

# ARTICLE 7. LOTTERY GAMES

## Rule 1. General Provisions

### 65 IAC 7-1-1 Applicability

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

Affected: IC 4-30

Sec. 1. This article applies to all lottery games unless the game rules for a specific lottery game are in conflict with this article, in which case the game rules for the specific lottery game shall control for that game. (*State Lottery Commission; 65 IAC 7-1-1; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### 65 IAC 7-1-2 Compliance with law and procedures

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

Affected: IC 4-30

Sec. 2. A person who purchases a ticket agrees thereby to comply with and abide by IC 4-30, this title, and the procedures, instructions, and final decisions of the director in connection with the conduct of the lottery game for which the ticket is purchased. (*State Lottery Commission; 65 IAC 7-1-2; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### 65 IAC 7-1-3 Game rules

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

Affected: IC 4-30

Sec. 3. (a) The director, or the director's designee, is authorized to develop and determine game rules for specific lottery games on behalf of the commission.

(b) Game rules shall:

(1) include, at minimum, the:

(A) sales price of a ticket;

(B) number of prizes, if applicable;

(C) size of available prizes or, in instances where size is variable, the method for determining the size of prizes;

(D) method of selecting or identifying winning tickets;

(E) manner of payment of prizes, including whether prizes are payable in a lump sum or installments;

(F) frequency of selection events, if applicable; and

(G) approximate odds of winning; and

(2) be published on the commission's web page and otherwise available in hard copy upon request, but need not be published in the Indiana Administrative Code.

(c) The director, or the director's designee, shall upon the request of a commissioner advise the commission of the contents of any new game rules developed under this section. (*State Lottery Commission; 65 IAC 7-1-3; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Aug 16, 2012, 10:40 a.m.: 20120822-IR-065120496ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### 65 IAC 7-1-4 Availability of instant tickets

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

Affected: IC 4-30

Sec. 4. The availability of tickets for sale in a scratch-off game depends on retailer orders for tickets. Not all scratch-off tickets may be made available for sale prior to game closing. (*State Lottery Commission; 65 IAC 7-1-4; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

**65 IAC 7-1-5 Termination of a game**

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

Sec. 5. (a) The director may suspend or terminate a game without advance notice if the director deems such suspension or termination to be in the best interest of the lottery.

(b) A scratch-off game will be terminated when all tickets for that game have been sold or on a date determined by the director or the director's designee. A scratch-off game may be terminated prior to all prizes being awarded.

(c) If the director or the director's designee determines a termination date for a scratch-off game, tickets in that game may remain on sale during the game termination process in accordance with the policies of the director even if all prizes have been claimed.

(d) All sales of tickets in a draw game must cease immediately or at the time specified by the director or the director's designee if that draw game is suspended or terminated. (*State Lottery Commission; 65 IAC 7-1-5; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

**65 IAC 7-1-6 Multi-draw tickets**

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

Sec. 6. (a) Unless the game rules for a specific game provide otherwise, the commission may offer multi-draw tickets in a draw game that are valid for a designated number of consecutive selection events.

(b) A multi-draw ticket may specify the first selection event for which it is valid or, if no selection event is so specified, shall be valid for the next selection event held after the multi-draw ticket is purchased for that game.

(c) A multi-draw ticket may be canceled by the commission at any time. If a multi-draw ticket is canceled by the commission, the owner will be issued a refund for the pro rata portion of the purchase price of the ticket applicable to future selection events or will be issued substitute tickets equal in purchase price to the pro rata portion of the purchase price of the multi-draw ticket applicable to future selection events for the same or a comparable game, at the discretion of the director.

(d) The commission may conduct multiple selection events during any week, and multi-draw tickets shall be valid for a particular number of selection events rather than a particular period of time. (*State Lottery Commission; 65 IAC 7-1-6; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

**65 IAC 7-1-7 Cancellation by a player**

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

Sec. 7. (a) Unless the game rules for a specific game provide otherwise and except as provided in subsection (b), a draw game ticket may be cancelled on the terminal that generated the ticket.

(b) A draw game ticket cannot be cancelled if:

(1) more than sixty (60) minutes has passed since the time the ticket was purchased; or

(2) the closing time for the selection event for which the ticket was purchased has passed.

