pools:
 - 6.4.1 Pari-Mutuel Prize pools apply to Prize Divisions 1 through 3. This means that the Prize Pool designated for each Prize Division will be divided among all winning Ticket holders in that Prize Division based on the number of winning Tickets they possess. For instance, if there is an allocation of R200,000 for the SPORTSTAKE 4 Jackpot Prize Division and there are two winning Tickets, each winning Ticket holder will receive R100,000.



6.4.2 The allocation of the Pool Fund to each of the remaining Prize categories shall be in accordance with the following provisions:

6.4.2.1 If the Division 1 Prize is not won, then the Prize Pool allocated for this Division shall be rolled over to the Division 1 Prize Pool of the next Draw.

6.4.2.2 If there are no winners in Division 2, then the Prize Pool for this Division will be rolled down to Division 3.

6.4.2.3 In the unlikely event that there are no winners in Division 2 and 3, then the Prize Pool for Division 2 + Division 3 will be rolled over to the next Draw's Division 1.

6.4.2.4 If the Prize in any Division (after the Prize Fund has been divided by the number of winners) is below R0.05 (five cents) that entire Prize Fund shall roll over to Division 1 in the next 'Fixture List'.

6.4.3 Share amounts shall be rounded to the nearest 10 cents as follows: E.g. R1.55 shall be R1.60; R1.54 shall be R1.50.

7. APPROXIMATE ODDS OF WINNING AND PRIZE STRUCTURE

7.1 Single Entry winners will be paid Prizes according to the highest Prize that they have won per Board/Entry i.e. If a player matches 8 outcomes on the same board, he/she will receive the Prize allocated for matching 8 correctly and the Participant will not receive a Prize for matching 7 and 6 but only for the highest Prize.

7.2 The following table sets forth the probability of winning and the allocation of the Pool Fund:



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TICKETS SOLD	6 561			
PRICE	R2.00			
SALES	R13 122.00			
PRIZE POOL	50%			
PRIZE POOL VALUE	R6 561.00			
Division	Match	ODDS 1 in X	Div Prize Pool	Div % of Sales
1	8	6 561	45%	22.50%
2	7	2 187	27%	13.50%
3	6	729	28%	14.00%
			100%	50.00%
Overall Odds 1 in X		505		

7.3 The odds in the table above are based on an equal probability of a 1, X or 2 being the outcome of any given match. In reality the odds are in favor of the consistently stronger performing team, therefore the actual odds will be less depending on the relative strengths of the home team and away team. The predicted number of winners in each Prize Division depends on the actual odds for each match and the skill and judgement of the Participants.

8. SPECIFIC PROCEDURES

Match Suspended Prior to Start of Match

8.1 Considering that the match/Fixture list is designed and published several days in advance it is possible that one or more of the matches (events) included might be postponed, suspended or otherwise rescheduled.

8.2 A match could be rescheduled to start earlier or later compared to the original start time published in the match list.



- 8.3 A suspended match refers to a Fixture offered on a list that is already closed for wagers and for whatever reason did not actually start/kick-off. Some examples of why a match could be suspended are as follows but not limited to:
 - 8.3.1 Condition of the pitch.
 - 8.3.2 Lightning.
 - 8.3.3 Power outage.
 - 8.3.4 Security Issues (e.g. crowd troubles).
 - 8.3.5 Pandemic related issues.
- 8.4 If an event is suspended and not started/restarted within the time frame stipulated in the SPORTSTAKE 4 Game 'Fixture List', i.e. all outcomes will be deemed to be correct.
- 8.5 If a Fixture is rescheduled to commence within the stipulated time frame and is completed before the Draw time, then it will be settled according to normal routines (the stipulated rules for calculating the results).

Match Interrupted After Kick-off

- 8.6 An interrupted match refers to an event that for whatever reasons is interrupted while underway. Some examples of why a match could be interrupted are as follows but not limited to:
 - 8.6.1 Weather (heavy rain, hail, lightning, snow, fog).
 - 8.6.2 Power outage.
 - 8.6.3 Security Issues (e.g. crowd troubles).
 - 8.6.4 Match voided based on Management decision.
 - 8.6.5 Health and safety risk.



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- 8.7 If an event is suspended/postponed, restarted and completed before the results are entered into the Draw, then the actual results of the event will be recorded according to normal routine.
- 8.8 If an event is suspended and not restarted or completed before the Draw, then the event will be settled in the system as (1, X, 2) i.e. all outcomes correct.
- 8.9 If an event is either abandoned or cancelled before the results are to be drawn, and an official result has been awarded by a governing sporting authority (such as the governing Sporting Association) then ITHUBA will honour the awarded result as the outcome of the match provided it is announced before the scheduled time for entering of the Draw results into the gaming system at the Draw time (between 7:00 AM to 8:30 AM on Mondays and Thursdays, excluding Christmas Day). If such an announcement is not made before that time, then the outcome of the match will be (1, X, 2), i.e. all outcomes correct.

8.9.1 Allocation of Awarded Results in SPORTSTAKE 4

In instances where a Fixture is awarded by a professional or governing sports authority (such as a walkover with a specified scoreline) and the result is communicated to ITHUBA or ITHUBA becomes aware of the results prior to the relevant Draw:

- **The awarded score will be applied to the Full-Time and Half-time outcomes.**
- Unless the Game has already started and there are goals in the First-half already applied in which case ITHUBA will record those scores accordingly as resulting outcomes.
- Unless the awarding authority specifically provides separate outcomes for each half, in which case ITHUBA will apply the awarded scores accordingly.



- If the awarded result is unclear or not received prior to the Draw, ITHUBA reserves the right to allocate the result as a 1-X-2 (i.e., all outcomes deemed valid) for either or both halves as appropriate.
- In cases of ambiguity or dispute, ITHUBA may, at its sole and reasonable discretion, assign the outcome in a manner it deems most fair and consistent with these Rules.

Cancelling a Fixture list

8.10 If for some reason, ITHUBA decides not to offer a certain list, necessary steps will be taken to cancel that list. Some reasons for cancelling a list include, but are not limited to:

- 8.10.1 Pandemic affecting the matches such as COVID-19;
- 8.10.2 Riots/Strikes; or
- 8.10.3 Weather or any other reasons affecting the offered 'Fixture List'.

8.11 If a list is cancelled before wagering opens, the list will be removed on the Central Gaming System as well as the E-Commerce System (website, Mobi web and mobile APP).

8.12 If a list is cancelled when wagering is already opened, the wagering for the list will be suppressed on the Central Gaming System. Online Participants will be automatically refunded.

