



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 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

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.

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 PROPICK options for the SPORTSTAKE 13 Game, i.e. players can request that the system selects the fixture outcomes on their behalf.

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 A selection can also be made by selecting a PROPICK functionality option on the Bet Slip. The completed Bet Slip is processed through the terminal which will issue the receipt recording each selection marked on the Bet Slip.

5.3 By indicating in person to the retailer the selected outcomes to be entered manually into the terminal, either as single boards or Multi-Play.

5.4 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

5.5 A limitation applies when selecting a PROPICK 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 as PROPICK option over the counter and make use of the Bet Slip to place their own selection.

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").

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 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.



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		

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

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/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.
- 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:
 - 10.5.1. 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 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.

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.

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.

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 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.



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.