



SPORTSTAKE 10 GAME RULES

1. PLAYING THE SPORTSTAKE 10 GAME

The following are the essential features of the SPORTSTAKE 10 game, as approved by the National Lotteries and Gaming Regulatory Board (“NLGRB”).

- 1.1 SPORTSTAKE 10 is a Uganda National Lottery Game in which the Participant selects/predicts the outcome of 10 football matches on a pre-determined Fixture List published by ITHUBA UGANDA LIMITED.
- 1.2 Participants of any Uganda National Lottery Game must be at least 18 years of age or older in order to play and win or claim prizes.
- 1.3 All Uganda National Lottery Tickets issued for this Game shall be clearly identified with the name of the Game “SPORTSTAKE 10” and the date(s) of the Draw(s) for which they are issued.
- 1.4 Unless otherwise announced, SPORTSTAKE 10 Draws will be conducted twice a week on Mondays and Fridays. (Except when those days fall on a Christmas Day as there will not be any Draw conducted on 25 December.)
- 1.5 Participants can purchase SPORTSTAKE 10 Tickets on any day of the week during the times when the game is made available for sale by the participating sales channels.
- 1.6 Ticket sales will close 30 minutes before the published start time of the earliest fixture on the Fixture List which can occur 1 or more day(s) before the Draw. The calculation of winning share amounts and numbers of winners will take place on Draw days.



- 1.7 Winning numbers will be published soon after the scheduled Draw times around 09:00.
- 1.8 Participants can purchase SPORTSTAKE 10 Tickets from any of the following channels during their hours of operation:-
 - 1.8.1 Authorised and participating Retail stores;
 - 1.8.2 The Uganda National Lottery Website:
www.nationallottery.go.ug, Mobi Web and Mobile App (Currently the Mobi Web and the Mobile App platforms are in final development and testing and will be launched in due course); and,
 - 1.8.3 Any other Alternate Channels that become applicable for the game.
 - 1.8.4 Online participants may only register and play using one E-Commerce account
- 1.9 The cost of one Entry/Board for a SPORTSTAKE 10 Draw will be UGX 500.
- 1.10 All National Lottery tickets and other printed material will be printed in English.
- 1.11 The maximum value of all wagers that a Participant can play on SPORTSTAKE 10 is limited to UGX 500,000 per day.
- 1.12 The total number of fixture outcomes/selections per Entry into any SPORTSTAKE 10 Draw shall be 10 (For a Single Entry). Multiple Entries are available as an option and explained in paragraph 3.20 below.
- 1.13 The Participant of the SPORTSTAKE 10 Game can choose their selections in different ways, namely by:
 - 1.13.1 Selecting his/her own predicted outcomes using a Play Slip; and/or;



- 1.13.2 By indicating in person to a Retailer the predicted outcomes which will then be manually entered into the Terminal by the Retail clerk before being printed on a Ticket, and the Participants must ensure that the Retail clerk captured the correct predictions.
- 1.13.3 Alternatively, a Participant can select their own predicted outcomes manually using the interfaces on The Uganda National Lottery Website, Mobi Web and Mobile App, or any authorised Telecom partners' Websites or Mobile Apps (As and when they become available).
- 1.14 If the Play Slip or Entry is rejected by any Terminal, Website, Mobile App or any other channel interface then there is no valid Entry into the Draw.
- 1.15 Only a Ticket (Digital or paper version) with a valid Ticket serial number and recorded on the Central Gaming System, is deemed to be a successful Entry into the Draw. Further, if the Entry is not submitted on the online play channels with a confirmation SMS and a Ticket / Receipt number, the Entry shall not be valid.
- 1.16 If the Participant has insufficient funds in their online wallet, a POP UP message will appear notifying them accordingly.
- 1.17 If no deduction is made from the Participant's online wallet/account, no entry will be processed.
- 1.18 If a deduction is made from the Participants online wallet but no Entry is recorded on the Central Gaming System for any particular game, the Entry shall not be valid. The system will only generate a Ticket if the Entry is recorded on the Central Gaming System, which will prove to the Participant that their Entry was successful. A Participant will receive notification of a successful ticket purchase via an inbox message to their Participant account. In such a situation the money deducted from the wallet will be credited back not exceeding 72 hours.