(c) If a ticket is cancelled in accordance with this section, the player is entitled to a refund from the retailer of money paid for the ticket. (*State Lottery Commission; 65 IAC 7-1-7; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

**65 IAC 7-1-8 Prize drawings; selection events**

Authority: IC 4-30-3-7; IC 4-30-3-9  
Affected: IC 4-30-3-7; IC 4-30-11

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Sec. 8. (a) Any selection event for a draw game shall be conducted as provided in this section.

(b) Selection events to award prizes shall be conducted periodically as determined by the director or as provided in the game rules applicable to a specific game.

(c) The director or the director's designee shall determine and announce the dates, times, and procedures for selection events to select prize winning characters or symbols for each draw game, consistent with the specific game rules for that game and with this article.

(d) Disputes regarding the rules or procedures for a selection event shall be resolved by the director in the exercise of the director's sole discretion.

(e) If the director finds that it is in the best interests of the lottery or the public, the director may:

(1) reasonably postpone a selection event to a future time and immediately publicize the postponement; or

(2) substitute the selection event of another state-run lottery as long as the substitute selection event is reasonably equivalent to the selection event being replaced in terms of game play, randomness, and reliability.

(f) The director, or the director's designee, shall advise the commission of the details of an action taken under subsection (e) of this section at the commission's next regular meeting.

(g) The commission, the director, and the commission's employees shall have no liability for circulation, publication, or broadcast of incorrect winning numbers with respect to a selection event. (*State Lottery Commission; 65 IAC 7-1-8; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### **65 IAC 7-1-9 Ticket liabilities**

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

Affected: IC 4-30-11

Sec. 9. (a) A lottery ticket is a bearer instrument until it is signed by the owner or owners in the designated area of the ticket. If a ticket is properly signed, the person whose signature appears on the ticket shall be the owner of the ticket and entitled to any prize attributable thereto.

(b) The bearer of a lottery ticket is responsible for and bears the sole risk of loss or theft of the ticket.

(c) A retailer acts on behalf of the player when entering information into a terminal to produce lottery tickets, and it is the sole responsibility of the player to verify the accuracy of all game information printed on the ticket. In the event of any error, the player's only remedy is cancellation of the ticket in accordance with section 7 of this rule, unless the rule for a specific game provides otherwise.

(d) The commission, the director, and the commission's employees have no responsibility or liability for tickets printed in error or for tickets intentionally or inadvertently canceled by a retailer.

(e) A lottery ticket is not a negotiable instrument.

(f) A holder of a lottery game ticket shall be deemed to have agreed to all rules and procedures of the commission by the purchase of the ticket. (*State Lottery Commission; 65 IAC 7-1-9; emergency rule filed Aug 10, 2010, 10:39 a.m.: 20100901-IR-065100542ERA; emergency rule filed Sep 22, 2010, 3:36 p.m.: 20100929-IR-065100618ERA; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

## **Rule 2. Daily 3 Game Rule**

### **65 IAC 7-2-1 Name (Repealed)**

Sec. 1. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### **65 IAC 7-2-2 Independent draw games (Repealed)**

Sec. 2. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

**65 IAC 7-2-3 Definitions (Repealed)**

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-2-4 Ticket price (Repealed)**

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-2-5 Procedure for playing (Repealed)**

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-2-6 Determination of winners (Repealed)**

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-2-7 Odds of winning (Repealed)**

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-2-8 Add-on name**

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

Affected: IC 4-30

Sec. 8. The name of this instant win draw game add-on for Daily 3 is "EZmatch". *(State Lottery Commission; 65 IAC 7-2-8; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-2-9 Add-on ticket price**

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

Affected: IC 4-30

Sec. 9. The price for an EZmatch play shall be one dollar (\$1) per each play. *(State Lottery Commission; 65 IAC 7-2-9; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-2-10 Procedure for playing add-on**

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

Affected: IC 4-30

Sec. 10. (a) A single EZmatch play shall include three (3) digits each ranging from zero (0) to nine (9) and each automatically generated.

(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch digits will only print on a Daily 3 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw or future draw option for Daily 3 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Daily 3 and EZmatch.

