Emergency Rule<br>LSA Document \#10-191(E)

## DIGEST

Amends 65 IAC 5-5-1 through 65 IAC 5-5-6 to reflect the current procedures, practices, and odds statements of the lottery regarding the Daily3 draw game. Effective April 1, 2010.

## 65 IAC 5-5-1; 65 IAC 5-5-1.5; 65 IAC 5-5-2; 65 IAC 5-5-3; 65 IAC 5-5-4; 65 IAC 5-5-5; 65 IAC 5-5-6

SECTION 1. 65 IAC 5-5-1 IS AMENDED TO READ AS FOLLOWS:

## 65 IAC 5-5-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The collective name of the draw games conducted pursuant to this rule is "Daily3". As used in this rule, the term "Daily3" shall include both Daily3 - Evening and Daily3 - Midday unless context requires otherwise.
(State Lottery Commission; 65 IAC 5-5-1; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2009; readopted filed Nov 30, 2001, $11: 02$ a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1587; readopted filed Nov 30, 2009, 3:04 p.m.: 20091223-IR-065090855RFA; emergency rule filed Apr 1, 2010, 2:17 p.m.: 20100414-IR-065100191ERA)

SECTION 2. 65 IAC 5-5-1.5 IS AMENDED TO READ AS FOLLOWS:

## 65 IAC 5-5-1.5 Independent draw games

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1.5. (a) Daily3 shall be conducted as two (2) separate and independent en -line draw games designated Daily3 - Evening and Daily3 - Midday, respectively. On line Tickets in the Daily3 - Evening on line game are not associated with the Daily3 - Midday on-line game and vice versa. The two (2) on line games shall have separate selection events, winning numbers, and prizes. Notwithstanding the foregoing, the odds, play styles, and prizes prize amounts shall be the same identical in all both Daily3 selectionents. games.
(b) A multidraw ticket in the Daily3 - Evening on-line game shall be for the next consecutive Daily3 - Evening selection event(s) following the first selection event for which the ticket is valid, and a multidraw ticket in the Daily3 - Midday on-line game shall be for the next consecutive Daily3 - Midday selection event(s) following the first selection event for which the ticket is valid. If the player elects to make a wager in both the Daily 3 Midday and Daily3 - Evening games and requests a multidraw ticket, the multidraw option shall apply to the next consecutive selection event(s) of both the Daily3 - Evening and Daily3 - Midday games.
(State Lottery Commission; 65 IAC 5-5-1.5; emergency rule filed Dec 10, 2003, $12: 15$ p.m.: 27 IR 1587; readopted filed Nov 30, 2009, 3:04 p.m.: 20091223-IR-065090855RFA; emergency rule filed Apr 1, 2010, 2:17 p.m.: $\underline{20100414-I R-065100191 E R A)}$

SECTION 3. 65 IAC 5-5-2 IS AMENDED TO READ AS FOLLOWS:

## 65 IAC 5-5-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. (a) The definitions in this section apply throughout this rule.
(b) "Box play" means a play designated as such when an on-line ticket is purchased for Daily3 containing wager that the three (3) numbers which may be digits selected by the player will match the winning numbers drawn by the commission in a specified selection event in any order.
(c) "Combo play" means a play designated as such when an on line ticket is purchased for Daily3 containing a play which wager that is split evenly between a straight play and a box play.
(d) "Daily3 - Evening" means the Daily3 on-line game associated with selection events conducted in the evening.
(e) "Daily3 - Midday" means the Daily3 on line game associated with selection events conducted in the afternoon.
(f) "Play" means a selection of three (3) numbers digits between and including zero (0) and nine (9) in a specified order applicable to a particular selection event for either Daily3 - Midday or Daily3 - Evening.
(g) "Quick pick" means a play randomly generated by a terminal.
(h) "Straight play" means a play designated as such when an on line ticket is purchased for Daily3 containing wager that the three (3) numbers in the order in which they digits selected by the player will be drawn by the commission during a specified selection event in the exact order that the digits were selected by the player.
(i) "Six way box play" means a play designated a box play when an on line ticket is purchased for Daily3 containing three (3) different numbers which may be drawn in any order.
(j) "Six way-combo play" means a combo play-containing three (3) different numbers.
(k) "Three-way box play" means a play designated as a box play when an on line ticket is purchased for Daily3 eontaining three (3) numbers, two (2) of which are the same, which may be drawn in any order.
(1) "Three way combo play" means a combo play containing three (3) numbers, two (2) of which are the same.
$(\mathrm{m})(\mathrm{i})$ "Winning numbers" means three (3) numbers determined between and including zero (0) and nine (9) drawn by the commission in a specific order in a specific Daily3 - Evening or Daily3 - Midday selection event.
(State Lottery Commission; 65 IAC 5-5-2; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1587; readopted filed Nov 30, 2009, 3:04 p.m.: 20091223-IR-065090855RFA; emergency rule filed Apr 1, 2010, $2: 17$ p.m.:
20100414-IR-065100191ERA)