- 1.19 If an Entry is not recorded on the Central Gaming System for any particular Draw, the Entry shall not be valid. The system will only generate a Ticket if the Entry is recorded on the Central Gaming System, which will prove to the Participant that their Entry was successful.
- 1.20 If the Participant has insufficient funds in their online wallet, a POP UP message will appear notifying them accordingly.
- 1.21 If an E-wallet remains unused and/or inactive (i.e. lacking transactions) for a consecutive period of nine (9) months, ITHUBA will notify the Lottery Participant at least one month before the end of this period, informing them of the forthcoming suspension of their E-wallet. If no transactions occur after the initial notice, ITHUBA will proceed to block the E-Wallet (account). Within five days of blocking the E-wallet (account), ITHUBA will inform the Lottery Participant accordingly, including instructions on how to reactivate the E-Wallet (account) and should the participant not reactivate the account after a period of 6 months then the funds will be transferred to the Central Bank of Uganda.

2. STATUS OF THESE RULES

- 2.1 These “Rules” are for the SPORTSTAKE 10 Game, as approved by the NLGRB.
- 2.2 ITHUBA reserves the right to amend these “Rules” from time to time subject to the approval from the NLGRB
- 2.3 These “Rules” should be read in conjunction with:
- 2.3.1 The Uganda National Lottery Participants Code of Practice; and



2.3.2 The Uganda National Lottery Games General Terms and Conditions which, together, constitute the contractual rights and obligations of ITHUBA UGANDA LIMITED to Participants, as may be amended from time to time subject to the approval by the NLGRB.

2.3.3 Participants code of practice under the Uganda National Lottery general terms and conditions form part of the rules.

2.4 In the event of a discrepancy or inconsistency between these “Rules” and the Games General Terms and Conditions and/or the explanations being advised during a purchase, these “Rules” shall prevail.

3. SPORTSTAKE 10 PROCEDURES AND DESCRIPTIONS

3.1 ITHUBA UGANDA LIMITED will make the SPORTSTAKE 10 Game available for sale to the public at such cost for a SINGLE board Entry as stipulated under paragraphs 1.9 above, or at such costs calculated for MULTI-PLAY Entries as described in paragraph 3.23 below, or at an alternative cost(s) as ITHUBA UGANDA LIMITED may from time to time determine as approved by the NLGRB.

3.2 Each Fixture List of pre-determined football matches/fixtures will be chosen from various professional football leagues and from various countries and/or from any other professional football events or tournaments, as ITHUBA UGANDA LIMITED may identify from time to time.

3.3 Each List will be given a unique Fixture List number and a Participant in the Game will make 10 selections per Entry into a Draw that will be held for the corresponding Fixture List number and the outcomes of the associated matches on that list.



3.4 The 10 matches/Fixtures on a List will also be numbered 1 to 10, and each match will comprise of 2 opposing football teams:

3.4.1 (1) HOME TEAM = the first of the 2 teams listed; and

3.4.2 (2) AWAY TEAM/VISITING TEAM = the second of the 2 teams listed

3.5 Participants will make their selections/predictions of the outcome of each match on the list by selecting which of the 2 teams will win the football match or if the outcome will result in a drawn match (i.e. both teams have scored the same number of goals by the end of the match):

- (1) = HOME TEAM WINS
- (X) = A DRAW
- (2) = AWAY TEAM/VISITING TEAM WINS

3.6 Participants will predict the outcome for each fixture on the Fixture List as they are officially recorded, at the end of Full time (including extra time if played, but excluding penalty shootouts).

3.7 Special rules apply for determining the outcome of abandoned, cancelled and postponed matches as described later in paragraph 9 below.

3.8 Participants in the Game will make their predictions by filling out a preformatted form known as a Play Slip, or by selecting their predicted match outcomes digitally using various screens and interfaces on sales channels mentioned below.

3.9 It is possible for Participants to play multiple Boards using a special Game option called MULTI-PLAY which is explained in paragraph 3.20 below.



3.10 The results of the football matches on each list will be compiled and entered into a Resulting Draw on the day after the last match has been played, or on another date soon after as may be determined from time to time.

