



## Lotto Rules 2000

Pursuant to section 90 of the Gaming and Lotteries Act 1977, the Minister of Internal Affairs approves the Lotto Rules 2000, as set out in the Schedule, which were made by the New Zealand Lotteries Commission on 20 December 2000.

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### Schedule

### Lotto Rules 2000

Pursuant to section 90 of the Gaming and Lotteries Act 1977, the New Zealand Lotteries Commission makes the following rules.

#### Contents

1	Title		
2	Commencement		
3	Interpretation		
4	Meaning of terms if prizes payable in kind		
5	Forms of lotto offered by Commission		
6	Playing lotto powerball or lotto strike in conjunction with standard lotto		
7	Object of lotto		
	<b>Part 1</b>		
	<b>Method of play</b>		
8	Cost of selection		
9	Commission may require minimum number of selections		
10	Player selection requirements		
	<i>Standard lotto</i>		
11	Making standard lotto selection		
12	Making combo selection		
13	Making standard lotto lucky dip selection		
			<i>Lotto powerball</i>
		14	Making lotto powerball selection
		15	Making lotto powerball selection with combo selection
		16	Making lotto powerball selection with lucky dip selection
		17	Making lotto powerball selection with combo lucky dip selection
			<i>Lotto strike</i>
		18	Making lotto strike selection
		19	Making lotto strike lucky dip selection
			<i>General provisions</i>
		20	Entry into game
		21	Cancellation of ticket
		22	Cancellation of ticket in case of lotto strike selection
		23	Player responsibility
		24	Advance game entries
		25	Multi draw selections

26	Selection by post or other delivery service	44	Determination of prize claims
27	Players' agents	45	Further provisions relating to determination of prize claims
	<b>Part 2</b>	46	Ticket validation requirements
	<b>Draws and divisions of prizes</b>	47	Certain syndicate tickets invalid
28	Procedure for drawings	48	Consequences of ticket being invalid
29	Selection of winning numbers		<b>Part 4</b>
30	Amount of prize pool for game of standard lotto		<b>Claiming prize</b>
31	Division of prizes and allocation of prize pool for standard lotto	49	Time limits on claims
32	Amount of prize pool for game of lotto powerball	50	Prizes of \$1,000 or less
33	Division of prizes and allocation of prize pool for lotto powerball	51	Prizes of more than \$1,000
34	Amount of prize pool for game of lotto strike	52	Payment of prizes of more than \$1,000
35	Division of prizes and allocation of prize pool for lotto strike	53	Bonus lotto strike selection
36	Jackpots		<b>Part 5</b>
37	Prize reserve fund		<b>Withdrawal of lotto powerball or lotto strike</b>
38	Reallocation of prize pool if no winning selection in divisions below division one	54	Commission may cease to offer lotto powerball or lotto strike
39	More than 1 winning selection in prize division	55	Public announcement of withdrawal
40	No more than 1 prize for each winning selection	56	Effect on advance game entries and multi draw selections
41	Results	57	Payment into prize reserve fund
42	Extraordinary prizes		<b>Part 6</b>
	<b>Part 3</b>		<b>Miscellaneous provisions</b>
	<b>Payment of prizes and ticket validation requirements</b>	58	Limitation on Commission's liability
43	Payment of prizes	59	Decisions of Commission binding
		60	Revocation

## Rules

- 1 **Title**  
These rules are the Lotto Rules 2000.
- 2 **Commencement**  
These rules come into force on 1 February 2001.
- 3 **Interpretation**  
In these rules, unless the context otherwise requires,—  
**Act** means the Gaming and Lotteries Act 1977  
**advance game entry**,—  
(a) in relation to a game or games specified by the Commission that follow the game current at the time of selection, means—

- (i) a standard lotto selection; or
- (ii) a lotto powerball selection; or
- (iii) a lotto strike selection; but
- (b) does not include a multi draw selection

**board** means,—

- (a) in relation to standard lotto,—
  - (i) the grid of numbers between 1 and 40 (inclusive) shown on a coupon for standard lotto; and
  - (ii) where more than 1 grid of numbers between 1 and 40 (inclusive) is shown on a coupon, each of those grids of numbers denoted by a letter of the alphabet on the coupon:
- (b) in relation to lotto powerball,—
  - (i) the grid of numbers between 1 and 8 (inclusive) shown on a coupon for lotto powerball; and
  - (ii) where more than 1 grid of numbers between 1 and 8 (inclusive) is shown on a coupon, each of those grids of numbers denoted by a letter of the alphabet on the coupon:
- (c) in relation to lotto strike, the 4 lines of numbers that—
  - (i) are in a grid denoted by a letter of the alphabet on a coupon for lotto strike; and
  - (ii) in the case of each line, enable a player to select, either directly or by adding 2 numbers on the line, a number between 1 and 40 (inclusive)

**bonus number** means the seventh number between 1 and 40 (inclusive) that is selected on a random basis at each drawing

**combo lucky dip selection** means a combo selection in which the numbers to be combined to determine standard lotto selections are chosen on a random basis by the Commission's computer system

**combo selection** means the selection of the following numbers as standard lotto selections, in accordance with any of the following systems,—

- (a) each combination of 6 different numbers derived from combining a set of 5 different numbers between 1 and 40 (inclusive) (the 5 different numbers being chosen by the player) with each number between 1 and 40 (inclusive) remaining unchosen (called system 5); or
- (b) each combination of 6 different numbers that can be derived from a set of 7 (called system 7), 8 (called

system 8), 9 (called system 9), 10 (called system 10), 11 (called system 11), 12 (called system 12), 13 (called system 13), 14 (called system 14), or 15 (called system 15), different numbers chosen by a player from the numbers between 1 and 40 (inclusive)

**commercial syndicate** means a syndicate in or for which any person—

- (a) obtains direct or indirect financial gain for forming, conducting, assisting in forming or conducting, or promoting the syndicate; or
- (b) advertises, by any means, that he or she will receive money for the syndicate

**Commission** means the New Zealand Lotteries Commission established under the Act

**coupon** means a card supplied by the Commission containing 1 or more boards for use in marking a player selection

**drawing** means—

- (a) the process that is used to select, on a random basis, the standard lotto winning numbers, the bonus number, and the lotto strike winning numbers; and
- (b) the process that is used to select, on a random basis, the lotto powerball winning number

**game** means a game of lotto beginning at the time ticket sales for the game commence and ending with a drawing on a date determined by the Commission before the game begins

**lotto** means any form of lotto offered by the Commission, (being standard lotto, lotto powerball, or lotto strike) in which a player endeavours to select a number or group of numbers to be drawn from a larger group of numbers