SECTION 4. 65 IAC 5-5-3 IS AMENDED TO READ AS FOLLOWS:

## 65 IAC 5-5-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. Unless otherwise requested by the purchaser, the price of an- on-line ticket containing A wager for one (1) play for Daily3 - shall Midday or Daily3 - Evening must be made in increments of one dollar (\$1) The price

SECTION 5. 65 IAC 5-5-4 IS AMENDED TO READ AS FOLLOWS:

## 65 IAC 5-5-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. (a) An on-line ticket for Daily3 shall represent one (1) play. An on-line A valid ticket for Daily3 - shalt Midday or Daily3 - Evening must be purchased by one (1) of the following methods:
(1) The purchaser may submit a completed play slip (if play-slips are provided by the commission) which indicates a play to an authorized on-line retailer who shall generate an on-line ticket.
(2) The purchaser may advise an authorized on line retailer of the numbers contained in the purchaser's play and the type of play, and the on line retailer shall generate an on line tieket.
(3) The purchaser may request a quick pick from an authorized on line retailer who shall generate an on line ticket with a random play.
from the commission or an authorized retailer. A ticket may only be issued after the information and purchaser elections required by this rule are entered into a terminal.
(b) Anon-line A ticket is the only valid proof of a play and the only valid receipt for claiming a prize resulting from a Daily3 - Midday or Daily3 - Evening selection event. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an-line a ticket or a play.
(c) Anon-line $\mathbf{A}$ ticket is only effective for the selection event or events indicated on the on-line ticket. If a purchaser fails to specifically request Daily3 - Evening or Daily3 - Midday, the retailer may issue an on-line a ticket for the next scheduled drawing. Subject to the restrictions of 65 IAC 5-2-9, the commission may offer multidraw on line tickets for Daily3 - Evening or Daily3 - Midday selection events which are effective for up to twenty-eight (28) consecutive selection events. Daily3 multidraw on-line tickets are limited to the on-line game for which they were purchased and cannot alternate between unless the player elects to apply multidraw to both the Daily3 - Evening and Daily3 - Midday on-linegames. selection events.
(d) Sales of en line tickets for Daily3 selection events shall be suspended prior to the time of the associated selection event at a time determined by the director.
(e) Sales of en-line tickets containing a particular play shall be suspended if the total liability of the commission for winning on-line tickets containing that play would exceed an amount established by the director. No person shall be entitled to purchase an-m-line a ticket containing any particular play if such play has been suspended, and neither the commission, the director, nor any employee of the commission shall be liable for the inability of any person to purchase anonline a ticket containing a particular play.
(f) On-line Entry coupons may be generated by terminals for certain purchases of on-line tickets for Daily3. (State Lottery Commission; 65 IAC 5-5-4; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1588; readopted filed Nov 30, 2009, 3:04 p.m.: 20091223-IR-065090855RFA; emergency rule filed Apr 1, 2010, $2: 17$ p.m.: 20100414-IR-065100191ERA)

SECTION 6. 65 IAC 5-5-5 IS AMENDED TO READ AS FOLLOWS:

## 65 IAC 5-5-5 Determination of winners

Sec. 5. (a) Selection events for determination of winning numbers in Daily3 - Evening shall be held each day. in accordance with 65 IAC 5-3-7 at a time to be determined by the director. Selection events for determination of winning numbers in Daily3 - Midday shall be held on Monday through Saturday afternoons.
(b) Each selection event in a Daily3 game shall:
(1) be conducted in accordance with 65 IAC 5-3-7 at a time designated to be determined by the director;
(2) determine three (3) winning numbers between and including zero (0) and nine (9); and
$(3)$ determine the order that the three (3) winning numbers were selected.
(b) Each owner of (c) A valid on-line ticket for one dollar (\$1) wager on a Daily3 selection event on which the three (3) numbers in for a: ene dollar (\$1)
(1) Straight play applieable to that selection event mateh matches the three (3) winning numbers and are in the-same in exact order as the three (3) winning numbers wins a prize of five hundred dollars (\$500).
(c) Each owner of a valid on line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) six way
(2) Box play applicable to that: selection event match
(A) Matches the three (3) winning numbers in any order and all three (3) digits are unique (commonly referred to as six-way box play or, for example, "3-5-8") wins a prize of eighty dollars (\$80).
(d) Each owner of a valid on line ticket for a Daily 3 selection event on which the three (3) numbers in a one dollar (\$1) three-way box play applicable to that selection event match
(B) Matches the three (3) winning numbers in any order and two (2) digits are unique with one (1) digit repeating (commonly referred to as three-way box play or, for example, "3-5-3") wins a prize of one hundred sixty dollars (\$160).
(e) Each owner of a valid on-line ticket for a Daily 3 selection ovent on which the three (3) numbers in a one dollar (\$1) six way
(3) Combo play applicable to that:
(A) selectionevent mateh Matches the three (3) winning numbers in any order and all three (3) digits are unique (commonly referred to as a six-way combo play or, for example, "3-5-8") wins a prize of forty dollars (\$40).
(f) Each owner of a valid on line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) three way combo play applicable to that selection event match
(B) Matches the three (3) winning numbers in any order and two (2) digits are unique with one (1) digit repeating (commonly referred to as three-way combo play or, for example, "3-5-3") wins a prize of eighty dollars (\$80).
(g) Each owner of a valid on line ticket for a Daily 3 selection event on which the three (3) numbers in a one dollar (\$1) six way combo play applicable to that selection event mateh
(C) Matches the three (3) winning numbers and are in the-same exact order as the and all three (3) winning numbers digits are unique, for example, "3-5-8", wins a prize of two hundred ninety dollars (\$290).
(h) Each owner of a valid on line ticket for a Daily3-selection ovent on which the three (3) numbers in a one dollar (\$1) three way combo play applicable to that selection event mateh
(D) Matches the three (3) winning numbers and are in the same exact order as the three (3) winning numbers and two (2) digits are unique with one (1) digit repeating, for example, "3-5-3", wins a prize of three hundred thirty dollars (\$330).
(i) (d) If a play eligible for a prize under this section was purchased for more than one dollar (\$1), the prize specified in this section shall be multiplied by a factor equal to the price of the play divided by one dollar (\$1).
(State Lottery Commission; 65 IAC 5-5-5; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2011; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Apr 30, 2003, 10:45 a.m.: 26 IR 3057, eff May 1, 2003; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1588; readopted filed Nov 30, 2009, 3:04 p.m.: 20091223-IR-065090855RFA; emergency rule filed Apr 1, 2010, 2:17 p.m.: 20100414-IR-065100191ERA)

SECTION 7. 65 IAC 5-5-6 IS AMENDED TO READ AS FOLLOWS:

## 65 IAC 5-5-6 Odds of winning

## Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The odds of winning a prize of five hundred dollars (\$500) in a Daily3 selection event with a straight play are approximately one (1) in one thousand $(1,000)$.
(b) The odds of winning a prize of eighty dollars (\$80) in a Daily3 selection event with a six box play, in which all three (3) numbers are unique, for example, "3-5-8", are approximately six (6) one in one thousand (1,000). hundred sixty-seven (167).
(c) The odds of winning a prize of one hundred sixty dollars (\$160) in a Daily3 selection event with a three-way box play, in which two (2) digits are unique with one (1) digit repeating, for example, "3-5-3", are approximately three (3) one in ene thousand (1,000). three hundred thirty-three (133) [sic].
(d) The odds of winning a prize of forty dollars (\$40) in a Daily3 selection event with a one dollar (\$1) six-way combo play, in which all three (3) numbers are unique, for example, "3-5-8", and match in any order, are approximately six (6) one in ene theusand (1,000). two hundred (200).
(e) The odds of winning a prize of eighty dollars (\$80) in a Daily3 selection event with a one dollar (\$1) three way combo play, in which two (2) digits are unique with one (1) digit repeating, for example, "3-3$5^{\prime \prime}$, and match in any order, are approximately three (3) one in one thousand (1,000). five hundred (500).
(f) The odds of winning a prize of two hundred ninety dollars (\$290) in a Daily3 selection event with a one dollar (\$1) six-way combo play, in which all three (3) numbers are unique, for example, "3-5-8", and match in exact order, are approximately one (1) in one thousand $(1,000)$.
$(\mathrm{g})$ The odds of winning a prize of three hundred thirty dollars (\$330) in a Daily3 selection event with a one dollar (\$1) threeway combo play, in which two (2) digits are unique with one (1) digit repeating, for example, "3-3-5", and match in exact order, are approximately one (1) in one thousand ( 1,000 ).
(State Lottery Commission; 65 IAC 5-5-6; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2011; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1589; readopted filed Nov 30, 2009, 3:04 p.m.: 20091223-IR-065090855RFA; emergency rule filed Apr 1, 2010, 2:17 p.m.: 20100414-IR-065100191ERA)

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