3.11 The Resulting Draw (known as The “Draw”) is the process where all of the match outcomes/results are entered into the Central Gaming System in order to determine the Prize Pool winners and winning share amounts to be paid to winning Ticket holders for that Draw and Fixture List number.

3.12 SPORTSTAKE 10 Fixture Lists will be made available and published twice a week:

3.12.1 A mid-week Fixture List which will be published and opened for sales on a Sunday or Monday for a Resulting Draw that will be held on a Friday morning before 09:00, and

3.12.2 A weekend Fixture List which will be published and opened for sales on a Thursday or Friday for a Resulting Draw that will be held on a Monday morning before 09:00.

3.12.3 ITHUBA Uganda Limited will not conduct any Draw on a Christmas Day and will move the Draw by a day or two later if Christmas Day falls on a Monday or a Friday.

3.12.4 Participants will be notified of Draw days through published notices on the Uganda National Lottery Website and other social media posts or marketing communications.



3.12.5 Fixture Lists can be obtained by scanning the Special SPORTSTAKE 10 QR Code that is printed on the front of the Play Slip and also made available on the National Lottery Website and social media pages. See example of the Special QR code to the right.

3.12.6 Alternatively Fixture Lists are also available at participating retailers upon request and can be printed from the Lottery Terminal.



3.13 Participants cannot wager or predict the outcomes of more than 1 Fixture List at a time since a new Fixture List will only be open for sales after the previous Fixture List has closed for sales. This is to avoid any confusion as to which list a participant is playing for and which Draw are they entering their predictions for.

3.14 Ticket sales will be set to close 30 minutes before the scheduled start time of the first Fixture on the Fixture List (This point in time shall be known as the “Sales Close” time).

3.15 All of the 10 fixtures/matches on the Fixture List will be scheduled to be played between the time of the Sales Close and the time of the Draw.

3.16 If the scheduled start time of the first fixture/match on the Fixture List is moved to an earlier start time, after the publishing of the Fixture List, then Ticket Sales will close 30 minutes prior to the new start time.

3.17 If the scheduled start time of the first fixture/match on the Fixture List is moved to a later start time, after the publishing of the Fixture List, then Ticket Sales will still close 30 minutes prior to original start time as published on the Fixture List.



3.18 On Draw days the Winning match outcomes and number of winners in each Prize Division will be published after 09:00 if all results have been entered and verified in time.

3.19 The total number of match outcomes to be selected per SINGLE Entry into any SPORTSTAKE 10 Draw shall be 10 selections (i.e. 1 outcome of either a 1, X or a 2 for each of the 10 matches featured on the Fixture List).

3.20 Participants may also increase their number of Entries by opting to select multiple outcomes per match using a Game option called MULTI-PLAY which is explained below:

3.20.1 Examples of a SINGLE Entry (BOARD A) and a MULTI-PLAY Entry (BOARD B) are shown to the right.

3.20.2 The Participant must mark the MULTI-PLAY box with a tick (✓) or a cross (X) or any other mark within the box, or select the MULTI-PLAY option when playing on a digital sales channel, in order to indicate that they are predicting multiple outcomes for one or more of the matches on the Fixture List.



3.21 For each match featured on the list The Participant can select up to 7 possible outcomes from the following: 1, X, 2, 1-X, 1-2, 2-X, or 1-X-2

3.22 The cost of a MULTI-PLAY option depends on how many extra multiple selections are made per match on the Fixture List.



3.23 To illustrate the additional cost of Entry by way of an example let's consider the following scenario:

3.23.1 For all matches the Participant must have at least 1 selection from either a 1, X or a 2 indicating either a HOME win, a DRAW, or an AWAY win as their prediction. If the Participant selects all 3 match outcomes for the first match on the list, and selects 2 outcomes for the seventh match on the list(see MULTI-PLAY example in 3.20.1 above), then they would be effectively completing 6 Boards (i.e. $3 \times 2 = 6$). The cost for this MULTI-PLAY ENTRY would therefore be $6 \times \text{UGX } 500 = \text{UGX } 3,000$.

3.23.2 Similarly if the Participant selects 3 possible outcomes on 3 of the fixtures, and 2 possible outcomes on 2 other matches on the same Fixture List, then the cost of the MULTI-PLAY ENTRY would be calculated as $3 \times 3 \times 3 \times 2 \times 2 = 108$ Boards $\times \text{UGX } 500 = \text{UGX } 54,000$.