**lotto powerball** means the form of lotto in which a player—

- (a) makes a lotto powerball selection in conjunction with a standard lotto selection; and
- (b) attempts to match both—
  - (i) the lotto powerball selection with the lotto powerball winning number; and
  - (ii) the standard lotto selection with the standard lotto winning numbers

**lotto powerball selection** means the selection of 1 number from a group of numbers between 1 and 8 (inclusive) made in

conjunction with a standard lotto selection in accordance with these rules; and includes the number selected

**lotto powerball winning number** means the number drawn from a group of numbers between 1 and 8 (inclusive) after the standard lotto winning numbers and the bonus number have been drawn

**lotto prize claim form** means the form supplied by the Commission to enable a player to claim prizes from the Commission

**lotto strike** means the form of lotto in which a player attempts to match in the same order and position his or her lotto strike selection with the lotto strike winning numbers

**lotto strike selection** means the selection of 4 different numbers between 1 and 40 (inclusive) made in accordance with these rules; and includes the numbers selected

**lotto strike winning numbers** means the first 4 standard lotto winning numbers in the same order and position as those first 4 numbers are drawn at a drawing

**lucky dip selection** means,—

- (a) in relation to standard lotto, 6 different numbers that are chosen from the numbers between 1 and 40 (inclusive) on a random basis by the Commission's computer system:
- (b) in relation to lotto powerball, a number chosen from the numbers between 1 and 8 (inclusive) on a random basis by the Commission's computer system:
- (c) in relation to lotto strike, 4 different numbers that are chosen from the numbers between 1 and 40 (inclusive) on a random basis by the Commission's computer system

**mail order retailer** means any retailer appointed by the Commission as a mail order selling agent for 1 or more forms of lotto

**multi draw selection** means a selection for 2 or more consecutive games of standard lotto, lotto powerball, or lotto strike

**player** means a person participating in a game

**player selection** means,—

- (a) in relation to standard lotto,—

- (i) 6 different numbers chosen by a player on a board for standard lotto; or
- (ii) 5, 7, 8, 9, 10, 11, 12, 13, 14, or 15 different numbers, being a combo selection, chosen by a player on a board for standard lotto:
- (b) in relation to lotto powerball, a number between 1 and 8 (inclusive) chosen by a player on a board for lotto powerball:
- (c) in relation to lotto strike, 4 different numbers chosen by a player on a board for lotto strike

**players' agent** means an agent approved by the Commission to undertake, on behalf of players, the services described in rule 27

**prize reserve fund** means the fund established by the Commission under rule 37

**retailer**—

- (a) means the Commission; and
- (b) includes any person, company, partnership, or association appointed by the Commission as a selling agent for 1 or more forms of lotto

**selection** means—

- (a) a standard lotto selection; or
- (b) a lotto strike selection; or
- (c) a lotto powerball selection

**standard lotto** means the form of lotto in which a player attempts to match his or her standard lotto selection with the standard lotto winning numbers

**standard lotto selection**—

- (a) means the selection of 6 numbers between 1 and 40 (inclusive) in accordance with these rules; and
- (b) includes a standard lotto selection made by a combo selection; and
- (c) includes the numbers selected

**standard lotto winning numbers** means the first 6 numbers between 1 and 40 (inclusive) that are selected on a random basis at each drawing

**syndicate** means any combination of persons, whether formal or informal, having as its purpose, or as 1 of its purposes, the sharing directly or indirectly in the prizes of a game

**terminal** means an on-line computer terminal installed by the Commission for the purpose of issuing tickets and entering, receiving, and processing lotto transactions

**ticket** means the ticket issued by the terminal to record selections, the game number or numbers, cost, and other information as determined by the Commission

**turnover**, in relation to a game, means the gross receipts from total ticket sales for that game, less the total of—

- (a) the amount of goods and services tax charged in respect of the supply of services by the Commission to players in the game; and
- (b) the amount of lottery duty payable by the Commission under the Gaming Duties Act 1971 in respect of the game

**winning numbers** means,—

- (a) in relation to standard lotto, the standard lotto winning numbers:
- (b) in relation to lotto powerball, the lotto powerball winning number and the standard lotto winning numbers:
- (c) in relation to lotto strike, the lotto strike winning numbers

**winning selection** means, in relation to a game,—

- (a) a standard lotto selection recorded on a ticket that correctly matches standard lotto winning numbers in that game:
- (b) a lotto powerball selection recorded on a ticket if—
  - (i) the lotto powerball selection correctly matches the lotto powerball winning number in that game; and
  - (ii) the standard lotto selection (that the lotto powerball selection has been issued in conjunction with) correctly matches standard lotto winning numbers in that game:
- (c) a lotto strike selection recorded on a ticket that correctly matches lotto strike winning numbers in that game.

#### 4 **Meaning of terms if prizes payable in kind**

If the Commission makes a determination under rule 43(2),—

**payment** includes the handing over of a prize in kind

**prize** includes a prize payable in kind

**prize money** includes the monetary value of a prize payable in kind.

**5 Forms of lotto offered by Commission**

- (1) The Commission must offer standard lotto.
- (2) In addition, the Commission may offer—
  - (a) lotto powerball:
  - (b) lotto strike.

**6 Playing lotto powerball or lotto strike in conjunction with standard lotto**

- (1) A player may make a lotto powerball selection only if the player makes a standard lotto selection in conjunction with the lotto powerball selection.
- (2) Unless the Commission determines otherwise, it is a condition of playing lotto strike that it must be played in conjunction with standard lotto.
- (3) While the condition applies, a standard lotto selection made for the purpose of playing lotto powerball may also be used for the purpose of playing lotto strike.

**7 Object of lotto**

The objective of a player in a game of lotto is to correctly select the winning numbers for the game entered.

**Part 1  
Method of play**

**8 Cost of selection**

The cost of—

- (a) a standard lotto selection is 50 cents:
- (b) a lotto powerball selection is 50 cents:
- (c) a lotto strike selection is \$1.00.

**9 Commission may require minimum number of selections**

The Commission may require a player to make, at any one time, a minimum number of standard lotto, lotto powerball, or lotto strike selections.

**10 Player selection requirements**

- (1) A player selection is made by a player marking, by hand, 1 or more numbered boxes on a board on a coupon with a vertical line that does not extend beyond the outline of the box of the number marked.
- (2) A board that is not marked by hand, but is marked by a machine or some other means, is invalid and must not be processed by the retailer.
- (3) A player may submit a coupon completed in accordance with subclause (1) to a retailer for processing through the terminal to obtain a ticket recording the player selections marked on the coupon.