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(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Daily 3 selection event. If an EZmatch winning ticket is claimed prior to the Daily 3 selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Daily 3 digits on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Daily 3 and EZmatch are purchased shall not be cancelable. (*State Lottery Commission; 65 IAC 7-2-10; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-11 Determination of add-on winners**

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

Affected: IC 4-30

Sec. 11. (a) If any Daily 3 digit(s) on the ticket matches any digit(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch digit(s). If two (2) or more of the same Daily 3 digits match an EZmatch digit, the ticket holder is awarded that EZmatch prize amount one (1) time. (*State Lottery Commission; 65 IAC 7-2-11; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-12 Payment of add-on prizes**

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

Affected: IC 4-30

Sec. 12. (a) If the Daily 3 selection event for the date printed on the ticket of purchase has not occurred and a valid Daily 3 and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Daily 3 selection event for the date printed on the ticket of purchase has occurred and a valid Daily 3 and EZmatch ticket contains one (1) play entitled to a Daily 3 prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4. (*State Lottery Commission; 65 IAC 7-2-12; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-13 Odds of winning the add-on**

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

Affected: IC 4-30

Sec. 13. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1. (*State Lottery Commission; 65 IAC 7-2-13; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-8 Add-on name**

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

Affected: IC 4-30

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Sec. 8. The name of this instant win draw game add-on for Daily 3 is "EZmatch". (*State Lottery Commission; 65 IAC 7-2-8; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-9 Add-on ticket price**

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

Affected: IC 4-30

Sec. 9. The price for an EZmatch play shall be one dollar (\$) per each play. (*State Lottery Commission; 65 IAC 7-2-9; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-10 Procedure for playing add-on**

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

Affected: IC 4-30

Sec. 10. (a) A single EZmatch play shall include three (3) digits each ranging from zero (0) to nine (9) and each automatically generated.

(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch digits will only print on a Daily 3 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw or future draw option for Daily 3 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Daily 3 and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Daily 3 selection event. If an EZmatch winning ticket is claimed prior to the Daily 3 selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Daily 3 digits on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Daily 3 and EZmatch are purchased shall not be cancelable. (*State Lottery Commission; 65 IAC 7-2-10; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-11 Determination of add-on winners**

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

Affected: IC 4-30

Sec. 11. (a) If any Daily 3 digit(s) on the ticket matches any digit(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch digit(s). If two (2) or more of the same Daily 3 digits match an EZmatch digit, the ticket holder is awarded that EZmatch prize amount one (1) time. (*State Lottery Commission; 65 IAC 7-2-11; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-12 Payment of add-on prizes**

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

Affected: IC 4-30

Sec. 12. (a) If the Daily 3 selection event for the date printed on the ticket of purchase has not occurred and a valid Daily 3 and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Daily 3 selection event for the date printed on the ticket of purchase has occurred and a valid Daily 3 and EZmatch ticket contains one (1) play entitled to a Daily 3 prize and one (1) play entitled to an EZmatch prize, the prize amounts for the

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winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4. (*State Lottery Commission; 65 IAC 7-2-12; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-2-13 Odds of winning the add-on**

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

Affected: IC 4-30

Sec. 13. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1. (*State Lottery Commission; 65 IAC 7-2-13; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **Rule 3. Daily 4 Game Rule**

#### **65 IAC 7-3-1 Name (Repealed)**

Sec. 1. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-3-2 Independent games (Repealed)**

Sec. 2. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-3-3 Definitions (Repealed)**

Sec. 3. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-3-4 Ticket price (Repealed)**

Sec. 4. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-3-5 Procedure for playing (Repealed)**

Sec. 5. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-3-6 Determination of winners (Repealed)**

Sec. 6. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-3-7 Odds of winning (Repealed)**

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Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

### **65 IAC 7-3-8 Add-on name**

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

Affected: IC 4-30

Sec. 8. The name of this instant win draw game add-on for Daily 4 is "EZmatch". *(State Lottery Commission; 65 IAC 7-3-8; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

### **65 IAC 7-3-9 Add-on ticket price**

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

Affected: IC 4-30

Sec. 9. The price for an EZmatch play shall be one dollar (\$1) per each play. *(State Lottery Commission; 65 IAC 7-3-9; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

### **65 IAC 7-3-10 Procedure for playing add-on**

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

Affected: IC 4-30

Sec. 10. (a) A single EZmatch play shall include:

- (1) For a Daily 4 play, four (4) digits.
- (2) For a Daily 4 Front 3 play, three (3) digits.
- (3) For a Daily 4 Back 3 play, three (3) digits.