3.24 The Participant may participate in the SPORTSTAKE 10 Game in accordance with the following:

3.24.1 By presenting a completed Play Slip to a Retailer with the appropriate wager amount for the number of Entries into the Draw(s).

Each SPORTSTAKE 10 Play Slip contains 3 Boards labelled A to C. Each Board enables the Participant to make their selections for either:

- 1, 2 or 3 SINGLE Entries into the Draw per Play Slip, 1, 2, or 3 MULTI-PAY Entries into the Draw per Play Slip, or
- A combination of SINGLE and MULTI-PLAY Entries per Play Slip.

3.24.2 Each selection is made by manually marking no less than 10 predictions (1 for each match) on any one Board.



- 3.24.3 The completed Play Slip is processed through the Lottery Terminal, which will issue the “Ticket”/Receipt, recording each Selection marked on the Play Slip, including but not limited to other information such as the Draw number and date of the Draw;
- 3.24.4 The “Ticket” will have a unique serial number printed on it, above a unique bar code for ease of “Ticket” identification and for security purposes.
- 3.24.5 As an alternative option to a Play Slip, a Participant may simply ask the retail clerk to enter their chosen match predictions manually into the Terminal on their behalf.
- 3.24.6 Participants may also play SPORTSTAKE 10 by making their predictions through any Alternate Sales Channel interface where a Participant can purchase an Entry into the SPORTSTAKE 10 Draw, The Participant will be issued with a valid Ticket or a Receipt, whichever is applicable through the different platforms of purchasing the Uganda National Lottery Game.
- 3.24.7 When purchasing Tickets online, the Participant will receive confirmation of a Ticket and/or receipt number for each Entry in the form of an SMS and/or an in-box email. In the event that an SMS and/or in-box email is not received, the Entry shall not be valid.
- 3.25 ITHUBA UGANDA LIMITED, the official licensed operator of the SPORTSTAKE 10 game, shall not be held responsible, nor accept any liability or claims whatsoever, in respect to Ticket sales that are made with any third parties after the Draw Ticket sales conclude at the Sales Close time. This non-liability extends until the time the Draw reopens for sales pertaining to the subsequent Fixture List and Draw.
- 3.26 The Participant’s sole responsibility is to ensure that they engage in transactions only within the official sale times and through authorised channels. ITHUBA UGANDA



LIMITED does not endorse, validate, or have any affiliation with Ticket sales or claims that are processed outside of the stipulated official times or through unauthorised third parties.

- 3.27 Any disputes or issues arising from transactions concluded with third parties after the specified time will not involve ITHUBA UGANDA LIMITED in any capacity. ITHUBA UGANDA LIMITED disclaims all liabilities arising from such situations.
- 3.28 Participants are strongly advised to act with caution and only to purchase Tickets from authorised outlets during the specified times to ensure the validity and legitimacy of their Tickets.
- 3.29 By purchasing a SPORTSTAKE 10 Ticket, the participant agrees to be bound by this disclaimer, along with all other game Rules set forth by ITHUBA UGANDA LIMITED.
- 3.30 Results (Scores) are recorded after 90 minutes (including referees' additional/injury time and any extra time if applicable, but excludes penalty shootouts).
- 3.31 If the football match is suspended or postponed but then completed before the draw, the actual results of the match will be considered as per current 'Fixture List'.
- 3.32 In the event that a match is postponed, cancelled, abandoned or suspended and results are not available at the time of the draw then all results will be deemed correct for that fixture (i.e. 1, X, 2, will be accepted).
- 3.33 In the event that a match is postponed, cancelled, abandoned or suspended and the outcome is awarded by the governing sports association then the official result awarded will be deemed the result for that fixture provided that it is announced before the draw time, otherwise 3.32 above will apply.



4. WINNING SELECTIONS

4.1 A Participant who matches 10, 9 or 8 outcomes correctly will share the winning pool of that Prize Division according to the following:

Prize Division 1 - MATCH 10 (The JACKPOT)

Means that on any single Board/Entry the Participant has correctly matched all 10 outcomes of the 10 pre-determined fixtures from the 'Fixture List' ("MATCH 10").