*Standard lotto***11 Making standard lotto selection**

- (1) A player selection for standard lotto is made by a player marking 6 numbered boxes on a board for standard lotto.
- (2) Subclause (1) does not apply to a combo selection.

**12 Making combo selection**

- (1) The Commission is not required to, but may permit players to make their selections by means of 1 or more systems for a combo selection.
- (2) A combo selection is made by a player marking, on a board for a combo selection, 5, 7, 8, 9, 10, 11, 12, 13, 14, or 15 numbered boxes.
- (3) For the purposes of subclause (2), a player making a combo selection must also mark with a vertical line the appropriate combo selection box adjacent to the board on the coupon corresponding to the combo selection chosen.

**13 Making standard lotto lucky dip selection**

If a player requests a standard lotto lucky dip selection or a combo lucky dip selection, the retailer (without requiring a coupon) may, through the terminal, issue a ticket that has recorded on it the lucky dip selections or the combo lucky dip selection requested by the player.

*Lotto powerball***14 Making lotto powerball selection**

- (1) A player may make a lotto powerball selection by marking a standard lotto selection (other than a combo selection) on a coupon, and either—
  - (a) marking a lotto powerball selection on a board (if provided) on the same coupon that the standard lotto selection has been made denoted by the same letter of the alphabet as the player's standard lotto selection; or
  - (b) advising the retailer, when handing the coupon to the retailer for processing,—
    - (i) of the player's lotto powerball selection; or
    - (ii) that the player wants the Commission's computer system to choose on a random basis the player's lotto powerball selection.
- (2) Subject to subclause (3), if a player—
  - (a) advises a retailer of his or her lotto powerball selection in accordance with subclause (1)(b)(i), the lotto powerball selection applies in conjunction with each standard lotto selection chosen by the player on his or her coupon:
  - (b) requests that the Commission's computer system choose his or her lotto powerball selection in accordance with subclause(1)(b)(ii), the Commission's computer system will, in conjunction with each standard lotto selection chosen by the player on his or her coupon, choose on a random basis the player's lotto powerball selection.
- (3) For the purposes of subclause (1)(b), if a player makes fewer lotto powerball selections than the number of standard lotto selections on his or her coupon, the lotto powerball selections apply in conjunction with the standard lotto selection denoted by the highest letter of the alphabet, and then to the standard lotto selection denoted by the next highest letter of the alphabet, and so on, until each lotto powerball selection applies in conjunction with a standard lotto selection.
- (4) For the purposes of subclause (3), the highest letter of the alphabet is "A", and the next highest letter of the alphabet is "B", and so on.

**15 Making lotto powerball selection with combo selection**

- (1) A player may make a lotto powerball selection in conjunction with a combo selection by marking a combo selection on a coupon, and either—
  - (a) marking a lotto powerball selection on a board (if provided) on the same coupon that the combo selection has been made; or
  - (b) advising the retailer, when handing the coupon to the retailer for processing,—
    - (i) of the player's lotto powerball selection; or
    - (ii) that the player wants the Commission's computer system to choose on a random basis the player's lotto powerball selection.
- (2) A player's lotto powerball selection applies in conjunction with each standard lotto selection made under the combo selection.

**16 Making lotto powerball selection with lucky dip selection**

- (1) A player may make a lotto powerball selection in conjunction with a standard lotto lucky dip selection (made in accordance with rule 13) by advising the retailer, when making the lucky dip selection,—
  - (a) of the player's lotto powerball selection; or
  - (b) that the player wants the Commission's computer system to choose, on a random basis, the player's lotto powerball selection.
- (2) Subject to subclauses (3) and (4), if a player—
  - (a) advises the retailer of his or her lotto powerball selection in accordance with subclause (1)(a), the selection applies in conjunction with each standard lotto selection made by the computer:
  - (b) requests that the Commission's computer system choose his or her lotto powerball selection in accordance with subclause (1)(b), the Commission's computer system will, in conjunction with each standard lotto selection made by the computer, choose on a random basis the lotto powerball selection.
- (3) If under subclause (1)(a), a player makes fewer lotto powerball selections than the number of standard lotto lucky dip selections, the player's lotto powerball selection will apply in conjunction with the first standard lotto selection

made by the Commission's computer system, and then the second standard lotto selection made by the computer, and so on, until each lotto powerball selection applies in conjunction with a standard lotto lucky dip selection.

- (4) If under subclause (1)(b), a player requests fewer lotto powerball selections than standard lotto lucky dip selections, the Commission's computer system will choose, on a random basis, the player's lotto powerball selection in conjunction with the first standard lotto selection made by the computer, and then the second standard lotto selection made by the computer, and so on, until each lotto powerball selection applies in conjunction with a standard lotto lucky dip selection.

### **17 Making lotto powerball selection with combo lucky dip selection**

- (1) A player may make a lotto powerball selection in conjunction with a combo lucky dip selection by advising the retailer, when requesting the combo lucky dip selection,—
  - (a) of the player's lotto powerball selection; or
  - (b) that the player wants the Commission's computer system to choose, on a random basis, the player's lotto powerball selection.
- (2) A player's lotto powerball selection applies in conjunction with each standard lotto selection made under the combo lucky dip selection.

### *Lotto strike*

### **18 Making lotto strike selection**

- (1) To make a lotto strike selection (except in conjunction with a standard lotto lucky dip selection or a combo lucky dip selection), a player indicates that he or she wishes to play lotto strike—
  - (a) by advising the retailer when handing the retailer the player's standard lotto coupon; or
  - (b) by marking a lotto strike selection on a lotto strike coupon.
- (2) If each of the lines on a board on a coupon for lotto strike shows each number between 1 and 40 (inclusive), the lotto

strike selection is made by the player marking 1 of the numbers shown on each of the lines comprising the board.

- (3) If each of the lines on a board on a coupon for lotto strike shows only the numbers 1 to 9 (inclusive) and the numbers 10, 20, 30, and 40, the lotto strike selection is made by the player marking on each of the lines comprising the board either—
  - (a) 1 of the numbers shown; or
  - (b) if the player wishes to select a number (other than a number shown), the 2 numbers (1 being a number between 1 and 9 (inclusive) and the other being the number 10 or the number 20 or the number 30) whose sum represents the number selected (so that, for example, if the number selected is 23, the numbers marked would be 3 and 20).

