



## **SPORTSTAKE CRICKET RULES AND REGULATIONS**

### **1. ABOUT SPORTSTAKE CRICKET**

The following are the essential game features for SPORTSTAKE CRICKET:

- 1.1 The National Lottery game in which the participant correctly predicts the outcomes of 10 Cricket matches. In particular, participants will have to predict the outcomes (1, X, 2) of 10 predetermined matches drawn from South African, English and any other additional professional cricket fixtures, as ITHUBA may identify from time to time.
- 1.2 The cost of each Entry / Board will be R5.00 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 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 10 fixture result predictions denoted as [1]; [X]; [2] where:
  - 1 = Home Win
  - X = Draw
  - 2 = Away Win

### **SPORTSTAKE CRICKET TOSS:**

- 1.6 All 10 fixtures will require a toss. This is an add-on to SPORTSTAKE CRICKET at an additional cost of R2.50.
- 1.7 Players are required to choose either the home win (1) or away win (2).
- 1.8 This is a single division offering where its match 10 correct only.

## 2. **STATUS OF THESE RULES**

- 2.1 These rules are for the SPORTSTAKE CRICKET 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 CRICKET PROCEDURES AND DESCRIPTIONS**

### **Playing the SPORTSTAKE CRICKET game**

- 3.1. The participant may participate in the SPORTSTAKE CRICKET Game by predicting an outcome based on the published 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 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 to 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.
- 3.5 If a fixture is cancelled, postponed or for other reasons not available for resulting and settlement, from or by an ITHUBA's verified source, before midnight on the day of published start time, then all selections for that fixture are to be settled as correct.

## 4. **METHODS OF PARTICIPATING**

- 4.1 SPORTSTAKE CRICKET will be sold every day on-line with the list closing 30 minutes before the start of the earliest fixture.
- 4.2 The sale period for any given SPORTSTAKE CRICKET 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 1 draw per week on either a Sunday or Monday, 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 ten (10).
- 4.5 Results are recorded after the fixture has been completed and after the match referee has declared the game ended. This includes the result after a SUPER OVER.
- 4.6 If an event is suspended and restarted before the list is drawn, the actual results of the match will be considered as per current fixture list.
- 4.7 There will be no Multi – Draw option for the SPORTSTAKE CRICKET game therefore player cannot repeat the same fixture for the same draw.

- 4.8 The participant of SPORTSTAKE CRICKET can choose their selections in the following ways:
1. On-line website Bet slip, Mobi Web bet slip and Mobile APP bet slip.
  2. Select one outcome per fixture in one or more of the boards on the bet slip.

## **5. WINNING SELECTIONS**

A Participant who matches 7, 8, 9 or 10 outcomes will share the winning pool of that prize division according to the following:

### **5.1 PRIZE DIVISION 1 –MATCH 10**

Means that the participant has correctly matched all 10 outcomes from the fixture list (“MATCH 10”).

### **5.2 PRIZE DIVISION 2 – MATCH 9**

Means that the participant has correctly matched all 9 outcomes from the fixture list (“MATCH 9”).

### **5.3 PRIZE DIVISION 3 - MATCH 8**

Means that the participant has correctly matched 8 outcomes from the fixture list (“MATCH 8”).

### **5.4 PRIZE DIVISION 4 – MATCH 7**

Means that the participant has correctly matched 7 outcomes from the fixture list (“MATCH 7”).

## **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:
- 6.3 In the unlikely 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.
- 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:

### SPORTSTAKE CRICKET:

SPORTSTAKE CRICKET								
Tickets Sold		59,049						
Price		R5.00						
Sales		R295,245						
Prize Pool		50%						
Prize Pool Value		147,623						
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	10	59,049	R	44,287	30%	15%	R 44,287	1
2	9	19,683	R	22,143	15%	8%	R 7,381	3
3	8	6,561	R	29,525	20%	10%	R 3,281	9
4	7	2,187	R	51,668	35%	18%	R 1,914	27
		<b>1,476</b>	<b>R</b>	<b>147,623</b>	<b>100%</b>	<b>50%</b>		<b>40</b>
Overall Odds 1 in X		1,476						

### SPORTSTAKE CRICKET TOSS:

SPORTSTAKE CRICKET TOSS								
Tickets Sold		1,024						
Price		R2.50						
Sales		2,560						
Prize Pool		50%						
Prize Pool Value		1,280						
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	10	1,024	R	1,280	100%	50%	R 1,280	1
		<b>1,024</b>	<b>R</b>	<b>1,280</b>	<b>100%</b>	<b>50%</b>		<b>1</b>
Overall Odds 1 in X		1,024						

## **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. Some examples why a match could be suspended are as follows but not limited to:
- 8.1.1 Condition of the pitch.
  - 8.1.2 Lightning.
  - 8.1.3 Power outage.
  - 8.1.4 Security Issues (ex: crowd troubles).
- 8.2 If an event is suspended and not started/restarted within timeframe stipulated in the SPORTSTAKE CRICKET 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 Start**

- 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:
- 8.3.1 Weather (Heavy Rain/Lightning).
  - 8.3.2 Power outage.
  - 8.3.3 Security Issues (E.g. crowd troubles).
  - 8.3.4 Match voided based on Management decision.
  - 8.3.5 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**

- 8.8 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**

- 8.9 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:
- 8.13.1 Pandemic affecting the matches such as COVID-19.
  - 8.13.2 Riots/Strikes.
  - 8.13.2 Weather or any other reasons affecting the offered fixture list.
- 8.9.1. If a list is cancelled before wagering opens, the list will be removed on the E-commerce system.
- 8.9.1. 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.
- 8.9.3. If a list is cancelled and wagering is already closed, then all 10 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.