

**KENTUCKY LOTTERY CORPORATION**

**RULES AND REGULATIONS**

**“KENTUCKY CASH BALL 225**  
**With EZmatch”**

**4 OF 35 and 1 OF 25**

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GAME RULES AND REGULATIONS

KENTUCKY CASH BALL 225 - 4 OF 35 and 1 OF 25  
EZmatch

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KENTUCKY LOTTERY CORPORATION

RULES AND REGULATIONS

**“KENTUCKY CASH BALL 225”  
With EZmatch**

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1. CREATION

Pursuant to the laws creating and governing the Kentucky Lottery Corporation, there is hereby created a draw game, hereinafter called “Kentucky Cash Ball 225” [which shall be conducted pursuant to these Rules and Regulations and KRS Chapter 154A] and shall continue until the President publicly announces a termination date. The purchase of Kentucky Cash Ball 225 through the Kentucky Lottery Corporation’s website at kylottery.com is governed by the Rules for the iLottery Purchase of Draw Games and the iLottery Terms of Use, which are incorporated by reference, in addition to these rules.

Sales of Kentucky Cash Ball 225 with the EZmatch option are effective at the start of business on May 20, 2019, at 5:00 a.m. ET, or as announced by the Lottery. The EZmatch option is not available for purchase through iLottery.

2. PURPOSE AND GENERAL DESCRIPTION

The purpose of the Kentucky Cash Ball 225 game shall be to determine winners from ticket holders matching one (1), two (2), three (3), or four (4) numbers from a field of one (1) through thirty-five (35) plus one (1) number from a field of one (1) through twenty-five (25) (the “Cash Ball Number” and collectively with the numbers drawn from the field of thirty-five (35), the “Winning Numbers”), with the winning numbers randomly drawn. The additional number may be the same as one of the first four numbers selected by the player. Correctly matching one (1), two (2), three (3), or four (4) Winning Numbers from the field of one (1) through thirty-five (35) and/or the Cash Ball Number drawn shall entitle the ticket holder to a prize hereinafter identified in Section 11 of this document (relating to determination of prize winners – the “draw win” ).

To play EZmatch, players purchase a Cash Ball 225 wager and then choose to add the EZmatch option for an additional wager amount of one dollar (\$1) per play. When the EZmatch option has been selected, a player will receive five (5) instant EZmatch numbers printed in a single column below the Kentucky Cash Ball 225 numbers on the ticket. If any of the first four EZmatch numbers matches any of the first four Kentucky Cash Ball 225 numbers (regardless of order), and/or the EZmatch Cash Ball Number (designated by CB) matches the Cash Ball Number on the ticket, the player will instantly win the corresponding prize shown to the right of the EZmatch numbers (the “instant win”).

EZmatch is a game of chance, and the outcome is determined by the system at the point of purchase and is not determined by a drawing. The system distributes outcomes based on the probabilities within the prize structure.

When the EZmatch option has been selected, a player may win both the instant win component and the draw win component of the game. A player may claim the prizes won on the instant win component immediately or wait until after the Drawing date printed on the ticket. If instant win prizes are claimed prior to the Drawing for the Drawing date printed on the Ticket of purchase, an Exchange Ticket will be issued. If a player waits until after the Drawing to claim any prizes won on a Ticket, then all prizes won on a Ticket must be claimed together. All prizes won on both the instant win and draw win components of the game must be claimed within 180 days of the Drawing date printed on the Ticket or Exchange Ticket.

### 3. DEFINITIONS

The following words and terms shall have the following meaning unless otherwise indicated:

- (a) **Drawing** – The drawing conducted by the Lottery as set forth in the document “Kentucky Cash Ball 225 Drawing Procedures,” which is incorporated by reference.
- (b) **Play Slip** – The official Lottery form provided to Retailers, which is used by a player to purchase a Ticket from a Retailer, and which indicates the Plays selected by the Player. The definition of “Play Slip” includes the digital or virtual Play Slip created by a player using the KLC’s mobile application installed on the player’s mobile device. A player using a digital or virtual Play Slip has the sole responsibility for verifying the accuracy of the data submitted by the player in order to purchase a Ticket.
- (c) **KLC or Lottery** – The Kentucky Lottery Corporation;
- (d) **President** – President of the Kentucky Lottery Corporation or any other person to whom the President’s authority is lawfully delegated;
- (e) **Play Area or Board** – That area of the Play Slip which contains two (2) sets of numbered squares to be marked by the player, with thirty-five (35) squares numbered one (1) through thirty-five (35) in the top section (labeled “Pick 4 or QP”) and twenty-five (25) squares numbered one (1) through twenty-five (25) in the lower section (labeled “Pick 1 or QP”). To add EZmatch to any of the five (5) play areas, mark the EZmatch box in that play area. When EZmatch is added to any of the five (5) play areas, each play will print on a single ticket. Each game grid is identified by an alpha