## **19 Making lotto strike lucky dip selection**

- (1) If a player requests a lotto strike lucky dip selection, the retailer (without requiring a coupon) may, through the terminal, issue a ticket recording the lotto strike selection.
- (2) The Commission may require a player requesting a lotto strike lucky dip selection to advise the retailer of the request at the time the player hands his or her completed standard lotto coupon to the retailer.
- (3) If a player wants to make a lotto strike selection in conjunction with a standard lotto lucky dip selection or a combo lucky dip selection, the lotto strike selections required by the player must be chosen either—
  - (a) on a random basis by the Commission's computer system; or
  - (b) by the player completing a coupon in accordance with rule 18 and the player presenting the completed coupon to the retailer when the player advises the retailer that he or she wishes both to purchase a standard lotto lucky dip selection or combo lucky dip selection and to play in the lotto strike game run in conjunction with the standard lotto game for which the lucky dip selection would be made.
- (4) The retailer may, through the terminal, issue a ticket recording the lotto strike lucky dip selections.

*General provisions***20 Entry into game**

- (1) Each selection on a ticket is a separate entry for a game.
- (2) A ticket is the only proof of a selection and is accordingly the only valid basis for claiming prizes.
- (3) A coupon has no monetary or prize value and does not in any circumstances constitute evidence of the purchase of a ticket or a selection.

**21 Cancellation of ticket**

- (1) Subject to rules 23(4), 26(6), 27(7), and 56(2), a ticket may be cancelled only if, on the same day that it is purchased, it is returned to the issuing retailer before the close of ticket sales on that day.
- (2) Subject to rule 56(2), a ticket purchased on the day of drawing and eligible for that drawing may be cancelled only if on that day it is returned to the issuing retailer before ticket sales for the game close.
- (3) On cancellation of a ticket, the player is entitled to a refund from the retailer equal to the cost of the ticket.
- (4) If a ticket for any form of lotto is cancelled, all selections recorded on the ticket are cancelled.

**22 Cancellation of ticket in case of lotto strike selection**

- (1) A ticket on which lotto strike selections are recorded may be cancelled in accordance with rule 21(1) or (2) without also cancelling the ticket recording the standard lotto selections made by the player in conjunction with the lotto strike selections.
- (2) If a player has made lotto strike selections in conjunction with standard lotto selections, the ticket recording the standard lotto selections may be cancelled only if the ticket recording the lotto strike selections is cancelled first.
- (3) For the purposes of subclause (2), if the ticket recording the standard lotto selection is not returned to the retailer, the ticket for the standard lotto game must not be cancelled.
- (4) Subclauses (2) and (3) apply only while the condition in rule 6(2) applies.

**23 Player responsibility**

- (1) It is the sole responsibility of the player to verify that the selections recorded on the ticket correspond with those that the player made or requested and that the game number and date of drawing printed on the ticket are correct.
- (2) By accepting a ticket the player is taken to have accepted that the selections recorded on the ticket correspond with those that the player made or requested.
- (3) Neither the Commission nor any other retailer is in any circumstances liable for any errors or omissions in respect of the information recorded on any ticket (whether details of selection, game numbers, or otherwise).
- (4) Cancellation of a ticket under rule 21 constitutes a player's or other claimant's only remedy if there is an error or omission on a ticket.

**24 Advance game entries**

- (1) The Commission may give players the option of making an advance game entry for any game of lotto.
- (2) To make an advance game entry for a game of lotto, a player (in addition to marking the player's selections on the coupon) advises the retailer that he or she wishes to make an advance game entry.
- (3) In the case of a player requesting a lucky dip selection or a combo lucky dip selection, the player makes an advance game selection entry by advising the retailer accordingly.
- (4) In all other respects, the entry must be completed and selections made in accordance with these rules.

**25 Multi draw selections**

- (1) The Commission may give players the option of making a multi draw selection for 2 or more consecutive games of lotto.
- (2) When a multi draw selection is available, coupons must—
  - (a) have printed on them boxes designated multi draw; and
  - (b) state the number of consecutive games that a player can enter.
- (3) To make a multi draw selection for a game of lotto, a player (in addition to marking his or her player selections on a coupon) must mark the appropriate multi draw box on the

coupon to indicate the number of consecutive games of lotto for which his or her player selections have been made.

- (4) If the Commission requires, a multi draw selection for lotto powerball or lotto strike must be for the same number of draws as the multi draw selection made for the games of standard lotto being played in conjunction with the games of lotto powerball or lotto strike, as the case may be.
- (5) To make a multi draw selection in conjunction with a lucky dip selection, the player must advise the retailer of the number of consecutive multi draw games for which the player wishes his or her selections to apply.
- (6) In all other respects, the entry must be completed and selections made in accordance with these rules.
- (7) If a ticket issued for a multi draw selection entitles the bearer of the ticket to be paid a prize, the bearer of that winning ticket must, on surrender of the ticket, be issued with a substitute ticket for any games entered that have not been drawn at the time the ticket is surrendered.

## **26 Selection by post or other delivery service**

- (1) Coupons or a written request for a selection, in each case accompanied by the required payment and a stamped (with correct postage) self-addressed envelope, may be delivered by post or other delivery service to the office of the Commission or to any mail order retailer.
- (2) All coupons or written requests delivered by post or other delivery service to the Commission or to a mail order retailer may be entered in the game next following the game current at the time that the items referred to in subclause (1) are received by the Commission or by the mail order retailer.
- (3) If, at the time of processing a coupon, any selection is found to be invalid or deficient, the authorised person processing the coupon must,—
  - (a) if there are too many numbers marked, delete the highest number or numbers from the selection:
  - (b) if there are too few numbers marked, select 1 or more numbers at random to complete the player's selection:
  - (c) in any other case, at the discretion of the Commission or the mail order retailer processing the coupon, either

remedy the error and process the coupon, or refer the error back to the player for correction.

- (4) Players making selections by post or other delivery service facility must bear and accept (without recourse to either the Commission or the mail order retailer) the consequences of any failure to win a prize or prizes due to delays, errors, or omissions on the part of the Commission or on the part of a mail order retailer in processing coupons or written requests, or arising from loss of coupons, written requests, or tickets in transit.
- (5) Tickets must be forwarded to a player by post using the stamped self-addressed envelope supplied by that player.
- (6) A ticket issued to a player making a selection by post or other delivery service facility may not be cancelled.

## **27 Players' agents**

- (1) A players' agent may, at premises approved by the Commission, accept completed coupons for lotto on behalf of a player, forward the coupons to the terminal of the players' agent for the issue of a ticket, and then forward the ticket to the player.
- (2) A ticket issued in accordance with subclause (1) is for the game next following the game current at the time the ticket is issued.
- (3) In addition to receiving from a player the cost of his or her selections, a players' agent is entitled to charge the player a fee for having his or her coupon processed and forwarding the ticket to the player.
- (4) The amount of the fee charged in accordance with subclause (3) is the amount approved by the Commission.
- (5) If, at the time of processing a coupon, any selection is found to be invalid or deficient, the players' agent processing the coupon must,—
  - (a) if there are too many numbers marked, delete the highest number or numbers from the selection:
  - (b) if there are too few numbers marked, select 1 or more numbers at random to complete the player's selection:
  - (c) in any other case, at the discretion of the Commission or the players' agent processing the coupon, either remedy the error and process the coupon, or refer the error back to the player for correction.

