



SPORTSTAKE 4

RULES AND REGULATIONS



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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.



1.2.1 Website

FIGURE 1:

BEFORE FIXTURE OUTCOME SELECTION

Home	Home Win	Draw	Away Win	Away
1 st Half				
OLYMPIACOS	1	X	2	PAFOS
MATCH 1 PROBABILITIES	35%	30%	35%	
SLAVIA PRAHA	1	X	2	BODOGLIMT
MATCH 2 PROBABILITIES	35%	30%	35%	
FEYENOORD	1	X	2	FORTUNA
MATCH 3 PROBABILITIES	35%	30%	35%	
GENK	1	X	2	CHARLEROI
MATCH 4 PROBABILITIES	35%	30%	35%	
Full Time				
OLYMPIACOS	1	X	2	PAFOS
MATCH 5 PROBABILITIES	35%	30%	35%	
SLAVIA PRAHA	1	X	2	BODOGLIMT
MATCH 6 PROBABILITIES	35%	30%	35%	
FEYENOORD	1	X	2	FORTUNA
MATCH 7 PROBABILITIES	35%	30%	35%	
GENK	1	X	2	CHARLEROI
MATCH 8 PROBABILITIES	35%	30%	35%	

FIGURE 2:

AFTER FIXTURE OUTCOME SELECTION

Home	Home Win	Draw	Away Win	Away
1 st Half				
OLYMPIACOS	1	X	2	PAFOS
MATCH 1 PROBABILITIES	35%	30%	35%	
SLAVIA PRAHA	1	X	2	BODOGLIMT
MATCH 2 PROBABILITIES	35%	30%	35%	
FEYENOORD	1	X	2	FORTUNA
MATCH 3 PROBABILITIES	35%	30%	35%	
GENK	1	X	2	CHARLEROI
MATCH 4 PROBABILITIES	35%	30%	35%	
Full Time				
OLYMPIACOS	1	X	2	PAFOS
MATCH 5 PROBABILITIES	35%	30%	35%	
SLAVIA PRAHA	1	X	2	BODOGLIMT
MATCH 6 PROBABILITIES	35%	30%	35%	
FEYENOORD	1	X	2	FORTUNA
MATCH 7 PROBABILITIES	35%	30%	35%	
GENK	1	X	2	CHARLEROI
MATCH 8 PROBABILITIES	35%	30%	35%	



1.2.2 Retail Play Slip

FIGURE 3:

BEFORE FIXTURE OUTCOME SELECTION

NATIONAL LOTTERY SPORTSTAKE 4

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

	BOARD A	BOARD B	BOARD C	BOARD D	
1st Half	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2	1st Half	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2	1st Half	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2
Full Time	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2	Full Time	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2	Full Time	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2
MULTI PLAY	<input type="checkbox"/>	MULTI PLAY	<input type="checkbox"/>	MULTI PLAY	<input type="checkbox"/>
CANCEL	<input type="checkbox"/>	CANCEL	<input type="checkbox"/>	CANCEL	<input type="checkbox"/>

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.

FIGURE 4:

AFTER FIXTURE OUTCOME SELECTION

NATIONAL LOTTERY SPORTSTAKE 4

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

	BOARD A	BOARD B	BOARD C	BOARD D	
1st Half	1: X X 2 2: 1 X 2 3: X X X 4: 1 X X	1st Half	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2	1st Half	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2
Full Time	1: 1 X 2 2: 1 X X 3: X X X 4: 1 X X	Full Time	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2	Full Time	1: 1 X 2 2: 1 X 2 3: 1 X 2 4: 1 X 2
MULTI PLAY	<input checked="" type="checkbox"/>	MULTI PLAY	<input type="checkbox"/>	MULTI PLAY	<input type="checkbox"/>
CANCEL	<input type="checkbox"/>	CANCEL	<input type="checkbox"/>	CANCEL	<input type="checkbox"/>

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.



- 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.



- 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.



- 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.



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.



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.



- 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.



- 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



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;



- 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).



- 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").



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:



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%
			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.



- 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).



- 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.



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	E-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.



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.



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.



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



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.



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



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.