



SPORTSTAKE 13 RULES AND REGULATIONS

1. ABOUT SPORTSTAKE 13

The following are the essential Game features for SPORTSTAKE 13:

- 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 South African, English and any other additional professional soccer fixtures, as ITHUBA may identify from time to time.
- 1.2 The cost of each Entry will be R2 inclusive of VAT.
- 1.3 The maximum price for a single Entry will be limited to R2, 000 per Participant.
- 1.4 Teams included in each of the fixtures are listed in the order of 'Home Team' versus 'Visiting Team'.
- 1.5 As such, the team mentioned first on the ITHUBA fixture list 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.
- 1.6 A Board is a grid of 13 fixture result predictions denoted as [1]; [X]; [2] where:
 - 1 = Home Win
 - X = Draw
 - 2 = Away Win

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 these Rules and the conditions and/or explanations being advised during a purchase, these Rules 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 an outcome based on the published Fixture List.
- 3.2 A Bet Slip shall be processed through the Terminal by the Retailer, and the relevant valid 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 If an Entry is not recorded on the Central Computer System for any particular Draw, the Entry shall not be valid.
- 3.6 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.
- 3.7 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 and 2 accepted).
- 3.8 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 3.7 above will apply.
- 3.9 There will be no Multi-Draw option for the SPORTSTAKE 13 game, i.e. players cannot play for the same prediction on the same board for future draws.

4. METHODS OF PARTICIPATING

- 4.1 SPORTSTAKE 13 Receipts will be sold every day during the normal business hours of the Retailers authorized to sell the said Receipts.
- 4.2 The sale period for any given SPORTSTAKE 13 Fixture List will terminate on the date of the drawing, 30 minutes prior to the earliest kick-off time on the fixture list.
- 4.3 The total number of fixtures shall be set at thirteen (13).
- 4.4 Results are recorded as the score after 90 (ninety) minutes and extra time (if applicable) but excluding penalty shoot-out.



- 4.5 If an event is suspended, restarted or postponed before the list is drawn, the actual results of the match will be considered.
- 4.6 There will be no Multi - Draw option for the SPORTSTAKE 13 Game as the SPORTSTAKE 13 Game cannot repeat the same fixture for the same Draw.

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

- Presenting a completed Bet Slip to a Retailer. 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. 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. The completed Bet Slip is processed through the Terminal which will issue the Receipt recording each Selection marked on the Bet Slip.
- Select one outcome per fixture in one or more of the Boards on the Bet Slip.
- Select one, two or three outcomes for each fixture and then mark the box “Multi-Play” on the Bet Slip, with total number of Boards not exceeding the maximum price for an Entry.
- Select a PROPICK functionality option which supports the Participants in selecting the fixture outcomes to enter with their Bet Slip. Either by selecting one of the pre-determined Multi-Play boxes on the Bet Slip, or by asking the Retailer for one of the pre-determined Multi-Play options.4.3.6Indicate in person to the Retailer the selected outcomes to be entered manually directly into the Terminal, either as single Boards or Multi-Play.
- Through purchasing an Entry via the Site by Selection of fixtures outcomes for the specific Draw.
- A limitation applies to the Selection of a PROPICK option and a simple Bet / Multi-Play on the same Bet Slip. There will be no valid Entry in this circumstance where two options are chosen on one Bet Slip. However, a Participant may request a PROPICK option over the counter and make use of the Bet Slip to place their own Selection.

5. 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:

- **Prize Division 1 - Match 13**
Means that the Participant has correctly matched all 13 outcomes from the Fixture List (“MATCH 13”).



- **Prize Division 2 - Match 12**

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

- **Prize Division 3 - Match 11**

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

- **Prize Division 4 - Match 10**

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

6. PRIZE POOLS

- 6.1 Subject to rounding down, the amount allocated by ITHUBA to the Pool Fund for payment of Prize(s) for a Draw shall be a percentage 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 as stated under paragraph 8.
- 6.2 The allocation of the Pool Fund to each of the remaining Prize categories shall be in accordance with the following provisions:
- 6.3 In the unlikely 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.
- 6.4 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.
- 6.5 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.
- 6.6 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.
- 6.7 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.
- 6.8 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

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

Prize Division	Odds of winning per Board	Pool Fund
1	1: 1 594 323	30%
2	1: 62 320	15%
3	1: 5 110	20%
4	1: 697	35%

8. SPECIFIC PROCEDURES

Match Suspended Prior Match

8.1 A suspended match refers to 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:

- Condition of the pitch.
- Lightning.
- Power outage.
- Security Issues (ex: crowd troubles).

8.2 If an event is suspended and not started/restarted within timeframe stipulated in the SPORTSTAKE 13 game fixture list, the event will be settled in the system as 1 – X – 2, i.e. all outcomes correct. If a fixture is rescheduled to commence within the stipulated timeframe it will be settled according to normal routines.

Match Interrupted After Kickoff

8.3 An interrupted match refers to an event that for whatever reasons is interrupted while underway. Some examples why a match could be suspended or interrupted are as follow:
Weather (Heavy Rain/Lightning).

- Power outage.
- Security Issues (E.g. crowd troubles).



- Match voided based on Management decision.
- Health and safety risk (E.g. COVID-19 fixture cancelled)

8.4 If an event is suspended and restarted before the list is drawn, then the actual results of the event will be recorded according to normal routine. If an event is suspended and not restarted before the list is drawn, then the event will be settled in the system as 1 – X – 2, i.e. all outcomes correct. If the fixture is rescheduled to commence within the stipulated time frame it will be settled according to normal routines.

Match (Fixture) Schedule Adjustments

8.5 Considering that the match list is designed with several days in advance it is possible that one or more of the matches (events) included might get rescheduled. A match could be scheduled to start earlier or later compared to the start time printed in the match list.

Cancelling a list

- 8.6 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 not limited to:
- Pandemic affecting the matches such as COVID-19.
 - Riots/Strikes.
 - Weather or any other reasons affecting the offered fixture list.
- 8.6.1. If a list is cancelled before wagering opens, the list will be removed on the central gaming system.
- 8.6.2. If a list is cancelled when wagering is already opened, the wagering for the list will be suppressed on E-commerce system and players will be refunded.
- 8.6.3. If a list is cancelled and wagering is already closed, then all 13 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.



9. 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 bearing the numbers from which a Participant can make his/her Selection to make an Entry into the SPORTSTAKE 13 Game.

Board

The Selection of numbers on the Bet Slip for a National Lottery Game as per these Rules.

Central Computer 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.

Draw

A specific SPORTSTAKE 13 list consisting of thirteen (13) fixtures, with a specified time for opening and closing of Entries.

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 Retailer outlets and other sources, such as the media, preceding the listed fixtures.

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) Proprietary 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 13 Game consisting of the Central Computer 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. Prize A prize won by a Participant in the SPORTSTAKE 13 Game. The Prizes can also be guaranteed Prizes or Prizes in kind.

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.

PROPICK

A system function to support the Participant in selecting thirteen (13) outcomes, whereby the Lottery Processing System produces a pre-defined Multi-Play Bet with “weighted” outcomes on behalf of the Participant.

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.

**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 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 Receipt Validation Requirements ITHUBA's validation requirements for Receipts representing winning numbers for that specific Draw.

Terminal

The point of sale terminals with an online connection to the Central Computer 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 Receipt Validation Requirements enforced at ITHUBA, from time to time.

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 selected.

In these Rules, the singular shall include the plural and vice versa, as the context may require.