9. WINNING RESULTS AND PRIZE CLAIMS/CHECKING RESULTS FOR WINNING TICKETS

9.1 The winning results for SPORTSTAKE 4 will be published on Monday and Thursday morning soon after the Draw (except Christmas Day).



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- 9.2 Full Draw details are posted on the Retailer Terminals, National Lottery Website, Mobi-Web, Mobile Apps and Social Media pages after the Draw.
- 9.3 The information posted includes but is not limited to:
 - 9.3.1 The winning match outcomes.
 - 9.3.2 The number of winners per Prize Division.
 - 9.3.3 The Prize amounts won per winner.
 - 9.3.4 The jackpot rollover amount, and
 - 9.3.5 The estimated or guaranteed jackpot amount for the next Draw.
- 9.4 Participants can also check to see if they have a winning Ticket by handing their Ticket(s) to Retail Lottery clerks who can validate the Ticket details using the lottery terminal. Winning Tickets will be identified by the lottery agent by scanning or manually entering the Ticket serial number.
- 9.5 Participants can also obtain more information or assistance with any of the National Lottery Games including checking results, by calling the Customer Care Line (toll-free) on 0800 484 822 Monday to Saturday from 06:00 to 23:00 and on Sundays from 06:00 to 21:00.

HOW TO CLAIM A PRIZE

- 9.6 Anyone who is 18 years or older, holds a valid proof of identity and has a valid South African bank account is permitted to play, win and claim from the National Lottery. All winners claiming R250 000 and above qualify to receive, amongst others, trauma counselling and financial advice which are part of ITHUBA's free winner services package.



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9.7 Winning Tickets must be claimed within 365 days of the date of the Draw, failing which they will expire.

9.8 Prize Claim Rules by Sales Channel

- 9.8.1 Each National Lottery sales channel has its own payment methods and payout limits for claiming Prizes, as shown in the table below.
- 9.8.2 Retail Stores may pay Prizes up to R2,000, while winnings over R10,000 but less than R50,000 may be claimed at an Approved Prize Payment Centres (APPCs).
- 9.8.3 Prizes above the payout limits of any channel must be claimed in person at the ITHUBA Regional Offices across the country.
- 9.8.4 Please refer to the table below for the full breakdown of payment methods and limits per channel.

Prize Value	Payment Location	Payment Method	Payment Time
Up to R2 000	All Participating/ Authorized Retailers	Cash	Immediately
Up to R10,000	Checkers Stores	Cash	Immediately
R2 000 to R49 999.99	Any Approved Prize Payment Centre - APPC	Cash	Immediately
Up to R49,999.99	ITHUBA E-Commerce Platform	National Lottery wallet	Within 72 working hours
Any Prize	ITHUBA Offices	EFT	Within 72 working hours

9.9 The requirements for claiming at an ITHUBA Offices include the winning Ticket with the Serial Number, and/or winning SMS/Email confirmation, the winner's ID document/smart card, and proof of banking details that should not be older than 3 months.

9.10 For all paper-based Tickets it is mandatory that the owner and winner of the Ticket write their name, surname, Identification Number (ID) or passport number and sign the back of the Ticket.



10. GLOSSARY

The following words and terms, if and whenever they appear in these Game Rules and Regulations, shall have the following meanings unless the context clearly states otherwise:

10.1 **Board**

Means the Selection of numbers on the Play Slip or online screen for a National Lottery Game as per these Rules and Regulations along with the wager amount and wager type.

10.2 **Breakage**

The remaining funds in a Prize Division after allocating rounded-off winnings.

10.3 **Cancellation of a Ticket**

Means the process which a purchased Lottery Ticket is voided or invalidated according to the conditions of Cancellation after the transaction has been completed but before the Draw takes place.

10.4 **Central Gaming System**

Means the computer system/s used by ITHUBA to operate the SPORTSTAKE 4 Game.

10.5 **Constituent Lottery**

Means any lottery conducted by ITHUBA that forms part of the National Lottery.



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10.6 **Draw**

Means the process of entering 'Fixture List' results into the system in order to declare dividends/share values due to Participants, both jackpot and consolation winnings – this is a verified process done in the presence of external independent auditors.

10.7 **Entry**

Means a valid purchase transaction by which a Participant's Entry into the SPORTSTAKE 4 Game has been recorded as an Entry on the Central Gaming System.

10.8 **E-Wallet**

Means a secure digital account where registered Participants can deposit, store, and manage funds to purchase lottery tickets and play Games online. Access to the E-Wallet can be achieved through Computers, Tablets, and/or Smartphones.

10.9 **Fixture List**

Means a list of four (4) future Fixtures to be played, making up the Wager Selection applicable for a specified soccer event. This list will be available on E-commerce platforms, such as National Lottery website, Mobi web or mobile APP, preceding the listed Fixtures. Every 'Fixture List' will have a unique number.

10.10 **Game**

Means the Game of SPORTSTAKE 4 as detailed in these Rules, which shall include any Game, scheme, arrangement, system, plan, promotional competition, or device which comprises a Constituent Lottery.



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10.11 **ITHUBA HOLDINGS (RF) Proprietary Limited**

Means the official operator of the South African National Lottery during the temporary license period ending 31 May 2026. ITHUBA HOLDINGS is licensed under the Lotteries Act of 1974, as amended, to operate, conduct and promote the National Lottery and Constituent Games in the Republic of South Africa.

10.12 **Lottery Processing System**

Means the transaction processing system that controls the operation of the SPORTSTAKE 4 Game consisting of the Central Gaming System and the Lottery Terminals or other access points.

10.13 **Multi-Play**

Means a selection marked on the Game Board when a Participant selects multiple outcomes for one or more Fixtures.

10.14 **National Lottery**

Means a government-regulated lottery operated by a licensed entity, responsible for the sale of lottery Tickets, administration of Prize payments to winners, and collection of government revenues. In South Africa, ITHUBA is licensed by the National Lotteries Commission (NLC) to operate the South African National Lottery on behalf of the Ministry of Trade, Industry and Competition of the Government, ensuring compliance with the license.

10.15 **Online Participant Account Wallet**

Refer to E-Wallet in Rule 10.8.



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10.16 **Pari-Mutuel Prize Pool Fund**

Means the remaining Prize Fund that will be allocated to Prize Divisions 1 to 3 in the SPORTSTAKE 4 Game.

10.17 **Participant**

Means a member of the public (a Participant/player) over the age of 18, who purchases or otherwise acquires a SPORTSTAKE 4 Ticket(s) via authorised National Lottery channels.