- (6) A player who uses a players' agent must bear and accept (without recourse to either the Commission or the players' agent) the consequences of any failure to win a prize or prizes due to delays, errors, or omissions on the part of a players' agent in processing coupons or that arise from loss of coupons or tickets in transit.
- (7) Tickets issued to players using the services of a players' agent may not be cancelled.

## **Part 2**

### **Draws and divisions of prizes**

#### **28 Procedure for drawings**

Drawings must be conducted in accordance with the Act at times and places, and in accordance with the methods, policies, and procedures, determined by the Commission.

#### **29 Selection of winning numbers**

- (1) Drawings must be made using electro-mechanical drawing equipment or any other equipment that the Commission may determine.
- (2) At each drawing there must be randomly selected—
  - (a) the standard lotto winning numbers; and
  - (b) the bonus number; and
  - (c) the lotto powerball winning number.

#### **30 Amount of prize pool for game of standard lotto**

- (1) The prize pool for a game of standard lotto must be determined by the Commission, but must be an amount of not less than 60% of the turnover for the game.
- (2) The Commission may, if it thinks fit, set aside from out of the prize pool for a game of standard lotto an amount, up to a maximum amount of 3% of ticket sales for the game, to be paid into the prize reserve fund under rule 37(1)(a).
- (3) The available prize pool for a game of standard lotto therefore comprises—
  - (a) the prize pool for the game as determined by the Commission under subclause (1), less any amount set aside for the prize reserve fund; and
  - (b) any additional amounts included in the prize pool under rule 31(3).

- (4) The prize pool for a game of standard lotto is available to pay a prize for a winning selection in relation to standard lotto made in conjunction with a lotto powerball selection.

### **31 Division of prizes and allocation of prize pool for standard lotto**

- (1) The prize divisions in a game of standard lotto are as follows:
- (a) division one, being a standard lotto selection that correctly matches in any order, the 6 standard lotto winning numbers drawn:
  - (b) division two, being a standard lotto selection that correctly matches in any order, 5 of the 6 standard lotto winning numbers drawn plus the bonus number:
  - (c) division three, being a standard lotto selection that correctly matches, in any order, 5 of the 6 standard lotto winning numbers drawn:
  - (d) division four, being a standard lotto selection that correctly matches, in any order, 4 of the 6 standard lotto winning numbers drawn:
  - (e) division five, being a standard lotto selection that correctly matches, in any order, 3 of the 6 standard lotto winning numbers drawn plus the bonus number.
- (2) The prize pool for a game of standard lotto determined in accordance with rule 30(1), less any amount set aside for the prize reserve fund under rule 30(2), must be allocated between the prize divisions as follows:
- (a) division one, 35%:
  - (b) division two, 5%:
  - (c) division three, 12.5%:
  - (d) division four, 27.5%:
  - (e) division five, 20%.
- (3) There must also be included in the available prize pool or, as applicable, in a particular division or divisions of the available prize pool,—
- (a) any additional amounts in accordance with rule 36; and
  - (b) any allocations made by the Commission from the prize reserve fund; and
  - (c) any reallocation of the prize pool in accordance with rule 38 or rule 39.
- (4) In all prize divisions, the allocation of the available prize pool between prize divisions is not subject to rounding off.

- (5) A standard lotto selection in a game of standard lotto includes a standard lotto selection made in conjunction with a lotto powerball selection.

### **32 Amount of prize pool for game of lotto powerball**

- (1) The prize pool for a game of lotto powerball must be determined by the Commission, but must be an amount of not less than 60% of the turnover for the game.
- (2) The Commission may, if it thinks fit, set aside from out of the prize pool for each game of lotto powerball an amount, up to a maximum amount of 3% of the ticket sales for the game, to be paid into the prize reserve fund under rule 37(1)(a).
- (3) The available prize pool for a game of lotto powerball therefore comprises—
- (a) the prize pool for that game as determined by the Commission under subclause (1), less any amount set aside for the prize reserve fund; and
  - (b) any additional amounts included in the prize pool under rule 33(3).

### **33 Division of prizes and allocation of prize pool for lotto powerball**

- (1) The prize divisions in a game of lotto powerball are as follows:
- (a) division one, being—
    - (i) a lotto powerball selection that correctly matches the lotto powerball winning number drawn in that game; and
    - (ii) a standard lotto selection it has been issued in conjunction with that correctly matches, in any order, the 6 standard lotto winning numbers drawn in that game:
  - (b) division two, being—
    - (i) a lotto powerball selection that correctly matches the lotto powerball winning number drawn in that game; and
    - (ii) a standard lotto selection it has been issued in conjunction with that correctly matches, in any order, 5 of the 6 standard lotto winning numbers plus the bonus number drawn in that game:
  - (c) division three, being—

- (i) a lotto powerball selection that correctly matches the lotto powerball winning number drawn in that game; and
    - (ii) a standard lotto selection it has been issued in conjunction with that correctly matches, in any order, 5 of the 6 standard lotto winning numbers drawn in that game:
  - (d) division four, being—
    - (i) a lotto powerball selection that correctly matches the lotto powerball winning number drawn in that game; and
    - (ii) a standard lotto selection it has been issued in conjunction with that correctly matches, in any order, 4 of the 6 standard lotto winning numbers drawn in that game:
  - (e) division 5, being—
    - (i) a lotto powerball selection that correctly matches the lotto powerball winning number drawn in that game; and
    - (ii) a standard lotto selection it has been issued in conjunction with that correctly matches, in any order, 3 of the 6 standard lotto winning numbers plus the bonus number drawn in that game.
- (2) The prize pool for a game of lotto powerball determined in accordance with rule 32(1), less any amount set aside for the prize reserve fund under rule 32(2), must be allocated between the prize divisions as follows:
  - (a) division one, 80%:
  - (b) division two, 1.5%:
  - (c) division three, 3.7%:
  - (d) division four, 8.6%:
  - (e) division five, 6.2%.
- (3) There must also be included in the available prize pool or, as applicable, in a particular division or divisions of the available prize pool,—
  - (a) any additional amounts in accordance with rule 36; and
  - (b) any allocations made by the Commission from the prize reserve fund; and
  - (c) any reallocation of the prize pool in accordance with rule 38 or rule 39.

