



## 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 Full time outcomes (excludes extra time and penalties) of several football matches. In particular, 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. 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 4 Board is playable via the National Lottery website, Mobi web and Mobile APP if registered as a player. A 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:
  - 1.5.1. 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 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 any rules and regulations and the conditions and/or explanations being advised during a purchase, these SPORTSTAKE 4 rules and regulations 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 1<sup>st</sup> 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. 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 only through that same medium.
- 3.3. If the On-line Bet Slip is rejected at point of Entry, there is no valid Entry into the draw.
- 3.4. If an Entry is not recorded on the Central Lottery System for any particular draw, the Entry shall not be valid.

### **4. METHODS OF PARTICIPATING**

- 4.1. SPORTSTAKE 4 will be sold every day On-line via the National Lottery website, Mobi web and Mobile APP.
- 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. There will be two draws per week on a Monday and Thursday (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 four (4).
- 4.5. Results are recorded as the scores after the 1<sup>st</sup> half – 45 (forty-five) minutes and the 2<sup>nd</sup> half which will be – 90 (ninety minutes, including 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 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. Multi-play feature is enabled for the SPORTSTAKE 4 Game, i.e. players can play multiple selections for any fixture on the same On-line Bet Slip.
  - 4.10. There will be no PROPICK options for the SPORTSTAKE 4 Game, i.e. players cannot request that the system selects the fixture outcomes on their behalf.
- 5. THE PARTICIPANT OF SPORTSTAKE 4 CAN CHOOSE THEIR SELECTIONS IN THE FOLLOWING WAYS:**
- 5.1 Completing an On-line Bet Slip:
  - 5.2 Participant may make a selection from a minimum of one board and a maximum of the number of boards available On-line.
  - 5.3 Each selection is made by predicting the selected First Half and Full time outcomes for all four fixtures.
  - 5.4 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.
- 6. WINNING SELECTIONS**
- A Participant who matches 8, 7, or 6 outcomes will share the winning Pool of that Prize Division according to the following:
- 6.1. **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").
  - 6.2. **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").
  - 6.3. **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").
- 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 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 Division 3.

7.2.3. In the unlikely 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.

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 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 8, 7 and 6 but only for the highest prize.

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 122.00				
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%	
			<b>100%</b>	<b>50.00%</b>	
Overall Odds 1 in X		505			

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 4 tickets are only available for On-line play and cannot be cancelled once purchased.

## 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 4 Game 'Fixture List', 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.
- 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.

## **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**

An On-line form, displayed on screen, bearing the fixtures from which a Participant can make his/her Selection to make an Entry into the SPORTSTAKE 4 Game.

### **Board**

Means the complete selection of predictions on the On-line Bet Slip for SPORTSTAKE 4 as per these Rules.

**Central Gaming System**

The computer system/s used by ITHUBA to operate the SPORTSTAKE 4 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 4 Game has been recorded as an Entry on the Central Gaming System. An Entry may also be referred to as a bet or a wager.

**Fixture List**

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.

**Game**

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.

**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 4 Game consisting of the Central Gaming System and the Terminals.



**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 an Entry.

**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 4 Game.

**Rules**

These Game rules and regulations for SPORTSTAKE 4 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 4 list, 1=Home win, X=Draw, 2=Away win; and which is recorded on an On-line Receipt issued in accordance with these Rules.

**Site**

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

**SPORTSTAKE 4**

A National Lottery Game consisting of four (4) fixtures where players predict the outcome of pre-selected soccer matches for each of the fixture (First Half and Full time).

**SPORTSTAKE 4 Procedures**

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.

**Valid Winning Entry**

A winning SPORTSTAKE 4 Entry which meets all the SPORTSTAKE 4 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.