10.18 **Play Slip**

Means a Retail or On-line preformatted form, bearing the Fixtures from which a Participant can make his/her Selection to make an Entry into the SPORTSTAKE 4 Game.

10.19 **Prize**

Means money won by a Participant in the SPORTSTAKE 4 Game. The Prizes are Pari-Mutuels Prizes.

10.20 **Prize Division**

Means the Prize tiers where a Participant may win a Prize according to the defined matching criteria set forth in the relevant Prize Division.

10.21 **Prize Pool**

Means the amount allocated to each Prize category.

10.22 **Prize Fund**

Means a percentage of the total revenue from all ticket sales for a Draw or such larger amount as shall be determined by ITHUBA, in its sole and absolute



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discretion, as approved by the NLC from time to time allocated to the SPORTSTAKE 4 Game.

10.23 **Receipt**

Means a document or digital record generated through a Retailer Terminal or Alternate Sales Channel that confirms a Participant's Entry or Entries into the SPORTSTAKE 4 Games, and such other information as may be determined by ITHUBA and approved by the NLC from time to time.

10.24 **Rules and Regulations**

Means these Game Rules and Regulations for SPORTSTAKE 4 as detailed herein, and as may be amended by ITHUBA and approved by the NLC from time to time.

10.25 **Selection**

Means a Participant's selection for the outcome of the First-half and Full-time results featured in a SPORTSTAKE 4 list, 1=Home win, X=Draw, 2=Away win; and which is recorded on a physical or On-line Receipt issued in accordance with these Rules.

10.26 **Serial Number**

Means the unique number assigned by ITHUBA 'Central Gaming System' and printed on a Ticket which, subject to these Rules and Regulations, provides for the verification of the Ticket as a Valid Winning Ticket or otherwise. The Serial Number may be in the form of digits, a barcode, or any other form.

10.27 **SMS**

Means a method used to confirm outcomes played online and to notify Participants of their winnings after the SPORTSTAKE 4 Draws where applicable.



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SMS notifications may include Ticket confirmation, wager details and Prize claim instructions.

10.28 **SPORTSTAKE 4**

Means a National Lottery Game consisting of four (4) Fixtures where Participants predict the outcome of pre-selected soccer match for each of the Fixture (First-half and Full-time).

10.29 **SPORTSTAKE 4 Procedures**

Means any procedures or conditions issued by ITHUBA, from time to time, which apply to the SPORTSTAKE 4 Game, and which may from time to time, include among other information on how Prizes are won, the Prize Structure and the method of selling or entering the SPORTSTAKE 4 Game.

10.30 **Terminal**

Means the point-of-sale device with an on-line connection to the Central Gaming System and which shall be used for the issuance of valid Ticket(s) and for the validation of Valid Winning Ticket(s).

10.31 **Ticket**

Means a National Lottery Ticket(s) issued after each SPORTSTAKE 4 Game played on any authorised National Lottery sales channel. The Ticket serves as proof of Entry into a Draw and may be in digital format or physical form.

10.32 **Valid Winning Ticket**

Means a SPORTSTAKE 4 Ticket deemed a winning Ticket if it satisfies all Ticket Validation Requirements and contains winning combinations/selections that match the criteria for any of the Prize Divisions



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10.33 **VAT**

Means Value Added Tax levied in terms of the VAT Act No. 89 of 1991, as amended.

10.34 **Validation**

Means the process of confirming if a valid lottery Ticket is eligible for a Prize.

10.35 **Website**

Means the Website of the South African National Lottery:

www.nationallottery.co.za

10.36 **Walkover**

Means when one team is awarded victory because the opposing team fails to appear, withdraws, or is disqualified before or during the match. This is the terminology used by professional sports bodies like FIFA, UEFA, and national associations. The term “walk-by” is a common misstatement or informal misunderstanding but may refer to a walkover.

10.37 **Winning Selections**

Means a selection which entitles a Participant to a Prize in the category applicable to the correct match predictions selected.

In these Rules and Regulations, the singular shall include the plural, and reference to one gender may include the other gender and vice versa, as the context may require.



SPORTSTAKE 8

RULES AND REGULATIONS



SPORTSTAKE 8 RULES AND REGULATIONS

1. ABOUT SPORTSTAKE 8

The following are the essential Game features for SPORTSTAKE 8:

- 1.1. The National Lottery Game in which the Participant correctly predicts both 1st Half and 2nd Half outcomes (excludes extra time and penalties) of several football matches. In particular, participants will have to predict the outcomes (1, X, 2) for each half of eight predetermined matches drawn from African, UK and any other additional professional soccer fixtures, as ITHUBA may identify from time to time.
- 1.2. The cost of each Entry/Board will be R2.00 inclusive of VAT.
- 1.3. The maximum price for a wager will be limited to R2,000.00 per Participant per day.
- 1.4. Teams included in each of the fixtures are listed in the order of 'Home Team' versus 'Away Team'. As such, the team mentioned first will always be the 'Home Team'. Where a fixture is played at a neutral venue for whatever reason, the 'Home Team' will be the team mentioned first on the 'Fixture List'.
- 1.5. A SPORTSTAKE 8 Board is playable at any participating Retail store or via the National Lottery website, Mobi web and Mobile APP if registered as a player. A Board consists of a grid of eight fixture results/predictions denoted as (1, X, 2) for each of the two halves in a football Game where:
 - 1.5.1. 1 = Home Win
 - 1.5.2. X = Draw
 - 1.5.3. 2 = Away Win

2. STATUS OF THESE RULES

- 2.1. These Rules are for the SPORTSTAKE 8 Game, which constitute the contractual rights and obligations of ITHUBA to Participants, and may be amended from time to time.



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- 2.2. In the event of a discrepancy or inconsistency between any rules and regulations and the conditions and/or explanations being advised during a purchase, these SPORTSTAKE 8 rules and regulations shall take precedence.

3. SPORTSTAKE 8 PROCEDURES AND DESCRIPTIONS

PLAYING THE SPORTSTAKE 8 GAME

- 3.1. The Participant may participate in the SPORTSTAKE 8 Game by predicting 1st and 2nd half outcomes of matches featured in an official 'Fixture List'.
- 3.2. A Bet Slip at a participating retail store shall be processed through the Terminal by the Retailer, and the relevant valid Lottery Ticket/Receipt will be issued only through that same Terminal.
- 3.3. Selections can also be entered manually into the Terminal by the Retailer, and the relevant valid Lottery Ticket/Receipt will be issued only through that same Terminal.
- 3.4. If the Bet Slip is rejected by the Terminal, there is no valid Entry.
- 3.5. An on-line Bet Slip shall be processed through the National lottery website, Mobi web or mobile APP, and the relevant valid Lottery Ticket Receipt will be issued through that same medium.
- 3.6. If an Entry is not recorded on the Central Computer System for any particular Draw, the Entry shall not be valid.