character and, when used to purchase a Ticket, corresponds to the numbers selected and printed on the Ticket;

- (f) **Quick Pick** – The selection of a Player’s numbers by the Lottery system’s computer software.
- (g) Cash Ball 225 numbers – Four (4) numbers from a field of one (1) through thirty-five (35) plus one (1) number from a field of one (1) through twenty-five (25).
- (h) EZmatch numbers – When the EZmatch option has been selected, the five (5) numbers printed below the Cash Ball 225 numbers on the Ticket which can result in an instant win if any of the first four EZmatch numbers matches any of the first four Kentucky Cash Ball 225 numbers (regardless of order) and/or the EZmatch Cash Ball Number matches the Cash Ball Number on the Ticket.
- (i) **Retailer** - A person licensed to sell lottery tickets who has been approved and contracted with to sell Kentucky Cash Ball 225 Ticket;
- (j) **Ticket** – A Kentucky Cash Ball 225 Ticket, if produced by a Retailer in an authorized manner, contains one (1) to five (5) separate plays each containing an alpha character (A, B, C, D and E), followed by five (5) selected numbers, four (4) numbers between one (1) and thirty-five (35) and one (1) additional number between one (1) and twenty-five (25), which additional number may be the same as one of the first four numbers selected by the player, drawing date(s), the amount wagered per play and total amount wagered per Ticket, and the validation serial number data; “EZmatch Yes” if the EZmatch option has been selected, the five (5) instant EZmatch numbers printed below the Cash Ball 225 numbers, the symbol “CB” by the fifth EZmatch number to match the Cash Ball, and corresponding instant win prize values, and any other information deemed necessary by the Lottery. If for one or more plays, the player selects the EZmatch option, an individual ticket shall print each play. This Ticket or an Exchange Ticket shall be the only valid proof of the player’s purchase and shall be the only valid receipt for claiming or redeeming a prize. A Kentucky Cash Ball 225 Ticket, if purchased through the Lottery’s website at [kylottery.com](http://kylottery.com), is an iLottery Draw Game Ticket and means an electronic or virtual Ticket or play which conforms to the requirements of the Rules for the iLottery Purchase of Draw Games, the iLottery Terms of Use, and all applicable laws. The EZmatch option is not available for purchase through iLottery.

- (k) **Exchange Ticket** – If a prize won on the EZmatch instant win component of Kentucky Cash Ball 225 is claimed by a player prior to the Drawing for the draw date printed on the Ticket of purchase, an Exchange Ticket will be issued for the Drawing date printed on the Ticket of purchase and will contain the same five (5) numbers (four (4) numbers between one (1) and thirty-five (35) and one (1) additional number between one (1) and twenty-five (25)) for the Kentucky Cash Ball 225 drawing on the Ticket of Purchase. Exchange Tickets will not include the EZmatch numbers. The issuance of an Exchange Ticket indicates the instant prize has been paid, and the Ticket of purchase will no longer be valid. Once printed, an Exchange Ticket serves as a Ticket, and is subject to the requirements and provisions set out herein applicable to Tickets.
- (l) **Winning Numbers** – Five (5) numbers, the first four (4) from a field of thirty-five (35) numbers and the last one (1) from a field of twenty-five (25) numbers, randomly selected at each Kentucky Cash Ball 225 drawing shall be used to determine winning Kentucky Cash Ball 225 plays.

4. TICKET SALES RETAILERS

- (a) Kentucky Cash Ball 225 Ticket sales may only be made through such duly licensed Retailers as the President will appoint and contract with as provided in the Lottery’s governing statutes, rules and regulations (relating to Ticket sales retailers).
- (b) The Lottery may, at its discretion, terminate sales, without prior notice, by any retailer upon the grounds set forth in the Retailer contract (and any amendments thereto) in KRS Chapter 154A, and in any administrative regulations adopted from time to time by the Lottery, copies of which may be obtained from the Lottery’s corporate headquarters upon written request.

