

CHAPTER 10-16-04 POWERBALL GAME

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10-16-04-01. Game description.

To play POWERBALL®, a player selects five different white numbers, between one and sixty-nine, and one additional red number (powerball) between one and twenty-six. The additional number may be the same as one of the first five numbers selected. The price of a play is two dollars. A grand prize is paid, at the election of a winning player or by a default election made according to these rules, either on an annuitized pari-mutuel basis or as a cash lump sum payment of the total cash held for the prize pool on a pari-mutuel basis. A set prize (cash prize of one million dollars or less) is paid on a single-payment cash basis. Draws are held every Wednesday and Saturday.

History: Effective February 1, 2004; amended effective November 8, 2005; January 4, 2009; January 15, 2012; October 4, 2015.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13

10-16-04-02. Expected prize pool percentages and odds.

The grand prize will be determined and announced by the game group. The grand prize is paid on a pari-mutuel basis. Except as provided by rule, a set prize must be paid according to these matches per play and prize amounts with these expected prize payout percentages:

<u>Matches Per Play</u>	<u>Prize</u>	<u>Prize Pool Percentage Allocated to Prize</u>	<u>Odds*</u>
5 white + 1 red	Grand prize	68.01%	1:292,201,338
5 white + 0 red	\$1,000,000	8.56%	1:11,688,054
4 white + 1 red	\$50,000	5.48%	1:913,129
4 white + 0 red	\$100	0.27%	1:36,525
3 white + 1 red	\$100	0.69%	1:14,494
3 white + 0 red	\$7	1.21%	1:580
2 white + 1 red	\$7	1.00%	1:701
1 white + 1 red	\$4	4.35%	1:92
0 white + 1 red	\$4	10.44%	1:38

Overall odds of winning a prize on a two dollar play are 1:24.87.

*Reflects the odds of winning and probable distribution of winning tickets in and among each prize tier, based on the total number of possible combinations.

History: Effective February 1, 2004; amended effective November 8, 2005; April 1, 2008; January 4, 2009; January 15, 2012; October 4, 2015; April 9, 2020.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13

10-16-04-03. Probability of winning.

Repealed effective April 1, 2006.

10-16-04-04. Prize pool and payment.

1. The prize pool for all prize categories must consist of fifty percent of each draw period's sales after the prize pool accounts and prize reserve accounts are funded.
2. The prize money allocated to the grand prize pool must be divided equally by the number of plays that win the grand prize. If the grand prize is not won in a draw, subject to any restrictions by the game group, the prize money allocated for the grand prize must roll over and be added to the grand prize pool for the next draw.
3. If there are multiple grand prize winning plays during a draw, each player selecting the annuitized option prize, then a winning play's share of the guaranteed annuitized grand prize must be determined by dividing the guaranteed annuitized grand prize by the number of winning plays.
4. A grand prize must be paid, at the election of the winning player made within sixty days after the player becomes entitled to the prize, with either a per winning player annuity or cash payment. If the payment election is not made by the player within sixty days after the player becomes entitled to the prize, then the prize must be paid as an annuity prize. An election for an annuity payment made by a player may be changed to a cash payment at the election of the player until the expiration of sixty days after the player becomes entitled to the prize. Otherwise, the payment election is final. Shares of the grand prize must be determined by dividing the cash available in the grand prize pool equally among all winning plays of the grand prize. A player who elects a cash payment must be paid the share in a single cash payment. A player who elects an annuitized prize must be paid annually in thirty graduated payments with the initial payment being made in cash, followed by twenty-nine payments (increasing each year) by a rate determined by the game group funded by the annuity. Annual payments after the initial payment must be made by the lottery on the anniversary date or if this date falls on a nonbusiness day, then the first business day following the anniversary date of the draw of the grand prize winning numbers.
5. The lottery may not pay a grand or set cash prize until after it receives authorization from the MUSL. The lottery may pay the prize before it receives the funds from the MUSL.
6. The prize pool percentage allocated to set prizes must be carried forward to a subsequent draw if all or a portion of it is not needed to pay the set prizes awarded in the current draw.