4. METHODS OF PARTICIPATING

- 4.1. SPORTSTAKE 8 will be sold every day at participating retailers and via the National Lottery website, Mobi web and Mobile APP.
- 4.2. The sale period for any given SPORTSTAKE 8 'Fixture List' will close 30 minutes before the start of the earliest match on the list.



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- 4.3. There will be three draws per week on a Monday and Friday (unless communicated otherwise by ITHUBA), which will be communicated to players on the 'Fixture List' by means of a "Draw Date".
- 4.4. The total number of fixtures shall be set at eight (8).
- 4.5. Results are recorded as the score at the end of each 45-minute period plus the referees' additional/injury time but excludes extra-time and penalty shoot-outs.
- 4.6. If an event is suspended or postponed but then completed before the draw, the actual results of the match will be considered as per current 'Fixture List'.
- 4.7. In the event that a match is suspended or postponed and results are not available at the time of the draw then all results will be deemed correct for that fixture (i.e. 1, X, 2 accepted).
- 4.8. In the event that a match is suspended or postponed and the outcome is awarded by the governing sports association then the official result awarded will be deemed the result for that fixture provided that it is announced before the draw time, otherwise 4.7 above will apply.
- 4.9. There will be Multi-play options for the SPORTSTAKE 8 Game, i.e. players can play multiple selections for any fixture on the same Bet Slip.
- 4.10. There will be no PROPICK options for the SPORTSTAKE 8 Game, i.e. Participants cannot request that the system selects the Fixture outcomes on their behalf.

5. **THE PARTICIPANT OF SPORTSTAKE 8 CAN CHOOSE THEIR SELECTIONS IN THE FOLLOWING WAYS:**
 - 5.1. Presenting a completed Bet Slip to a retailer:
 - 5.1.1. On any Bet Slip, a Participant may make a selection from a minimum of one board and a maximum of the number of boards available on the Bet Slip.
 - 5.1.2. Each selection is made by manually marking the selected 1st Half/2nd Half outcomes for all eight fixtures, and by marking the "Multi-Play box" if more than one outcome has been marked in any of the fixtures.



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- 5.1.3. The completed Bet Slip is processed through the terminal which will issue the receipt recording each selection marked on the Bet Slip.
- 5.2. By indicating in person to the retailer the selected outcomes to be entered manually into the terminal, either as single boards or Multi-Play.
- 5.3. Participants can also use the National Lottery website, Mobi web, or mobile App to purchase a ticket and select the fixture outcomes for a specific draw

6. WINNING SELECTIONS

A Participant who matches 16, 15, 14 or 13 outcomes will share the winning Pool of that Prize Division according to the following:

6.1. Prize Division 1 – Match 16:

Means that the Participant has correctly matched 1st Half and 2nd Half outcomes for all eight Games in the 'Fixture List' ("MATCH 16").

6.2. Prize Division 2 – Match 15:

Means that the Participant has correctly matched 15 outcomes from the 'Fixture List' ("MATCH 15").

6.3. Prize Division 3 - Match 14:

Means that the Participant has correctly matched 14 outcomes from the 'Fixture List' ("MATCH 14").

6.4. Prize Division 4 – Match 13:

Means that the Participant has correctly matched 13 outcomes from the 'Fixture List' ("MATCH 13").

7. PRIZE POOLS

- 7.1. Subject to rounding down, the amount allocated by ITHUBA to the Prize Fund for payment of Prize(s) for a Draw shall be 50% of the net sales of entries made into that Draw or such larger amount as shall be determined by ITHUBA in its sole and absolute discretion, from time to time.



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- 7.2. The allocation of the Pool Fund to each of the remaining Prize categories shall be in accordance with the following provisions:
 - 7.2.1. In the event that there are no winners in Division 1, then the Prize Pool for this Division shall be rolled over to the next Draw's corresponding Division.
 - 7.2.2. In the unlikely event that there are no winners in Division 2, then the Prize Pool rolls down to the lower Divisions. The roll down will be split and be allocated equally to the lower Divisions. I.e. the split will be 50/50 to Divisions 3 and 4.
 - 7.2.3. In the unlikely event that there are no winners in Division 3, then the Prize Pool for that Division will be allocated down to Division 4.
 - 7.2.4. In the unlikely event that there are no winners in Division 2-4, then the Prize Pool shall be rolled over to the next Draw's Division 1.
- 7.3. If the Prize in any Division (after the Prize Fund has been divided by the number of winners) is below R0.05 (five cents) that entire Prize Fund shall roll over to Division 1 in the next 'Fixture List'.
- 7.4. Share amounts shall be rounded to the nearest 10 cents as follows: E.g. R1.55 shall be R1.60; R1.54 shall be R1.50.

8. APPROXIMATE ODDS OF WINNING AND PRIZE STRUCTURE:

- 8.1. Single Entry winners will be paid prizes according to the highest prize that they have won i.e. if a player matches 16 outcomes on the same board he/she will receive the prize allocated for matching 16 correctly and the player will not receive a prize for matching 16, 15, 14 and 13 but only for the highest prize.
- 8.2. The following table sets forth the probability of winning and the allocation of the Pool Fund:



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SPORTSTAKE 8					
TICKETS SOLD		43 046 721			
PRICE		R2.00			
SALES		R86 093 442.00			
PRIZE POOL		50%			
PRIZE POOL VALUE		R43 046 721.00			
Division	Match	ODDS 1 in X	Div Prize Pool	Div % of Sales	
1	16	43 046 721	40%	20.00%	
2	15	14 348 907	20%	10.00%	
3	14	4 782 969	15%	7.50%	
4	13	1 594 323	25%	12.50%	
		100%		50.00%	
Overall Odds 1 in X		1 076 168			

8.3. The odds in the table above are based on an equal probability of a 1, X or 2 being the outcome of any given match. In reality the odds are in favour of the consistently stronger performing team, therefore the actual odds will be less depending on the relative strengths of the home team and away team. The predicted number of winners in each prize division depends on the actual odds for each match and the skill and judgement of the Participants.

