



SPORTSTAKE 4 RULES AND REGULATIONS

1. ABOUT SPORTSTAKE 4

The following are the essential Game features for SPORTSTAKE 4:

- 1.1 The National Lottery game in which the participant correctly predicts both first half and second half outcomes of several football matches. In particular, participants will have to predict the outcomes (1, X, 2) for each half of four predetermined matches drawn from South African, UK, Spain, Germany, France, Italy and any other International 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 “Visiting Team”. 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.
- 1.5 A board is a grid of four fixture result predictions denoted as [1]; [X]; [2] for each of the two halves in a football game where:
 - 1 = Home Win
 - X = Draw
 - 2 = Away Win

2. STATUS OF THESE RULES

- 2.1 These Rules are for the SPORTSTAKE 4 Game, which constitute the contractual rights and obligations of ITHUBA to participants, and 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 4 PROCEDURES AND DESCRIPTIONS

PLAYING THE SPORTSTAKE 4 GAME

- 3.1 The participant may participate in the SPORTSTAKE 4 game by predicting 1st and Full time outcomes of matches featured in an official 'fixture list'.
- 3.2 An on-line bet slip shall be processed via the website, Mobi web or Mobile APP.
- 3.3 If the on-line bet slip is rejected, there is no valid entry.
- 3.4 If an entry is not recorded on the Central Lottery System for any particular draw, the entry shall not be valid.
- 3.5 No extra time will be applicable to this game. The score after the 1st Half and score at the end of 90 minutes, including referees optional time will be treated as final.

4. METHODS OF PARTICIPATING

- 4.1 SPORTSTAKE 4 will be sold every day on-line with the sale period for any given SPORTSTAKE 4 Fixture List will close 30 minutes before the start of the earliest match on the list.
- 4.2 The sale period for any given SPORTSTAKE 4 Fixture List will terminate on the date of the drawing at a time to be determined by the Chief Executive Officer of ITHUBA ("CEO") from time to time.
- 4.3 There will be 2 draws per week on a Monday or Friday, 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 four (4).
- 4.5 Results are recorded as the score at the end of the first 45-minute period and full time score, plus the referee's additional time but excludes extra-time and penalty shootouts.
- 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 and 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 no Multi-Draw option for the SPORTSTAKE 4 game, i.e. players cannot play for the same prediction on the same board for future draws.



4.10 There will be no Multi-play or PROPICK options for the SPORTSTAKE 4 game, i.e. players cannot play multiple selections for any fixture on the same on-line bet slip or request that the system selects the fixture outcomes on their behalf.

4.11 The participant of SPORTSTAKE 4 can choose their elections in the following ways:

- Website
- Mobile web
- Mobile APP

5. WINNING SELECTIONS

A participant who matches 6, 7, or 8 outcomes will share the winning pool of that prize division.

5.1 PRIZE DIVISION 1 – MATCH 8:

Means that the participant has correctly matched first half and full time results for all 4 outcomes in the fixture list (“MATCH 8”).

5.2 PRIZE DIVISION 2 – MATCH 7:

Means that the participant has correctly matched first half and full time results for 7 outcomes in the fixture list (“MATCH 7”).

5.3 PRIZE DIVISION 3 - MATCH 6:

Means that the participant has correctly matched first half and full time results for 6 outcomes in the fixture list (“MATCH 6”).

6. PRIZE POOLS

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 in its sole and absolute discretion, from time to time.

6.2 The allocation of the pool fund to each of the remaining prize categories shall be in accordance with the following provisions:

- 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.
- In the event that there are no winners in division 2, then the prize pool rolls down to division 3.
- In the event that there are no winners in division 2-3, then the prize pool shall be rolled over to the next draw’s division 1.



6.3 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.

6.4 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.

6.5 Approximate odds of winning and prize structure:

- Single entry winners will be paid prizes according to the highest prize that they have won 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 player will not receive a prize for matching 7 and 6, but only for the highest prize.

7. APPROXIMATE ODDS OF WINNING AND PRIZE STRUCTURE

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

SPORTSTAKE 4							
Tickets Sold		6,561					
Price		R2.00					
Sales		R13,122					
Prize Pool		50%					
Prize Pool Value		6,561					
Division	Match	Odds 1 in X	Div Prize Pool	Div % of Prize Pool	Prize % of Sales	Estimated Prize Per Winner	Estimated Number of Winners
1	8	6,561	R 2,952	45%	23%	R 2,952	1
2	7	2,187	R 1,771	27%	14%	R 590	3
3	6	729	R 1,837	28%	14%	R 204	9
		505	R 6,561	100%	50%		13
Overall Odds 1 in X		505					

8. SPECIFIC PROCEDURES

Match Suspended Prior to Kickoff

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 4 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 (e.g. Heavy rain, hail, lightning, snow, fog).
- Power outage.
- Security Issues (E.g. crowd troubles).
- Match voided based on Management decision.

8.4 If an event is suspended and restarted 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 before the draw, 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 and finish within the stipulated time frame it will be settled according to normal routines.

8.5 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 Football 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 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.

Match (Fixture) Schedule Adjustments

8.6 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

8.7 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:

- Pandemic affecting the matches such as COVID-19.
- Riots/Strikes.
- Weather or any other reasons affecting the offered fixture list.

8.7.1. If a list is cancelled before wagering opens, the list will be removed on the E-commerce system.

8.7.2. 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.



- 8.7.3. If a list is cancelled and wagering is already closed, then all 8 outcomes 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.