Prize Division 2 - MATCH 9

Means that on any single Board/Entry the Participant has correctly matched all 9 outcomes of the 10 pre-determined fixtures from the 'Fixture List' ("MATCH 9").

Prize Division 3 - MATCH 8

Means that on any single Board/Entry the Participant has correctly matched all 8 outcomes of the 10 pre-determined fixtures from the 'Fixture List' ("MATCH 8").

5. PRIZE POOLS

5.1 Subject to rounding down, the amount allocated by ITHUBA UGANDA LIMITED, as approved by the NLGRB, to the Prize Pool Fund for payment of Prize(s) for a Draw ("Prize Fund") shall be 50% of the net fund of Entries into that Draw, or such larger amount as shall be determined by ITHUBA UGANDA LIMITED as approved by the NLGRB from time to time.



- 5.2 The Prize Pool Fund is split into 3 different Prize Pools and allocated for each of the 3 Prize Divisions described previously in paragraph 4.
- 5.3 In the event that there are no winners in Division 1, then the Prize Pool for that Division shall be rolled over (be added) to the next Draw's corresponding Prize Division 1.
- 5.4 In the event that there are no winners in Division 2, then the Prize Pool rolls down (be added) to the lower Division, Division 3.
- 5.5 In the unlikely event that there are no winners in Division 3 then the accumulated Prize Fund in that Prize Division will roll over (be added) to the Prize Division 1 for the next Draw.
- 5.6 All winning prize share amounts shall be rounded to the nearest UGX 100 as follows: e.g. UGX 155 shall be rounded up to UGX 200, and UGX 143 shall be UGX 100.
- 5.7 If the Prize in any Division per winning Entry (after the Prize Fund has been divided by the number of winners) is below UGX 50 (Fifty Ugandan Shillings) that entire Prize Fund shall roll over to Division 1 in the next Draw.

6. SPORTSTAKE 10 – Odds of Winning per Entry and Prize Structure

- 6.1 For SINGLE Board Entries where there is 1 selection per Fixture on the list, winners will be paid prizes according to the highest prize that they have won i.e. if a Participant matches 10 outcomes on the same board he/she will receive the prize allocated for matching 10 correctly and the Participant will not receive a prize for matching 10, 9 and/or 8 from the selections made on the same Board.



6.2 For MULTI-PLAY Board Entries the selection of additional match outcomes per Fixture increases the number of Boards being played and Entered into the Draw. The calculation for MULTI-PLAY boards was explained in paragraph 3.23 Regardless of which option is chosen, SINGLE Entry or MULTI-PLAY Entry, winners will be paid prizes according to the highest prize(s) that they have won.

6.3 Every winning Board played and entered into the Draw is entitled to the highest prize that has been won on that Board. Thus a winner who has played multiple Board Entries can win multiple prizes, all from the different Boards that they have played, one prize per winning board.

Prize table:

The following table, based on 59,049 Tickets/Entries sold, is for illustrative purposes to show the odds of winning and the allocation of the Prize Fund as approved by the NLGRB.

SPORTSTAKE 10						
Tickets Sold		59,049				
Price Per Ticket		UGX 500				
Draw Sales		UGX 29,524,500				
Total Prize Pool %		50%				
Prize Pool Value		UGX 14,762,250				
Prize Div.	Match	Odds of Winning Per Entry 1 in X	Pari-Mutuel Prize Pool %	Average Prize Share Per Winner	Average Prize Pool Amounts	Average No. of Winners
1	10	59,049	40.00%	UGX 5,904,900	UGX 5,904,900	1
2	9	19,683	25.00%	UGX 1,230,187.50	UGX 3,690,563	3
3	8	6,561	35.00%	UGX 574,088	UGX 5,166,788	9
Overall Odds		4,542	100.00%		UGX 14,762,250	13
Actual Prizes per winner will be rounded up or down to nearest UGX 100						

The odds in the table above are based on an equal probability of a 1, X or 2 being the outcome of any given match. In reality the odds are in favour of the consistently stronger performing team, therefore the actual odds will be less depending on the relative strengths of the HOME team and AWAY team. The predicted number of winners in each Prize Division depends on the actual odds for each match and the skill and judgement of the Participants.