- (4) In all prize divisions, the allocation of the available prize pool between prize divisions is not subject to rounding off.

### **34 Amount of prize pool for game of lotto strike**

- (1) The prize pool for a game of lotto strike must be determined by the Commission, but must be an amount of not less than 60% of the turnover for the game.
- (2) The Commission may, if it thinks fit, set aside from out of the prize pool for a game of lotto strike an amount, up to a maximum amount of 3% of ticket sales for the game, to be paid into the prize reserve fund under rule 37(1)(a).
- (3) The available prize pool for a game of lotto strike therefore comprises—
- (a) the prize pool for the game as determined by the Commission under subclause (1), less any amount set aside for the prize reserve fund; and
  - (b) any additional amounts included in the prize pool under rule 35(3).

### **35 Division of prizes and allocation of prize pool for lotto strike**

- (1) The prize divisions in a game of lotto strike are as follows:
- (a) division one, being a lotto strike selection that correctly matches in the same order and position as drawn the 4 lotto strike winning numbers so that the lotto strike selection matches—
    - (i) the first number with the first lotto strike winning number; and
    - (ii) the second number with the second lotto strike winning number; and
    - (iii) the third number with the third lotto strike winning number; and
    - (iv) the fourth number with the fourth lotto strike winning number;
  - (b) division two, being a lotto strike selection that correctly matches in the same order and position as drawn any 3 of the 4 lotto strike winning numbers;
  - (c) division three, being a lotto strike selection that correctly matches in the same order and position as drawn any 2 of the 4 lotto strike winning numbers;

- (d) division four, being a lotto strike selection that correctly matches in the same order and position as drawn any 1 of the 4 lotto strike winning numbers.
- (2) The prize pool for a game of lotto strike determined in accordance with rule 34(1), less any amount set aside for the prize reserve fund under rule 34(2), must be allocated between the prize divisions as follows:
- (a) division one, 24.76% of the prize pool for the game after division four prizes have been allocated:
  - (b) division two, 11.48% of the prize pool for the game after division four prizes have been allocated:
  - (c) division three, 63.76 % of the prize pool for the game after division four prizes have been allocated:
  - (d) division four, \$1.00 per winning lotto strike selection in this division to be paid and satisfied as a bonus lotto strike selection in accordance with and subject to rule 53.
- (3) There must also be included in the available prize pool or, as applicable, in a particular division or divisions of the available prize pool,—
- (a) any additional amounts in accordance with rule 36; and
  - (b) any allocations made by the Commission from the prize reserve fund; and
  - (c) any reallocation of the prize pool in accordance with rule 38 or rule 39.
- (4) In all prize divisions, except division four, the allocation of the available prize pool between prize divisions is not subject to rounding off.

### **36 Jackpots**

- (1) If, as a result of any drawing, there is no division one winning selection for a game, then the portion of the available prize pool for the game that was allocated to division one in that drawing will be added, subject to the restriction in subclause (2), to the division one allocation in the next following game of standard lotto, lotto powerball, or lotto strike, as the case may be.
- (2) No addition may occur—
- (a) for more than 4 consecutive games of standard lotto:
  - (b) for more than 9 consecutive games of lotto powerball:
  - (c) for more than 9 consecutive games of lotto strike.

- (3) If there is no division one winning selection in 4 consecutive games of standard lotto and in the fifth consecutive game there is also no division one winning selection, the total of the additions (**jackpot**) together with the division one prize pool allocation for the fifth game of standard lotto must be added to the prize pool allocation for the next lowest prize division with 1 or more winning selections.
- (4) If there is no division one winning selection in 9 consecutive games of lotto powerball and in the tenth consecutive game there is also no division one winning selection, the total of the jackpot together with the division one prize pool allocation for the tenth game of lotto powerball must be added to the prize pool allocation for the next lowest prize division with 1 or more winning selections.
- (5) If there is no division one winning selection in 9 consecutive games of lotto strike and in the tenth consecutive game there is also no division one winning selection, the total of the jackpot together with the division one prize pool allocation for the tenth game of lotto strike must be added to the prize pool allocation for the next lowest prize division with 1 or more winning selections (other than a prize division that has a fixed prize).

### **37 Prize reserve fund**

- (1) The Commission must establish a prize reserve fund into which must be paid—
  - (a) those amounts that the Commission may set aside for payment into the fund under rule 30(2), rule 32(2), or rule 34(2); and
  - (b) prize money in respect of tickets that do not comply with the requirements in rule 46, and any provision of Part VII of the Act; and
  - (c) prize money unclaimed after 12 months from the date of the drawing as a result of which the prize was won; and
  - (d) those sums of money that are permitted or required, by rules made under section 90 of the Act, to be paid into the prize reserve fund.
- (2) The Commission may allocate from the prize reserve fund any sum of money that it sees fit—
  - (a) to the total available prize pool for any game; or

- (b) to a particular prize allocation for a prize division or divisions of any game (other than a prize division that has a fixed prize); or
  - (c) to any extraordinary prize determined in accordance with rule 42.
- (3) Any sum of money may be allocated from the prize reserve fund, in accordance with rules made under section 90 of the Act, for the purposes of any New Zealand lottery, New Zealand instant game, or New Zealand prize competition.

### **38 Reallocation of prize pool if no winning selection in divisions below division one**

- (1) If, in any drawing, there is no winning selection in any division below division one (except division four of lotto strike), then that portion of the prize pool allocated to that prize division must be added to the prize pool allocated to the next lowest prize division (except division four of lotto strike) in the game with a winning selection.
- (2) If there is no lower prize division with a winning selection (except division four of lotto strike), the portion of the prize pool concerned must be added to the total available prize pool for the next game of standard lotto, lotto powerball, or lotto strike, as the case may be.

### **39 More than 1 winning selection in prize division**

- (1) If, in any game, there is more than 1 winning selection in any prize division (except in division four of lotto strike), the prize money allocated to that division must be shared equally between each player or other claimant with a winning selection in the division.
- (2) On a sharing of the prize allocation for any prize division (except for division four of lotto strike), the amounts distributed to each player or other claimant with a winning selection must be rounded as follows:
- (a) prize amounts that are 50 cents or more above an amount in dollars must be rounded up to the nearest dollar; and
  - (b) prize amounts that are less than 50 cents above an amount in dollars must be rounded down to the nearest dollar.

- (3) Any money left over after the rounding process required by subclause (2) has been carried out must be added to the prize pool allocation for the same division in the next game.

#### **40 No more than 1 prize for each winning selection**

Each winning selection is eligible for 1 prize only.