History: Effective February 1, 2004; amended effective November 8, 2005; April 1, 2008; January 15, 2012; January 19, 2014.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13

10-16-04-05. Prize payment.

Repealed effective April 1, 2006.

10-16-04-06. Power play option.

1. The power play option is a limited extension of the POWERBALL® game and is conducted according to the game group's game rules. The option offers the owner of a qualifying play a chance to multiply or increase the amount of a set prize.
2. A qualifying play is a single POWERBALL® play for which the player pays an extra one dollar for the power play option. Power play does not apply to the grand prize.
3. A qualifying play which wins one of the seven lowest set prizes (excluding the match 5+0 prize) will be multiplied by the number selected, two through five or sometimes ten, in a separate random power play drawing. The match 5+0 prize, for players selecting the power play option, shall be paid two million unless a higher limited promotional dollar amount is announced by the game group or unless a lower dollar amount is announced by the game group under its limitation of liability rules.
4. A prize awarded must be paid as a lump sum set prize. Instead of the normal set prize amount, a qualifying power play will pay the amounts shown below when matched with the power play number drawn:

POWERBALL® Pays Instead

<u>Matches Per Play</u>	<u>Set Prize Amount</u>	<u>Prize Amount With Power Play Purchase</u>				
		<u>10X</u>	<u>5X</u>	<u>4X</u>	<u>3X</u>	<u>2X</u>
5 white + 0 red	\$1,000,000	\$2,000,000	\$2,000,000	\$2,000,000	\$2,000,000	\$2,000,000
4 white + 1 red	\$50,000	\$500,000	\$250,000	\$200,000	\$150,000	\$100,000
4 white + 0 red	\$100	\$1,000	\$500	\$400	\$300	\$200
3 white + 1 red	\$100	\$1,000	\$500	\$400	\$300	\$200
3 white + 0 red	\$7	\$70	\$35	\$28	\$21	\$14
2 white + 1 red	\$7	\$70	\$35	\$28	\$21	\$14
1 white + 1 red	\$4	\$40	\$20	\$16	\$12	\$8
0 white + 1 red	\$4	\$40	\$20	\$16	\$12	\$8

Rarely, under the game group's limitation of liability rules, a set prize amount may be less than the amount shown. In that case, the eight lowest power play prizes will be changed to an amount announced after the draw. For example, if the match 4+1 set prize amount of fifty thousand dollars becomes twenty-five thousand dollars under the game group's rules, a power play player winning that prize amount when a "5" has been drawn would win one hundred twenty-five thousand dollars (\$25,000 x 5).

5. The following table reflects the probability of the power play numbers being drawn:

When the 10X multiplier is available:

<u>Power Play</u>	<u>Probability of Prize Increase</u>
10X - Prize won times 10	1 in 43
5X - Prize won times 5	2 in 43
4X - Prize won times 4	3 in 43
3X - Prize won times 3	13 in 43

2X - Prize won times 2

24 in 43

When the 10X multiplier is not available:

<u>Power Play</u>	<u>Probability of Prize Increase</u>
10X - Prize won times 10	0 in 42
5X - Prize won times 5	2 in 42
4X - Prize won times 4	3 in 42
3X - Prize won times 3	13 in 42
2X - Prize won times 2	24 in 42

6. The 10X multiplier for the seven lowest prize levels shall at a minimum be available for all drawings in which the advertised grand prize amount is one hundred fifty million dollars or less.

Power play does not apply to the grand prize. A power play match of 5+0 prize is set at two million dollars, regardless of the multiplier selected. The game group may elect to run limited promotions that may modify the multiplier features.

History: Effective February 1, 2004; amended effective November 8, 2005; April 1, 2008; January 4, 2009; November 1, 2010; January 15, 2012; January 19, 2014; October 4, 2015.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13