Each digit ranging from zero (0) to nine (9) and each automatically generated.

(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch digits will only print on a Daily 4 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw or future draw option for Daily 4 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Daily 4 and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Daily 4 selection event. If an EZmatch winning ticket is claimed prior to the Daily 4 selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Daily 4 digits on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Daily 4 and EZmatch are purchased shall not be cancelable. *(State Lottery Commission; 65 IAC 7-3-10; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

### **65 IAC 7-3-11 Determination of add-on winners**

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

Affected: IC 4-30

Sec. 11. If any Daily 4 digit(s) on the ticket matches any digit(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch digit(s). If two (2) or more of the same Daily 4 digits match an EZmatch digit, the ticket holder is awarded that EZmatch prize amount one (1) time. *(State Lottery Commission; 65 IAC 7-3-11; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*



**65 IAC 7-3-12 Payment of add-on prizes**

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

Sec. 12. (a) If the Daily 4 selection event for the date printed on the ticket of purchase has not occurred and a valid Daily 4 and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Daily 4 selection event for the date printed on the ticket of purchase has occurred and a valid Daily 4 and EZmatch ticket contains one (1) play entitled to a Daily 4 prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4. *(State Lottery Commission; 65 IAC 7-3-12; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-3-13 Odds of winning the add-on**

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

Sec. 13. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1. *(State Lottery Commission; 65 IAC 7-3-13; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-3-8 Add-on name**

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

Sec. 8. The name of this instant win draw game add-on for Daily 4 is "EZmatch". *(State Lottery Commission; 65 IAC 7-3-8; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-3-9 Add-on ticket price**

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

Sec. 9. The price for an EZmatch play shall be one dollar (\$1) per each play. *(State Lottery Commission; 65 IAC 7-3-9; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-3-10 Procedure for playing add-on**

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

Sec. 10. (a) A single EZmatch play shall include:

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- (1) For a Daily 4 play, four (4) digits.
- (2) For a Daily 4 Front 3 play, three (3) digits.
- (3) For a Daily 4 Back 3 play, three (3) digits.

Each digit ranging from zero (0) to nine (9) and each automatically generated.

(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch digits will only print on a Daily 4 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw or future draw option for Daily 4 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Daily 4 and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Daily 4 selection event. If an EZmatch winning ticket is claimed prior to the Daily 4 selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Daily 4 digits on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Daily 4 and EZmatch are purchased shall not be cancelable. *(State Lottery Commission; 65 IAC 7-3-10; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

### **Rule 4. Lucky 5 Game Rule**

#### **65 IAC 7-4-1 Name (Repealed)**

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

#### **65 IAC 7-4-2 Independent draw games (Repealed)**

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

#### **65 IAC 7-4-3 Definitions (Repealed)**

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

#### **65 IAC 7-4-4 Ticket price (Repealed)**

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

#### **65 IAC 7-4-5 Procedure for playing (Repealed)**

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

#### **65 IAC 7-4-6 Determination of prize amounts (Repealed)**

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

#### **65 IAC 7-4-7 Determination of winning numbers (Repealed)**

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-4-8 Determination of winners (Repealed)**

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-4-9 Payment of prizes (Repealed)**

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-4-10 Odds of winning (Repealed)**

Sec. 10. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**Rule 5. Mix & Match Game Rule**

**65 IAC 7-5-1 Name (Repealed)**

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-2 Definitions (Repealed)**

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-3 Ticket price (Repealed)**

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-4 Procedure for playing (Repealed)**

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-5 Determination of winning numbers (Repealed)**

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-6 Top prize limitation (Repealed)**

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-7 Determination of winners; prizes (Repealed)**

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-8 Payment of prizes (Repealed)**

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-5-9 Odds of winning (Repealed)**

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**Rule 6. Quick Draw Game Rule**

**65 IAC 7-6-1 Name (Repealed)**

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-2 Definitions (Repealed)**

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-3 Ticket price (Repealed)**

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-4 Procedure for playing (Repealed)**

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-5 Determination of winning numbers (Repealed)**

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-6 Determination of winners; prize amounts (Repealed)**