#### **41 Results**

- (1) The results of each drawing must be displayed by retailers in their lotto sales premises as soon as practicable after each drawing and may also be published in any other manner that the Commission may determine.
- (2) The information displayed and published must include—
- (a) the number of the game; and
  - (b) the winning numbers and the bonus number; and
  - (c) the total prize pool for the game; and
  - (d) the amount payable for each winning selection in each prize division for each lotto game; and
  - (e) any other information as the Commission may determine.
- (3) The Commission must maintain a record of the results of a drawing for at least 12 months after the drawing.
- (4) The Commission may publish the name of any division one or division two prize winner who, on the lotto prize claim form, authorises the publication of his or her name as a prize winner.

#### **42 Extraordinary prizes**

- (1) The Commission may—
- (a) determine to conduct a draw for extraordinary prizes in a game; and
  - (b) determine—
    - (i) the value of the extraordinary prizes to be distributed in accordance with the draw; and
    - (ii) the class of player, or classes of players, that may enter the draw; and
  - (c) conduct the draw.
- (2) In subclause (1), **draw** means a draw that—
- (a) may be entered—
    - (i) by members of a particular class of player; or
    - (ii) by members of particular classes of players; or

- (iii) by members of all classes of players; and
- (b) determines the players entitled to extraordinary prizes—
  - (i) by lot; or
  - (ii) on a random basis; or
  - (iii) wholly by chance.
- (3) Any sum or sums of money for extraordinary prizes must be allocated from the prize reserve fund.
- (4) This rule is not affected by rule 40.

### **Part 3**

#### **Payment of prizes and ticket validation requirements**

##### **43 Payment of prizes**

- (1) Prizes payable to players are payable in money.
- (2) However, the Commission may determine that prizes payable to players are payable in kind.
- (3) A prize payable to a player in accordance with these rules may be claimed from and including the day following the drawing as a result of which the prize has been won.
- (4) A prize is available for payment only when the terminal and the Commission's on-line gaming computer system are operating.

##### **44 Determination of prize claims**

- (1) In all cases, the determination of prize entitlement is subject to the ticket validation requirements set out in rule 46.
- (2) A ticket must in all circumstances be regarded by the Commission and by retailers as being owned by the bearer (physical possessor) of the ticket determined in accordance with these rules.
- (3) The person named on a duly completed lotto prize claim form must be treated as the bearer of the ticket accompanying the lotto prize claim form.

##### **45 Further provisions relating to determination of prize claims**

- (1) For the purposes of rule 44(3), if more than 1 person is named on a lotto prize claim form, the person first named must be treated as the bearer of the accompanying ticket.

- (2) Even though a ticket bears the name or other identification of another person or a syndicate, retailers—
  - (a) must recognise only the bearer of the ticket as the owner; and
  - (b) except as ordered by a Court of competent jurisdiction, are not bound to take notice of any trust (express, implied, or constructive) to which any ticket or prize money may be subject.
- (3) The surrender of a ticket to a retailer and the receipt by the bearer of the ticket of any prize money payable in respect of the ticket is a good and complete discharge of the Commission's obligations, despite any notice the Commission may have of the alleged right, title, interest, or claim of any other person or persons to the prize money.
- (4) Neither the Commission nor any other retailer is responsible or liable as a result of the payment of a prize to the bearer of any lost or stolen ticket, whether or not advice of the loss or theft has been reported or notified to the Commission before payment of the prize.

#### **46 Ticket validation requirements**

In addition to any other requirements in these rules, the following requirements apply before a ticket is regarded as a valid prize winning ticket:

- (a) the ticket must include 1 or more selections that are winning selections:
- (b) the ticket must have been issued on behalf of the Commission by a retailer through a terminal in the authorised manner:
- (c) the ticket must be intact and must not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner:
- (d) the information recorded on the ticket must correspond with the Commission's computer record of prize winning tickets:
- (e) each number on the ticket, whether selection numbers, game number, or otherwise must be fully legible:
- (f) the ticket must not be defectively printed or produced in error to an extent that it cannot be processed by the Commission or any other retailer:
- (g) the ticket must not be counterfeit or cancelled:

- (h) the ticket must not appear on the Commission's computer record of cancelled tickets:
- (i) all information appearing on the ticket must appear in the Commission's official computer record of winning tickets, and a prize must not have already been paid in relation to another ticket with identical data:
- (j) the ticket must pass all additional confidential validation tests and security criteria established by the Commission:
- (k) the ticket must not have been issued in return for a machine-completed coupon.

#### **47 Certain syndicate tickets invalid**

- (1) A ticket purchased by or on behalf of a commercial syndicate is void and ineligible for a prize.
- (2) Tickets purchased by or on behalf of a commercial syndicate may not be cancelled.
- (3) The Commission must not replace a ticket that is invalid under this rule.
- (4) A person does not obtain a financial gain by receiving any payment that represents the person's proportional share (based on the amount the person paid towards the tickets purchased by or on behalf of the syndicate) of any prize.

#### **48 Consequences of ticket being invalid**

- (1) If a ticket fails to pass all the requirements set out in rule 46, the ticket is void and ineligible for any prize.
- (2) The Commission may, if it thinks fit, replace an invalid ticket with a ticket of equivalent sales price for any subsequent game.

### **Part 4 Claiming prize**

#### **49 Time limits on claims**

- (1) All prizes must be claimed within 12 months from the date on which the winning numbers were drawn.
- (2) Any prize not claimed within the 12-month period in the manner set out in these rules is forfeited, and the unclaimed prize money must be paid into the prize reserve fund.

**50 Prizes of \$1,000 or less**

- (1) If the prize, or the aggregate of the prizes (whether prize money or bonus tickets or a combination), that may be claimed for any 1 ticket is \$1,000 or less, a claimant may either present the ticket to any retailer or submit a claim to the Commission for payment.
- (2) Retailers are authorised to pay any prize or prizes for up to 12 months from the date on which the winning numbers were drawn.
- (3) Retailers must pay the bearer of a ticket winning \$1,000 or less presented within that 12-month period if all the ticket validation requirements and other requirements set out in these rules have been satisfied.
- (4) If the retailer is for any reason unable to validate the claimant's ticket, or is not authorised to pay the prize, or the claimant decides to submit the claim direct to the Commission, the claimant must make the claim direct to the Commission in the manner and on the basis set out in rule 51.