5. TICKET PRICE

The wager amount for Kentucky Cash Ball 225 Tickets is one dollar (\$1.00) per play. The EZmatch option is one dollar (\$1.00) per play in addition to the cost of the Kentucky Cash Ball 225 Ticket. The KLC reserves the right to set a maximum ticket price.

6. PLAY SLIP, TICKET CHARACTERISTICS AND RESTRICTIONS FOR TICKET PURCHASES FROM RETAILERS

- (a) Tickets may be purchased from a terminal operated by a Retailer or purchased from a designated self-service vending machine at a Retailer’s location.

- (1) To purchase a Kentucky Cash Ball 225 Ticket from a terminal operated by a Retailer or Retailer's clerk, players may submit their completed Play Slip to an authorized Kentucky Cash Ball 225 Retailer to have issued a Ticket which shall contain the four (4) number selections between 1 and 35, and the Cash Ball number selection between 1 and 25 (the combination of the 4 numbers plus the Cash Ball number shall constitute a completed play) in each game (panel) or board selected by the player (identified by an alpha character as identified in Section 3: Definitions), the drawing date and total amount wagered per Ticket, "EZmatch Yes or No," if "Yes", the five (5) EZmatch numbers (the first four EZmatch numbers to match any of the first four Kentucky Cash Ball 225 numbers and the EZmatch Cash Ball Number to match the Cash Ball Number) and corresponding instant prize amounts, and validation data. Players may optionally request a random computer selection of the Cash Ball 225 numbers (Quick-Pick) by indicating this option at the time of purchase or by marking the Quick Pick box in the appropriate game panel. This Ticket shall be the only valid proof of the wager placed and the only valid receipt for claiming or redeeming a prize;
  - (2) To purchase a Ticket from a self-service vending machine, the player follows the instructions on the screen, if any, or must insert a completed Play Slip into the vending machine, and the price of the Ticket must be paid into the vending machine. The vending machine will then issue a Ticket to the player.
- (b) Plays may only be entered manually using the lottery terminal keypad, by means of a Play Slip provided by the Lottery and hand-marked by the player, by means of a digital or virtual Play Slip, or by such other means approved by the Lottery. Retailers shall not permit the use of facsimiles of play slips, copies of play slips, or other materials that are inserted into the terminal's play slip reader that are not printed or approved by the Lottery. Retailers shall not permit any device to be connected to a lottery terminal to enter plays, except as approved by the Lottery;
  - (c) Play Slips shall be available at no cost to the purchaser. A Kentucky Cash Ball 225 wager is one dollar (\$1.00) per play area and an EZmatch wager is an additional one dollar (\$1.00) per play area. Play slips must be completed as instructed. A Play Slip shall have no pecuniary or prize value and shall not constitute evidence of purchase or numbers selected;
  - (d) In the event Play Slips are unavailable, plays may be given to an authorized Kentucky Cash Ball 225 Retailer in groups of five (5) number selections for

each play wagered, with the Cash Ball Number separately identified, and whether the player would like to purchase an EZmatch play. The player selects a wager amount of \$1.00 per Kentucky Cash Ball 225 play and \$1.00 per EZmatch play. . Such selections shall be manually entered into the computer terminal by the Retailer. If a player wishes to add EZmatch, it will be added to all Cash Ball 225 plays when wagering at the terminal;

Kentucky Cash Ball 225 Tickets may be purchased for two (2), three (3), four (4), five (5), six (6), seven (7), fourteen (14), or twenty-one (21) consecutive drawings (known as “Multi-Draw”), starting with the next available drawing, however, if the player selects the EZmatch option, the EZmatch play(s) will only apply to the next available Drawing and will not apply to any subsequent Drawings. The plays with EZmatch will each print on a separate Ticket, and will indicate the number of Drawings wagered;