7. WINNING RESULTS AND PRIZE CLAIMS/CHECKING RESULTS FOR WINNING TICKETS

7.1. Winning results for SPORTSTAKE 10 are announced on the morning of the Draws (Mondays and Fridays except Christmas Day, or on other days as may be specified from time to time).

7.2. Full Draw details are posted on the National Lottery Website, Mobile Apps and Social Media pages shortly after the Draw.

7.3. The information posted includes, but is not limited to:

7.3.1. The (1-X-2) winning outcomes of each football match on the Fixture List;

7.3.2. The number of winners per prize Division;

7.3.3. The prize amounts won per winner;

7.3.4. The Jackpot rollover amount, and

7.3.5. The estimated or guaranteed jackpot amount for the next Draw.

7.4. Participants can also check to see if they have a winning Ticket by handing their Ticket(s) to Retail clerks who can validate the Ticket details using the lottery terminal. Winning Tickets will be identified by the lottery agent by scanning or manually entering the Ticket serial number.

7.5. Participants can also obtain more information or assistance with any of the National Lottery Games including checking results, by calling the Player Helpline (Toll Free) on 0800 334433 between 07:00 – 23:00 Mondays to Saturdays and 07:00 – 21:00 on Sundays.



HOW TO CLAIM A PRIZE

7.6. Winning Tickets must be claimed within 180 days of the date of the Draw or else they will expire.

7.7. Unclaimed prize monies from the expired winning tickets will be used to fund guaranteed jackpots.

7.8. Winners can claim their prize amounts from authorised Lottery Retailers according to the following table:

Uganda National Lottery Retail/Sales Channels	Pay out Limits
Retail Stores	UGX 5,000,000
*APPC	UGX 10,000,000
*APPC Betting Houses	UGX 10,000,000
Airtel / MTN	UGX 15,000,000
National Lottery Website/Mobi web/Mobile App	UGX 20,000,000
Banking Partners	UGX 50,000,000
ITHUBA Offices	Unlimited

*APPC: Approved Prize Payment Centre.

7.9. The requirements for claiming at an ITHUBA UGANDA LIMITED Office include the winning Ticket, and or winning SMS /Email confirmation, , the winner's National Identification card or passport, and proof of a valid E-wallet account (limited to the thresholds determined from time to time) or bank account in which the proof should not be older than 3 months.

7.10. For all paper based Tickets it is mandatory that the owner and winner of the Ticket write their name, National Identification card or passport number and sign the back



of the Ticket

8. CANCELLATION OF TICKETS

SPORTSTAKE 10 tickets may be cancelled after being issued (purchased), on condition that:

- 8.1. The ticket is returned to the issuing retailer/terminal;
- 8.2. The ticket is presented within two hours of the time of purchase, or before the close of ticket sales for the day, or the close of sales time, whichever is the earlier time; and
- 8.3. Should the terminal not be able to cancel the ticket, the Retailer will contact the designated Call Centre for assistance.
- 8.4. Tickets purchased from the Mobi Web, Mobile App and the National Lottery's Website cannot be cancelled.

9. SPECIFIC PROCEDURES for SPORTSTAKE 10

Match Suspended Prior to Start of Match

- 9.1. Considering that the match/fixture list is designed and published several days in advance it is possible that one or more of the matches (events) included on the list might be abandoned, cancelled, postponed, suspended or otherwise rescheduled.



- 9.2. A match could be rescheduled to start earlier or later compared to the original start time published in the Fixture List.
- 9.3. A suspended match refers to a fixture offered on a list that is already closed for wagers and for whatever reason did not actually start/kick-off. Some examples why a match could be suspended are as follows, but not limited to:
- Adverse condition of the pitch.
 - Lightning or adverse weather conditions.
 - Power outage.
 - Security Issues (e.g. crowd troubles).
 - Pandemic related issues.
- 9.4. If an event is suspended and not started/restarted within the time frame stipulated in the SPORTSTAKE 10 Game 'Fixture List', the football match will be settled in the system as (1, X, 2), i.e. all outcomes will be deemed to be correct. If a fixture is rescheduled to commence within the stipulated time frame and is completed before the draw time then it will be settled according to normal routines (the stipulated rules for calculating the results).
- 9.5. In the rare event that the outcome of any fixture on a list is discovered to be incorrect or is officially changed after Draw results are published, ITHUBA reserves the right to amend the results from the Draw accordingly and to award an "all bets win" (1-X-2) outcome if deemed appropriate. In such cases prize shares may be adjusted accordingly without liability and/or claim.