**51 Prizes of more than \$1,000**

- (1) If the prize, or the aggregate of the prizes (whether prize money or bonus tickets or a combination), that may be claimed on any 1 ticket is more than \$1,000, a claimant may make a claim for payment either direct to the Commission or through another retailer.
- (2) The payment of the prize or prizes may be made only by the Commission.
- (3) Claims for prizes submitted direct to the Commission may be either—
  - (a) sent by mail to the Commission; or
  - (b) made in person at the office of the Commission.
- (4) The procedure for prize claims made through a retailer (other than the Commission) is as follows:
  - (a) the claimant must complete the back of the ticket and present it to the retailer who must—
    - (i) process the ticket through the terminal to register the claim; and
    - (ii) then provide the claimant with a lotto prize claim form:

- (b) the claimant must immediately complete the lotto prize claim form and return it to the retailer:
  - (c) the retailer must endorse the lotto prize claim form and return to the claimant 1 copy of the endorsed form as a receipt for the surrender of the ticket:
  - (d) the lotto prize claim form with the accompanying ticket must then be forwarded by the retailer to the Commission for validation.
- (5) If a claim for a prize is submitted to the Commission without a duly completed lotto prize claim form, the Commission, before paying any prize, may require the person making the claim to complete a lotto prize claim form.

## **52 Payment of prizes of more than \$1,000**

- (1) The Commission must pay a claimant under rule 51 in the manner set out in subclause (2) if—
- (a) all the ticket validation requirements set out in these rules have been satisfied; and
  - (b) the Commission has not made a determination under rule 43(2).
- (2) A cheque payable to the order of the claimant or a direct credit to the claimant, for the amount of the prize due, must be,—
- (a) in the case of a cheque, either posted to the claimant or, for a claim made in person, handed to the claimant; or
  - (b) in the case of a direct credit, transferred to the bank account nominated by the claimant.
- (3) A cheque posted to the claimant's address on the lotto prize claim form must be treated as having been received by the claimant on the third day after the cheque is posted.
- (4) The Commission must pay a claimant under rule 51 in a manner determined by the Commission if—
- (a) all the ticket validation requirements set out in these rules have been satisfied; and
  - (b) the Commission has made a determination under rule 43(2).
- (5) If a ticket is not validated by the Commission, the claim must be refused and the claimant notified promptly of the refusal.

**53 Bonus lotto strike selection**

- (1) If the ticket validation requirements and the other requirements of these rules are satisfied in respect of a lotto strike division four prize, that prize must not be paid and satisfied in cash, but must instead be paid and satisfied by the issue, to the bearer of the ticket, of a bonus ticket with a lotto strike selection for the lotto strike game to be drawn next following the issue of the bonus ticket.
- (2) A bonus lotto strike selection for a bonus ticket must be chosen on a random basis by the Commission's computer system.
- (3) If, when the bearer of a ticket claims a division four prize or when the bearer of a bonus lotto strike ticket presents that ticket for validation, there is no lotto strike game on sale, then,—
  - (a) instead of the prize being a bonus lotto strike selection, the prize must be the cash equivalent; and
  - (b) the bonus lotto strike ticket may be redeemed for the cash equivalent.
- (4) The cash equivalent for each winning division four lotto strike selection is \$1.00.

**Part 5****Withdrawal of lotto powerball or lotto strike****54 Commission may cease to offer lotto powerball or lotto strike**

The Commission may, if it sees fit, at any time decide to cease to offer (**withdraw**) lotto powerball or lotto strike or both.

**55 Public announcement of withdrawal**

If the Commission decides to withdraw lotto powerball or lotto strike (or both) it must, as soon as reasonably practicable, announce to the public (in the manner the Commission sees fit) the date on which lotto powerball or lotto strike or both (as the case may be) will be withdrawn.

**56 Effect on advance game entries and multi draw selections**

- (1) If a player has made an advance game entry or multi draw selection for a game of lotto powerball or lotto strike and that form of lotto is withdrawn, the player may either—
  - (a) retain his or her ticket in relation to the game or games that will be held before the withdrawal; or
  - (b) obtain a refund for the selections he or she made in relation to the game or games for which a draw will be held before the withdrawal.
- (2) If, for any reason, a drawing for lotto powerball or lotto strike to which an advance game entry or multi draw selection relates is not held, the player is entitled, despite rules 26(6) and 27(7),—
  - (a) to return for cancellation any ticket on which any multi draw selections or advance game entries are recorded; and
  - (b) on the cancellation of that ticket, to a refund equal to the cost of his or her selections for each game for which a drawing was not held.

**57 Payment into prize reserve fund**

Any money that is not won in the last game of lotto powerball or lotto strike before its withdrawal must be paid into the prize reserve fund.

## Part 6 Miscellaneous provisions

**58 Limitation on Commission's liability**

Neither the Commission nor any other retailer is, in any circumstances, liable for any loss (direct or indirect) suffered by a player, bearer of a ticket, or any other person due to—

- (a) the failure of, or damage or destruction to, the Commission's computer system or records; or
- (b) delays, losses, errors, or omissions in or made by the postal or other delivery service or by the banking system; or
- (c) any other action or event that prevents or hinders the issue of a valid ticket; or
- (d) otherwise arising from participation in any game.

**59 Decisions of Commission binding**

All decisions of the Commission on questions of fact concerning lotto (including decisions as to the validity of tickets, the identity of the bearer of any ticket, the determination of prize winners, and the amount and division of prize money) are final and binding on all players and any other person or persons concerned for any reason with these matters.

**60 Revocation**

The Lotto Rules 1996 (SR 1996/8) are revoked.

Dated at Wellington this 20th day of December 2000.

The Common Seal of the New Zealand Lotteries Commission was, pursuant to a resolution of the Commission, affixed in the presence of:

K L F Marshall,  
Presiding Member,

[L.S.]

A C Burgess,  
Chief Executive, New Zealand Lotteries Commission.

Dated at Wellington this 22nd day of December 2000.

George Hawkins,  
Minister of Internal Affairs.

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### Explanatory note

*This note is not part of the rules, but is intended to indicate their general effect.*

These rules, which come into force on 1 February 2001, consolidate and amend the Lotto Rules 1996. They provide for the conduct and operation of the type of New Zealand lottery known as lotto.

The main changes the rules make are—

- to provide for the operation and conduct of a new form of lotto known as lotto powerball, which is to be played in conjunction with standard lotto:
- to authorise the New Zealand Lotteries Commission, if it sees fit,—
  - (a) to withdraw lotto powerball or lotto strike or both at any time and, if those forms of lotto are withdrawn, to reintroduce either or both of them at any time:
  - (b) to decide that a player who makes a lotto strike selection is not required to do so in conjunction with a standard lotto selection.

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Issued under the authority of the Acts and Regulations Publication Act 1989.

Date of notification in *Gazette*: 11 January 2001

These rules are administered in the New Zealand Lotteries Commission.

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