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-7 Odds of winning (Repealed)**

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-8 Payment of prizes (Repealed)**

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-6-9 Add-on name**

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

Affected: IC 4-30

Sec. 9. The name of this instant win draw game add-on for Quick Draw is "EZmatch". *(State Lottery Commission; 65 IAC 7-6-9; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-6-10 Add-on ticket price**

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

Affected: IC 4-30

Sec. 10. The price for an EZmatch play shall be one dollar (\$1) per each play. *(State Lottery Commission; 65 IAC 7-6-10;*

*emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-6-11 Procedure for playing add-on**

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

Affected: IC 4-30

Sec. 11. (a) A single EZmatch play shall include ten (10) unique numbers each ranging from one (1) to eighty (80) and each automatically generated.

(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch numbers will only print on a Quick Draw ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw option for Quick Draw and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Quick Draw and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Quick Draw selection event. If an EZmatch winning ticket is claimed prior to the Quick Draw selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Quick Draw numbers on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Quick Draw and EZmatch are purchased shall not be cancelable. *(State Lottery Commission; 65 IAC 7-6-11; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-6-12 Determination of add-on winners**

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

Affected: IC 4-30

Sec. 12. If any Quick Draw number(s) on the ticket matches any number(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch number(s). *(State Lottery Commission; 65 IAC 7-6-12; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-6-13 Payment of add-on prizes**

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

Affected: IC 4-30

Sec. 13. (a) If the Quick Draw selection event for the date printed on the ticket of purchase has not occurred and a valid Quick Draw and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Quick Draw selection event for the date printed on the ticket of purchase has occurred and a valid Quick Draw and EZmatch ticket contains one (1) play entitled to a Quick Draw prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4. *(State Lottery Commission; 65 IAC 7-6-13; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA)*

**65 IAC 7-6-14 Odds of winning the add-on**

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

Affected: IC 4-30

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- Sec. 14. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.  
(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.  
(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.  
(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.  
(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.  
(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.  
(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.  
(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.  
(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.  
(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.  
(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.  
(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1. (*State Lottery Commission; 65 IAC 7-6-14; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **Rule 6.5. Tag 6 Game Rule**

#### **65 IAC 7-6.5-1 Name (Repealed)**

Sec. 1. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-6.5-2 Condition precedent to play; independent game (Repealed)**

Sec. 2. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-6.5-3 Ticket price (Repealed)**

Sec. 3. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-6.5-4 Procedure for playing (Repealed)**

Sec. 4. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-6.5-5 Determination of winning numbers (Repealed)**

Sec. 5. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-6.5-6 Determination of winners; prize amounts (Repealed)**

Sec. 6. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-6.5-7 Odds of winning (Repealed)**

Sec. 7. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

#### **65 IAC 7-6.5-8 Payment of prizes (Repealed)**

Sec. 8. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### **Rule 7. Hoosier Lotto Game Rule**

**65 IAC 7-7-1 Name (Repealed)**

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-2 Definitions (Repealed)**

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-3 Ticket price (Repealed)**

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-4 Procedure for playing (Repealed)**

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-5 Winnings pool (Repealed)**

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-6 Estimated annuity jackpot amount (Repealed)**

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-7 Determination of single payment prize amounts (Repealed)**

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-8 Determination of winning numbers (Repealed)**

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-9 Determination of winners (Repealed)**

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-10 Payment options; player election (Repealed)**

Sec. 10. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-11 Payment of prizes (Repealed)**

Sec. 11. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-7-12 Odds of winning (Repealed)**

Sec. 12. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-*

065130298ERA)

**65 IAC 7-7-13 Add-on name**

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

Sec. 13. The name of this instant win draw game add-on for Hoosier Lotto is "EZmatch". (*State Lottery Commission; 65 IAC 7-7-13; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-7-14 Add-on ticket price**

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

Sec. 14. The price for an EZmatch play shall be one dollar (\$1) per each play. (*State Lottery Commission; 65 IAC 7-7-14; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-7-15 Procedure for playing add-on**

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

Sec. 15. (a) A single EZmatch play shall include six (6) unique numbers each ranging from one (1) to forty-eight (48) and each automatically generated.