9. CANCELLATION OF TICKETS

SPORTSTAKE 8 tickets may be cancelled after being issued (purchased), on condition that:

- 9.1. The ticket is returned to the issuing terminal;
 - 9.1.1. The ticket is presented within two hours of the time of purchase, or before the close of ticket sales for the day, or the close of sales prior to the draw, whichever is the earlier; and
 - 9.1.2. The barcode scanning device of the terminal can read the ticket and cancel it. Should the terminal not be able to cancel the ticket, the Retailer will contact ITHUBA's Call Centre for assistance.
- 9.2. Tickets purchased from Mobile App and the website cannot be cancelled.



10. SPECIFIC PROCEDURES

Match Suspended Prior to Start of Match

- 10.1. Considering that the match/fixtures list is designed and published several days in advance it is possible that one or more of the matches (events) included might be postponed, suspended or otherwise rescheduled.
- 10.2. A match could be rescheduled to start earlier or later compared to the original start time published in the match list.
- 10.3. A suspended match refers to a fixture offered on a list that is already closed for wagers and for whatever reason did not actually start/kick-off. Some examples why a match could be suspended are as follows but not limited to:
 - 10.3.1. Condition of the pitch.
 - 10.3.2. Lightning.
 - 10.3.3. Power outage.
 - 10.3.4. Security Issues (e.g. crowd troubles).
 - 10.3.5. Pandemic related issues.
- 10.4. If an event is suspended and not started/restarted within time frame stipulated in the SPORTSTAKE 8 Game 'Fixture List', the event will be settled in the system as (1, X, 2), i.e. all outcomes will be deemed to be correct. If a fixture is rescheduled to commence within the stipulated time frame and is completed before the draw time then it will be settled according to normal routines (the stipulated rules for calculating the results).

Match Interrupted After Kick-off

- 10.5. An interrupted match refers to an event that for whatever reasons is interrupted while underway. Some examples why a match could be interrupted are as follow:
 - 10.5.1. Weather (heavy rain, hail, lightning, snow, fog).
 - 10.5.2. Power outage.
 - 10.5.3. Security Issues (e.g. crowd troubles).
 - 10.5.4. Match voided based on Management decision.
 - 10.5.5. Health and safety risk.



- 10.6. If an event is suspended/postponed, restarted and completed before the results are entered into the draw, then the actual results of the event will be recorded according to normal routine. If an event is suspended and not restarted or completed before the draw, then the event will be settled in the system as (1, X, 2) i.e. all outcomes correct.
- 10.7. If an event is either abandoned or cancelled before the results are to be drawn, and an official result has been awarded by a governing sporting authority (such as the governing Sporting Association) then ITHUBA will honour the awarded result as the outcome of the match provided it is announced before the scheduled time for entering of the draw results into the gaming system at the draw time. If such an announcement is not made before that time then the outcome of the match will be (1, X, 2), i.e. all outcomes correct.

Cancelling a list

- 10.8. If for some reason, ITHUBA decides not to offer a certain list, necessary steps will be taken to cancel that list. Some reasons for cancelling a list include, but are not limited to:
 - 10.8.1. Pandemic affecting the matches such as COVID-19.
 - 10.8.2. Riots/Strikes.
 - 10.8.3. Weather or any other reasons affecting the offered 'Fixture List'.
- 10.9. If a list is cancelled before wagering opens, the list will be removed on the Central Gaming system as well as the E-Commerce system (website, mobi web and mobile APP).
- 10.10. If a list is cancelled when wagering is already opened, the wagering for the list will be suppressed on the Central Gaming System. On-line players will be automatically refunded and players with traditional retail tickets can request a refund from retailers by presenting their tickets for validation.
- 10.11. If a list is cancelled and wagering is already closed, then all results for the list will be settled in the system as (1, X, 2), i.e. all outcomes correct. All wagers for the cancelled list shall be refundable. On-line players will be automatically refunded



and players with traditional retail tickets can request a refund from retailers by presenting their tickets for validation.

11. GLOSSARY

The following words and terms, whenever they appear in these Rules, shall have the following meanings, unless the context clearly indicates otherwise:

Bet Slip

A preformatted form, either printed or an on-line screen, bearing the fixtures from which a Participant can make his/her Selection to make an Entry into the SPORTSTAKE 8 Game.

Board

Means the complete selection of predictions on the Bet Slip for a National Lottery Game as per these Rules.

Central Gaming System

The computer system/s used by ITHUBA to operate the SPORTSTAKE 8 Game.

Constituent Lottery

Any lottery conducted by ITHUBA that forms part of the National Lottery.

Draw

The process of entering 'Fixture List' results into the system in order to declare dividends/share values due to Participants, both jackpot and consolation winnings – this is a verified process done in the presence of independent auditors.

Division

The prize tiers within which a Participant may win a Prize according to the defined matching criteria set forth in the relevant Prize Division.

Entry

A transaction by which a Participant's Entry into the SPORTSTAKE 8 Game has been recorded as an Entry on the Central Computer System. An Entry may also be referred to as a bet or a wager.



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Fixture List

A list of eight (8) future fixtures to be played, making up the Wager Selection applicable for a specified soccer event. This list will be available from retail stores and E-commerce platforms, such as National Lottery website, Mobi web or mobile APP, preceding the listed fixtures. Every 'Fixture List' will have a unique number.

Game

The Game of SPORTSTAKE 8 as detailed in these Rules, which shall include any Game, scheme, arrangement, system, plan, promotional competition or device which comprises a Constituent Lottery.

ITHUBA

ITHUBA Holdings (RF) Pty Limited, the Third National Lottery Operator licensed under the Lotteries Act No. 57 of 1997, as amended, to operate, conduct and promote the National Lottery and Constituent Lottery Games in the Republic of South Africa.

Lottery Processing System

The transaction processing system that controls the operation of the SPORTSTAKE 8 Game consisting of the Central Gaming System and the Terminals.

Multi-Play

A selection marked on the Game Board when a Participant selects multiple outcomes for one or more fixtures.

National Lottery

Means the National lottery Games licensed to ITHUBA to operate in South Africa.

Participant

A member of the public (a player) over the age of 18 who purchases or otherwise acquires a Lottery Ticket Receipt.

Pool

The amount allocated to each Prize category as per the prize table.

Prize Fund

Shall be a percentage of the net sales of Entries into that Draw or such larger amount as shall be determined by ITHUBA in its sole and absolute discretion from time to



SPORTSTAKE 8

time allocated to the SPORTSTAKE 8 Game.

Receipt

A National Lottery receipt (Lottery ticket) given by the Retailer as issued by the Terminal to a Participant subsequent to playing the SPORTSTAKE 8 Game which records a Participant's Entry into the SPORTSTAKE 8 Game.