Match Interrupted After Kick-off



9.6. An interrupted match refers to an event that for whatever reasons is interrupted while underway. Some examples why a match could be interrupted are as follow:

- Weather (heavy rain, hail, lightning, snow, fog).
- Power outage.
- Security Issues (e.g. crowd troubles).
- Match voided based on Management decision.
- Health and safety risk.

9.7 If an event is suspended/postponed, restarted and completed before the results are entered into the draw, then the actual results of the event will be recorded according to normal routine. If an event is suspended and not restarted or completed before the draw, then the event will be settled in the system as (1, X, 2) i.e. all outcomes correct.

9.8 If an event is either abandoned or cancelled before the results are to be drawn, and an official result has been awarded by a governing sporting authority (such as the governing Sporting Association) then ITHUBA UGANDA LIMITED will honour the awarded result as the outcome of the match provided it is announced before the scheduled time for entering of the draw results into the Central Gaming System at the draw time. If such an announcement is not made before that time then the outcome of the match will be (1, X, 2), i.e. all outcomes correct.

Cancelling a list

If for some reason, ITHUBA UGANDA LIMITED decides not to offer a certain list, necessary steps will be taken to cancel that list. Some reasons for cancelling a list include, but are not limited to:

- Pandemic affecting the matches such as COVID-19.



- Riots/Strikes.
- Weather or any other reasons affecting the offered 'Fixture List'.

9.9 If a list is cancelled before wagering opens, the list will be removed on the Central

Gaming System as well as the E-Commerce system (website, Mobi web and Mobile app when they are available).

9.10 If a list is cancelled when wagering is already opened, the wagering for the list will be suppressed on the Central Gaming System. On-line Participants will be automatically refunded and Participants with traditional retail tickets can request a refund from retailers by presenting their tickets for validation.

9.11 If a list is cancelled and wagering is already closed, then all results for the list will be settled in the system as (1, X, 2), i.e. all outcomes correct. All wagers for the cancelled list shall be refundable.

9.12 On-line Participants will be automatically refunded and Participants with traditional retail tickets can request a refund from Retailers by presenting their tickets for validation.

10. GLOSSARY

The following words and terms, whenever they appear in these Rules, shall have the following meanings, unless the context clearly indicates otherwise:



10.8 **Board**

Means the complete selection of predictions on the Play Slip for a National Lottery Game as per these Rules.

10.9 **Central Gaming System**

The computer system/s used by ITHUBA to operate the SPORTSTAKE 10 Game.

10.10 **Constituent Lottery**

Any lottery conducted by ITHUBA that forms part of the National Lottery.

10.11 **Draw**

The process of entering 'Fixture List' results into the system in order to declare dividends/share values due to Participants, both jackpot and consolation winnings – this is a verified process done in the presence of independent auditors.

10.12 **Division**

The tiers within which a Participant may win a Prize according to the defined matching criteria set forth in the relevant Prize Division.

10.13 **E-Wallet**

The online purchase/payment solution and/or system application owned by a 3rd Party, but operated by ITHUBA, to store payment information and allow Lottery Participants to securely make purchases/payment for lottery related products and services without using cash or card.

10.14 **Entry**



A transaction by which a Participant's Entry into the SPORTSTAKE 10 Game has been recorded as an Entry on the Central Gaming System. An Entry may also be referred to as a "Wager".

10.15 Fixture List

A list of ten (10) future fixtures to be played, making up the Entry Selection applicable for a specified soccer event. This list will be available from Retail stores and E-commerce platforms, such as National lottery website, Mobi web or Mobile app, preceding the listed fixtures. Every 'Fixture List' will have a unique number.

10.16 Game

The Game of SPORTSTAKE 10 as detailed in these Rules, which shall include any Game, scheme, arrangement, system, plan, promotional competition or device which comprises a Constituent Lottery.