(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch numbers will only print on a Hoosier Lotto ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw option for Hoosier Lotto and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Hoosier Lotto and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Hoosier Lotto selection event. If an EZmatch winning ticket is claimed prior to the Hoosier Lotto selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Hoosier Lotto numbers on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Hoosier Lotto and EZmatch are purchased shall not be cancelable. (*State Lottery Commission; 65 IAC 7-7-15; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-7-16 Determination of add-on winners**

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

Sec. 16. If any Hoosier Lotto number(s) on the ticket matches any number(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch number(s). (*State Lottery Commission; 65 IAC 7-7-16; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-7-17 Payment of add-on prizes**

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



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Sec. 17. (a) If the Hoosier Lotto selection event for the date printed on the ticket of purchase has not occurred and a valid Hoosier Lotto and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Hoosier Lotto selection event for the date printed on the ticket of purchase has occurred and a valid Hoosier Lotto and EZmatch ticket contains one (1) play entitled to a Hoosier Lotto prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4. (*State Lottery Commission; 65 IAC 7-7-17; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

### **65 IAC 7-7-18 Odds of winning the add-on**

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

Affected: IC 4-30

Sec. 18. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1. (*State Lottery Commission; 65 IAC 7-7-18; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

## **Rule 8. Powerball Game Rule**

### **65 IAC 7-8-1 Name (Repealed)**

Sec. 1. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### **65 IAC 7-8-2 Incorporation by reference of game rules (Repealed)**

Sec. 2. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### **65 IAC 7-8-3 Limitation of liability (Repealed)**

Sec. 3. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

## **Rule 9. Mega Millions Game Rule**

### **65 IAC 7-9-1 Name (Repealed)**

Sec. 1. (*Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA*)

### **65 IAC 7-9-2 Incorporation by reference of game rules (Repealed)**

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Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-9-3 Limitation of liability (Repealed)**

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-9-4 Compliance with law; jurisdiction (Repealed)**

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**Rule 10. Cash 5 Game Rule 10**

**65 IAC 7-10-1 Name (Repealed)**

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-2 Definitions (Repealed)**

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-3 Ticket price (Repealed)**

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-4 Procedure for playing (Repealed)**

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-5 Determination of estimated jackpot amount (Repealed)**

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-6 Determination of winning numbers (Repealed)**

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-7 Determination of winners (Repealed)**

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-8 Payment of prizes (Repealed)**

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-9 Odds of winning (Repealed)**

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Jun 28, 2013, 1:14 p.m.: 20130710-IR-065130298ERA)*

**65 IAC 7-10-10 Add-on name**

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

Sec. 10. The name of this instant win draw game add-on for Cash 5 is "EZmatch". (*State Lottery Commission; 65 IAC 7-10-10; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-10-11 Add-on ticket price**

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

Sec. 11. The price for an EZmatch play shall be one dollar (\$1) per each play. (*State Lottery Commission; 65 IAC 7-10-11; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-10-12 Procedure for playing add-on**

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

Sec. 12. (a) A single EZmatch play shall include five (5) unique numbers each ranging from one (1) to thirty-nine (39) and each automatically generated.

(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch numbers will only print on a Cash 5 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw option for Cash 5 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Cash 5 and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Cash 5 selection event. If an EZmatch winning ticket is claimed prior to the Cash 5 selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Cash 5 numbers on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Cash 5 and EZmatch are purchased shall not be cancelable. (*State Lottery Commission; 65 IAC 7-10-12; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-10-13 Determination of add-on winners**

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

Sec. 13. If any Cash 5 number(s) on the ticket matches any number(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch number(s). (*State Lottery Commission; 65 IAC 7-10-13; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-10-14 Payment of add-on prizes**

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

Sec. 14. (a) If the Cash 5 selection event for the date printed on the ticket of purchase has not occurred and a valid Cash 5

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and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Cash 5 selection event for the date printed on the ticket of purchase has occurred and a valid Cash 5 and EZmatch ticket contains one (1) play entitled to a Cash 5 prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4. (*State Lottery Commission; 65 IAC 7-10-14; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

**65 IAC 7-10-15 Odds of winning the add-on**

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

Affected: IC 4-30

Sec. 15. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1. (*State Lottery Commission; 65 IAC 7-10-15; emergency rule filed Mar 12, 2013, 11:47 a.m.: 20130320-IR-065130118ERA*)

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