Retailer

A supplier, person, firm or entity authorized by ITHUBA to sell the SPORTSTAKE 8 Entries and/or to pay certain Prizes in respect of Valid Winning Receipt of the SPORTSTAKE 8 Game.

Rules

These Game rules and regulations for SPORTSTAKE 8 as detailed herein, and as may be amended from time to time.

Selection

Participant's selection for the outcome of each half on matches featured in a SPORTSTAKE 8 list, 1=Home win, X=Draw, 2=Away win; and which is recorded on a Lottery ticket or an on-line Receipt issued in accordance with these Rules.

Site

The website of the National Lottery <https://www.nationallottery.co.za>

SPORTSTAKE 8

A National Lottery Game consisting of eight fixtures where players predict the outcome of preselected soccer matches for each of the fixture (1st Half and 2nd Half)

SPORTSTAKE 8 Procedures

Any procedures or conditions issued by ITHUBA, from time to time, which apply to the SPORTSTAKE 8 Game and which may from time to time, include among other information on how Prizes are won, the Prize Structure and the method of selling or entering the SPORTSTAKE 8 Game.

SPORTSTAKE 8 Receipt Validation Requirements

ITHUBA's validation requirements for Receipts representing winning predictions for that specific Draw.



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Terminal

The point of sale terminals with an on-line connection to the Central Gaming System and which shall be used for the issuance of valid Receipts and for the validation of Valid Winning Receipts.

Valid Winning Receipt

A winning SPORTSTAKE 8 Receipt (Ticket) which meets all the SPORTSTAKE 8 Receipt Validation Requirements enforced by ITHUBA.

VAT

Value Added Tax levied in terms of the VAT Act No. 89 of 1991, as amended.

Winning Selection

A selection which entitles a Participant to a Prize in the category applicable to the correct numbers/results selected. In these Rules, the singular includes the plural, as the context may require.

In these Rules and Regulations, the singular shall include the plural, and reference to one gender may include the other gender and vice versa, as the context may require.



SPORTSTAKE 13

RULES AND REGULATIONS



SPORTSTAKE 13

SPORTSTAKE 13

RULES AND REGULATIONS

1. ABOUT SPORTSTAKE 13

The following are the essential features of the SPORTSTAKE 13 Game, as approved by the National Lotteries Commission (NLC).

- 1.1 The National Lottery Game in which the Participant correctly predicts the outcomes of several football matches. In particular, Participants will have to predict the outcomes (1, X, 2) of 13 predetermined matches drawn from African, UK and any other additional professional soccer fixtures, as ITHUBA may identify from time to time.
- 1.2 The cost of each Entry/Board will be R2.00 inclusive of VAT.
- 1.3 The maximum price for a wager will be limited to R2,000.00 per Participant per day.
- 1.4 Teams included in each of the fixtures are listed in the order of 'Home Team' versus 'Away Team'. As such, the team mentioned first will always be the 'Home Team'. Where a fixture is played at a neutral venue for whatever reason, the 'Home Team' will be the team mentioned first on the 'Fixture List'.
- 1.5 A SPORTSTAKE 13 Board is playable at any participating Retail store or via the National Lottery website, Mobi web and Mobile App if registered as a player. A Board consists of a grid of 13 fixture results/predictions denoted as (1, X, 2) for each of the Fixtures on the Match list where:
 - 1.5.1 1 = Home Win
 - 1.5.2 X = Draw
 - 1.5.3 2 = Away Win



SPORTSTAKE 13

2. STATUS OF THESE RULES

- 2.1 These Rules are for the SPORTSTAKE 13 Game, which constitute the contractual rights and obligations of ITHUBA to Participants, as may be amended from time to time.
- 2.2 In the event of a discrepancy or inconsistency between any rules and regulations and the conditions and/or explanations being advised during a purchase, these SPORTSTAKE 13 rules and regulations shall take precedence.

3. SPORTSTAKE 13 PROCEDURES AND DESCRIPTIONS

PLAYING THE SPORTSTAKE 13 GAME

- 3.1 The Participant may participate in the SPORTSTAKE 13 Game by predicting Full time outcomes (including extra time but excluding penalty shootouts) of matches featured in an official 'Fixture List'.
- 3.2 A Bet Slip at a participating retail store shall be processed through the Terminal by the Retailer, and the relevant valid Lottery Ticket/Receipt will be issued only through that same Terminal.
- 3.3 Selections can also be entered manually into the Terminal by the Retailer, and the relevant valid Receipt will be issued only through that same Terminal.
- 3.4 If the Bet Slip is rejected by the Terminal, there is no valid Entry.
- 3.5 An On-Line Bet Slip shall be processed through the National lottery website, Mobi web or mobile APP, and the relevant valid Lottery Ticket Receipt will be issued through that same medium.
- 3.6 If an Entry is not recorded on the Central Computer System for any particular Draw, the Entry shall not be valid.



SPORTSTAKE 13

4. METHODS OF PARTICIPATING

- 4.1 SPORTSTAKE 13 will be sold every day at participating retailers and via the National Lottery website, Mobi web and Mobile APP.
- 4.2 The sale period for any given SPORTSTAKE 13 'Fixture List' will close 30 minutes before the start of the earliest match on the list.
- 4.3 There will be two draws per week on a Monday and Friday (unless communicated otherwise by ITHUBA), which will be communicated to players on the 'Fixture List' by means of a "Draw Date".
- 4.4 The total number of fixtures shall be set at thirteen (13).
- 4.5 Results are recorded as the score after 90 (ninety) minutes (including referees' additional/injury time and any extra time if applicable, but excludes penalty shoot-outs).
- 4.6 If an event is suspended or postponed but then completed before the draw, the actual results of the match will be considered as per current 'Fixture List'.
- 4.7 In the event that a match is suspended or postponed and results are not available at the time of the draw then all results will be deemed correct for that fixture (i.e. 1, X, 2 accepted).
- 4.8 In the event that a match is suspended or postponed and the outcome is awarded by the governing sports association then the official result awarded will be deemed the result for that fixture provided that it is announced before the draw time, otherwise 4.7 above will apply.
- 4.9 There will be Multi-play options for the SPORTSTAKE 13 Game, i.e. players can play multiple selections for any fixture on the same Bet Slip.
- 4.10 There will be no PROPICK options for the SPORTSTAKE 13 Game, i.e. Participants cannot request that the system selects the Fixture outcomes on their behalf.