10.10 ITHUBA UGANDA LIMITED

The Uganda National Lottery Operator licensed under the Lotteries & Gaming Act of 2016, as amended, to operate, conduct and promote the Uganda National Lottery and Constituent Lottery Games in Uganda.

10.11 Lottery Processing System

The transaction processing system that controls the operation of the SPORTSTAKE 10 Game consisting of the Central Gaming System and the Lottery Terminals or other access points.

10.12 MULTI-PLAY



A Selection marked on the Game Board when a Participant selects multiple match predictions/outcomes for one or more fixtures.

10.13 National Lottery

The Uganda National Lottery Games licensed to ITHUBA UGANDA LIMITED to operate in Uganda.

10.14 Participant

A member of the public (a participant/player) over the age of 18 who purchases or otherwise acquires a SPORTSTAKE 10 Ticket.

10.15 Play Slip

A preformatted form bearing the numbers from which a Participant can make his/her Selection to make an Entry into the SPORTSTAKE 10 Game.

10.16 Prize Division

The prize tiers a Participant may win a Prize from according to the defined matching criteria set forth in the relevant Prize Division.

10.17 Prize Pool

The amount allocated to each Prize Division category.

10.18 Prize

A Prize won by a Participant in the SPORTSTAKE 10 Games.

10.19 Prize Fund

Shall be a percentage of the net sales of Entries into that Draw or such larger amount as shall be determined by ITHUBA UGANDA LIMITED, in its sole and



absolute discretion, as approved by the NLGRB from time to time allocated to the SPORTSTAKE 10 Game.

10.20 **Prize Structure**

The number, value and odds of winning Prizes for the SPORTSTAKE 10 Game as determined by ITHUBA UGANDA LIMITED and approved by the NLGRB from time to time.

10.21 **Receipt**

A Uganda National Lottery receipt issued through a Retailer by the Terminal (or Alternate Sales Channel) to a Participant which records a Participant's Entry or Entries into the SPORTSTAKE 10 Game and such other information as may be determined by ITHUBA UGANDA LIMITED and approved by the NLGRB from time to time.

10.22 **Retailer**

Any person, firm or entity authorised by ITHUBA UGANDA LIMITED to sell SPORTSTAKE 10 Entries and/or to pay certain Prizes in respect of a Valid Winning Ticket of the SPORTSTAKE 10 Games.

10.23 **Rules**

These Game Rules for SPORTSTAKE 10 as detailed herein, and as may be amended by ITHUBA UGANDA LIMITED and approved by the NLGRB from time to time.

10.24 **Selection**

One set of ten match predictions chosen by a Participant within one Entry on a Board or one set of ten match predictions chosen by a Participant which may be



keyed in manually by a Retailer and which is recorded on a Ticket issued in accordance with these Rules.

10.25 Serial Number

The unique number assigned by ITHUBA UGANDA LIMITED's 'Central Gaming System' and printed on a Ticket which, subject to these Rules, provides for the verification of the Ticket as a Valid Winning Ticket or otherwise. The Serial Number may be in the form of digits, a bar code or any other form.

10.26 SMS

A method used to confirm selections/predictions played online and also the value of winnings post Draws of the selections played.

10.27 Terminal

The point-of-sale terminals with an on-line connection to the Central Gaming System and which shall be used for the issuance of valid Ticket(s) and for the validation of Valid Winning Ticket(s).

10.28 Ticket

Tickets issued by a Terminal and sold by an authorised Retailer in an authorised manner or sold via Alternate Sales Channels that indicates the unique number that will serve as evidence for Prize claim.

10.29 Ticket Validation Requirements

ITHUBA UGANDA LIMITED's validation requirements for Ticket(s) representing winning numbers for that specific Draw.



10.30 Valid Winning Ticket

A winning SPORTSTAKE 10 Ticket which meets all ITHUBA UGANDA LIMITED's SPORTSTAKE 10 Ticket Validation Requirements, from time to time.

10.31 Website

The website of the Uganda National Lottery: (www.nationallottery.go.ug).

10.32 Winning Selection

A Selection which entitles a Participant to a Prize in the category applicable to the randomly selected winning number/s.

In these Rules, the singular shall include the plural and vice versa, as the context may require.