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5. THE PARTICIPANT OF SPORTSTAKE 13 CAN CHOOSE THEIR SELECTIONS IN THE FOLLOWING WAYS:

- 5.1 Presenting a completed Bet Slip to a Retailer:
 - 5.1.1 On any Bet Slip, a participant may make a selection from a minimum of one board and a maximum of the number of boards available on the Bet Slip.
 - 5.1.2 Each selection is made by manually marking the selected outcome for all 13 fixtures, and/or by marking the "Multi-Play box" if more than one outcome has been marked in any of the fixtures.
 - 5.1.3 The completed Bet Slip is processed through the terminal which will issue the receipt recording each selection marked on the Bet Slip.
- 5.2 By indicating in person to the retailer the selected outcomes to be entered manually into the terminal, either as single boards or Multi-Play.
- 5.3 Participants can also use the National Lottery website, Mobi web, or mobile App to purchase a ticket and select the fixture outcomes for a specific draw.

6. WINNING SELECTIONS

A Participant who matches 13, 12, 11 or 10 outcomes will share the winning Pool of that Prize Division according to the following:

6.1 Prize Division 1 - Match 13

Means that the Participant has correctly matched all 13 outcomes from the 'Fixture List' ("MATCH 13").

6.2 Prize Division 2 - Match 12

Means that the Participant has correctly matched all 12 outcomes from the 'Fixture List' ("MATCH 12").

6.3 Prize Division 3 - Match 11

Means that the Participant has correctly matched 11 outcomes from the 'Fixture List' ("MATCH 11").



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6.4 Prize Division 4 - Match 10

Means that the Participant has correctly matched 10 outcomes from the 'Fixture List' ("MATCH 10").

7. PRIZE POOLS

7.1 Subject to rounding down, the amount allocated by ITHUBA to the Prize Fund for payment of Prize(s) for a Draw shall be 50% of the net sales of entries made into that Draw or such larger amount as shall be determined by ITHUBA in its sole and absolute discretion, from time to time.

7.2 The allocation of the Pool Fund to each of the remaining Prize categories shall be in accordance with the following provisions:

7.2.1 In the event that there are no winners in Division 1, then the Prize Pool for that Division shall be rolled over to the next Draw's corresponding Division.

7.2.2 In the unlikely event that there are no winners in Division 2, then the Prize Pool rolls down to the lower Divisions. The roll down will be split and be allocated equally to the lower Divisions. I.e. the split will be 50/50 to Divisions 3 and 4.

7.2.3 In the unlikely event that there are no winners in Division 3, then the Prize Pool for that Division will be allocated down to Division 4.

7.2.4 In the unlikely event that there are no winners in Division 2-4, then the Prize Pool shall be rolled over to the next Draw's Division 1.

7.3 If the Prize in any Division (after the Prize Fund has been divided by the number of winners) is below R0.05 (five cents) that entire Prize Fund shall roll over to Division 1 in the next 'Fixture List'.

7.4 Share amounts shall be rounded to the nearest 10 cents as follows: E.g. R1.55 shall be R1.60; R1.54 shall be R1.50.

8. APPROXIMATE ODDS OF WINNING AND PRIZE STRUCTURE

8.1 Single Entry winners will be paid prizes according to the highest prize that they have won i.e. if a player matches 13 outcomes on the same board he/she will



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receive the prize allocated for matching 13 correctly and the player will not receive a prize for matching 13, 12, 11 and 10 but only for the highest prize.

8.2 The following table sets forth the probability of winning and the allocation of the Pool Fund:

SPORTSTAKE 13					
TICKETS SOLD		1 594 323			
PRICE		R2.00			
SALES		R3 188 646.00			
PRIZE POOL		50%			
PRIZE POOL VALUE		R1 594 323.00			
Division	Match	ODDS 1 in X	Div Prize Pool	Div % of Sales	
1	13	1 594 323	30%	15.00%	
2	12	531 441	15%	7.50%	
3	11	177 147	20%	10.00%	
4	10	59 049	35%	17.50%	
		100% 50.00%			
Overall Odds 1 in X		39 858			

8.3 The odds in the table above are based on an equal probability of a 1, X or 2 being the outcome of any given match. In reality the odds are in favor of the consistently stronger performing team, therefore the actual odds will be less depending on the relative strengths of the home team and away team. The predicted number of winners in each prize division depends on the actual odds for each match and the skill and judgement of the Participants.

9. CANCELLATION OF TICKETS

SPORTSTAKE 13 tickets may be cancelled after being issued (purchased), on condition that:

9.1 The ticket is returned to the issuing terminal;

9.1.1 The ticket is presented within two hours of the time of purchase, or before the close of ticket sales for the day, or the close of sales prior to the draw, whichever is the earlier; and



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9.1.2 The barcode scanning device of the terminal can read the ticket and cancel it. Should the terminal not be able to cancel the ticket, the Retailer will contact ITHUBA's Call Centre for assistance.

9.2 Tickets purchased from Mobile App and the website cannot be cancelled.

10. SPECIFIC PROCEDURES

Match Suspended Prior to Start of Match

10.1 Considering that the match/fixtures list is designed and published several days in advance it is possible that one or more of the matches (events) included might be postponed, suspended or otherwise rescheduled.

10.2 A match could be rescheduled to start earlier or later compared to the original start time published in the match list.

10.3 A suspended match refers to a fixture offered on a list that is already closed for wagers and for whatever reason did not actually start/kick-off. Some examples why a match could be suspended are as follows but not limited to:

10.3.1 Condition of the pitch.

10.3.2 Lightning.

10.3.3 Power outage.

10.3.4 Security Issues (e.g. crowd troubles).

10.3.5 Pandemic related issues.

10.4 If an event is suspended and not started/restarted within time frame stipulated in the SPORTSTAKE 13 Game 'Fixture List', the event will be settled in the system as (1, X, 2), i.e. all outcomes will be deemed to be correct. If a fixture is rescheduled to commence within the stipulated time frame and is completed before the draw time then it will be settled according to normal routines (the stipulated rules for calculating the results).

Match Interrupted After Kick-off

10.5 An interrupted match refers to an event that for whatever reasons is interrupted while underway. Some examples why a match could be interrupted are as follow:



- 10.4.1. Weather (heavy rain, hail, lightning, snow, fog).
- 10.4.2. Power outage.
- 10.4.3. Security Issues (e.g. crowd troubles).
- 10.4.4. Match voided based on Management decision.
- 10.4.5. Health and safety risk.

- 10.4 If an event is suspended/postponed, restarted and completed before the results are entered into the draw, then the actual results of the event will be recorded according to normal routine. If an event is suspended and not restarted or completed before the draw, then the event will be settled in the system as (1, X, 2) i.e. all outcomes correct.
- 10.5 If an event is either abandoned or cancelled before the results are to be drawn, and an official result has been awarded by a governing sporting authority (such as the governing Sporting Association) then ITHUBA will honour the awarded result as the outcome of the match provided it is announced before the scheduled time for entering of the draw results into the gaming system at the draw time. If such an announcement is not made before that time then the outcome of the match will be (1, X, 2), i.e. all outcomes correct.
- 10.6 If for some reason, ITHUBA decides not to offer a certain list, necessary steps will be taken to cancel that list. Some reasons for cancelling a list include, but are not limited to:
 - 10.6.1 Pandemic affecting the matches such as COVID-19.
 - 10.6.2 Riots/Strikes.
 - 10.6.3 Weather or any other reasons affecting the offered 'Fixture List'.

Cancelling a list

- 10.7 If for some reason, ITHUBA decides not to offer a certain list, necessary steps will be taken to cancel that list. Some reasons for cancelling a list include, but are not limited to:
- 10.8 If a list is cancelled before wagering opens, the list will be removed on the Central Gaming system as well as the E-Commerce system (website, mobi web and mobile APP).



SPORTSTAKE 13

- 10.9 If a list is cancelled when wagering is already opened, the wagering for the list will be suppressed on the Central Gaming System. On-line players will be automatically refunded and players with traditional retail tickets can request a refund from retailers by presenting their tickets for validation.
- 10.10 If a list is cancelled and wagering is already closed, then all results for the list will be settled in the system as (1, X, 2), i.e. all outcomes correct. All wagers for the cancelled list shall be refundable. On-line players will be automatically refunded and players with traditional retail tickets can request a refund from retailers by presenting their tickets for validation.

11. GLOSSARY

The following words and terms, whenever they appear in these Rules, shall have the following meanings, unless the context clearly indicates otherwise:

Bet Slip

A preformatted form, either printed or an On-Line screen, bearing the fixtures from which a Participant can make his/her Selection to make an Entry into the SPORTSTAKE 13 Game.

Board

Means the complete selection of predictions on the Bet Slip for a National Lottery Game as per these Rules.

Central Gaming System

The computer system/s used by ITHUBA to operate the SPORTSTAKE 13 Game.

Constituent Lottery

Any lottery conducted by ITHUBA that forms part of the National Lottery.



SPORTSTAKE 13

Draw

The process of entering ‘Fixture List’ results into the system in order to declare dividends/share values due to Participants, both jackpot and consolation winnings – this is a verified process done in the presence of independent auditors.

Division

The tiers within which a Participant may win a Prize according to the defined matching criteria set forth in the relevant Prize Division.

Entry

A transaction by which a Participant’s Entry into the SPORTSTAKE 13 Game has been recorded as an Entry on the Central Computer System. An Entry may also be referred to as a “Bet”.

Fixture List

A list of thirteen (13) future fixtures to be played, making up the Entry Selection applicable for a specified soccer event. This list will be available from retail stores and E-commerce platforms, such as National lottery website, Mobi web or mobile APP, preceding the listed fixtures. Every ‘Fixture List’ will have a unique number.

Game

The Game of SPORTSTAKE 13 as detailed in these Rules, which shall include any Game, scheme, arrangement, system, plan, promotional competition or device which comprises a Constituent Lottery.

ITHUBA

ITHUBA Holdings (RF) Pty Limited, the third National Lottery Operator licensed under the Lotteries Act No. 57 of 1997, as amended, to operate, conduct and promote the National Lottery and Constituent Lottery Games in the Republic of South Africa.



SPORTSTAKE 13

Lottery Processing System

The transaction processing system that controls the operation of the SPORTSTAKE 13 Game consisting of the Central Gaming System and the Terminals.

Multi-Play

A Selection marked on the Game Board when a Participant selects multiple outcomes for one or more fixtures.

National Lottery

The national lottery Games licensed to ITHUBA to operate in South Africa.

Participant

A member of the public (a player) over the age of 18 who purchases or otherwise acquires a Receipt.

Pool

The amount allocated to each Prize category as per the prize table.

Prize Fund

Shall be a percentage of the net sales of Entries into that Draw or such larger amount as shall be determined by ITHUBA, in its sole and absolute discretion, from time to time allocated to the SPORTSTAKE 13 Game.

Receipt

A National Lottery receipt given by the Retailer as issued by the Terminal to a Participant subsequent to playing the SPORTSTAKE 13 Game which records a Participant's Entry into the SPORTSTAKE 13 Game.



SPORTSTAKE 13

Retailer

A supplier, person, firm or entity authorised by ITHUBA to sell SPORTSTAKE 13 Entries and/or to pay certain Prizes in respect of Valid Winning Receipt of the SPORTSTAKE 13 Game.

Rules

These Game rules and regulations for SPORTSTAKE 13 as detailed herein, and as may be amended from time to time.

Selection

Participant's selection for the outcome of each fixture on the SPORTSTAKE 13 list, 1=Home win, X=Draw, 2=Away win; and which is recorded on a Lottery ticket or an On-Line Receipt issued in accordance with these Rules.

Site

The website of the National Lottery <https://www.nationallottery.co.za>

SPORTSTAKE 13

An online Game consisting of 13 fixtures utilizing a computerised terminal to record Selections and also to validate Prize claims.

SPORTSTAKE 13 Procedures

Any procedure or condition issued by ITHUBA, from time to time, which applies to the SPORTSTAKE 13 Game and which may from time to time, include among other information on how Prizes are won, the Prize Structure and the method of selling or entering the SPORTSTAKE 13 Game.



SPORTSTAKE 13

Terminal

The point of sale terminals with an online connection to the Central Gaming System and which shall be used for the issuance of valid Receipts and for the validation of Valid Winning Receipts.

Ticket

Ticket issued by a Terminal and sold by an authorised Retailer in an authorised manner.

Valid Winning Ticket

A winning SPORTSTAKE 13 Receipt which meets all the SPORTSTAKE 13 Entry Validation Requirements enforced by ITHUBA.

VAT

Value Added Tax levied in terms of the VAT Act No. 89 of 1991, as amended.

Winning Selection

A selection which entitles a Participant to a Prize in the category applicable to the correct match predictions selected. In these Rules, the singular includes the plural, as the context may require.

In these Rules and Regulations, the singular shall include the plural, and reference to one gender may include the other gender and vice versa, as the context may require.