- (e) A Kentucky Cash Ball 225 with EZmatch wager is available for “Play It Again.” If a Cash Ball wager with EZmatch is replayed, the Cash Ball 225 numbers on the new wager shall be the same Cash Ball 225 numbers from the replayed wager. However, a new set of EZmatch numbers and associated prize amounts will be generated for the new Ticket.
- (f) A Ticket purchased from a Retailer that does not contain an EZmatch wager may be canceled on the same day the Ticket was issued and only from the Retailer from whom the Ticket was purchased. A Ticket purchased prior to that day’s draw break must be cancelled within sixty (60) minutes after being issued or prior to the draw break, whichever first occurs. A Ticket issued after the draw break must be canceled within sixty (60) minutes after being issued, but in no event after the close of the Retailer’s business day or the close of the Lottery’s business day, whichever occurs first. A Ticket that contains an EZmatch wager may not be canceled.
- (g) The maximum Ticket price allowed for any Kentucky Cash Ball 225 ticket or a Kentucky Cash Ball 225 ticket with the EZmatch option purchased from a Retailer is \$250.00.
- (h) A player using a digital or virtual Play Slip has the sole responsibility of verifying the accuracy of the data submitted by the player in order to purchase a Ticket.
- (i) By purchasing a Kentucky Cash Ball 225 Ticket, the player agrees to abide by these Rules and Regulations, as determined by the Lottery.



7. TIME, PLACE AND MANNER OF CONDUCTING DRAWING

- (a) **Time of Drawing** – Kentucky Cash Ball 225 drawings shall take place once each day at approximately 10:58 p.m. ET or at such other time announced by the Lottery;
- (b) **Place of Drawings** – Kentucky Cash Ball 225 drawings shall be conducted at a location determined at the President’s discretion;
- (c) **Manner of Conducting Drawings** – The objective of the Kentucky Cash Ball 225 drawing shall be to select, at random, four (4) numbers from one set of 35, and one number from a second set of 25 (the Cash Ball can be the same or different from any of the first four numbers selected from the 4 ball set), which shall be known as the Winning Numbers, with the aid of drawing equipment, pursuant to the controls and methods defined within the document “Kentucky Cash Ball 225 Drawing Procedures.”

8. TICKET RESPONSIBILITY FOR TICKETS PURCHASED FROM A RETAILER

- (a) A winning Kentucky Cash Ball 225 Ticket purchased from a Retailer is deemed to be a bearer instrument until a name is affixed upon the Ticket in the designated area. At that time the Ticket is deemed to be owned for all purposes by the person(s) so named;
- (b) The Lottery shall not be responsible for lost or stolen Kentucky Cash Ball 225 Tickets;
- (c) The purchaser of the Kentucky Cash Ball 225 Ticket has the sole responsibility for checking the accuracy and condition of the data printed on the Ticket;
- (d) The Lottery shall not be responsible for Kentucky Cash Ball 225 Tickets redeemed in error by a player from a Kentucky Cash Ball 225 Retailer.
- (e) A play slip does not constitute evidence of a winning Ticket or numbers selected. Players must present a valid Ticket to claim a prize, in accordance with Section 9.
- (f) Winners are determined by the EZmatch numbers appearing on a Ticket and by the numbers drawn at a Drawing and not by any numbers reported. The Lottery shall not be responsible for numbers reported in error.

9. TICKET VALIDATION REQUIREMENTS FOR TICKETS PURCHASED FROM A RETAILER

- (a) **Valid Tickets** – In order to be deemed a valid Kentucky Cash Ball 225 Ticket purchased from a Retailer, the apparent winning Ticket must be presented and all of the following conditions must be met:
- (1) The Ticket validation serial number must be present in its entirety. The selected numbers printed on the Ticket must correspond to the winning numbers drawn for the date printed on the Ticket. The validation serial number and the selected numbers must both correspond to the computer validation records maintained by the Lottery or its designated draw games vendor;
  - (2) The Ticket must be intact;
  - (3) The Ticket must not be mutilated, altered, reconstituted or tampered with in any manner;
  - (4) The Ticket must not be counterfeit or an exact duplicate of another winning Ticket;
  - (5) The Ticket must have been issued by the Lottery through an on-line Kentucky Cash Ball 225 Retailer in an authorized manner;
  - (6) The Ticket must not have been stolen;
  - (7) The Ticket must be validated in accordance with Section 10 (relating to procedures for claiming and payment of prizes) and submitted for payment within one hundred eighty days (180) days of the drawing date printed on the Ticket;
  - (8) The player selected numbers or computer selected numbers on the Ticket must be in individual groups of four (4) numbers from one set of 35, and one number from a second set of 25 (the Cash Ball can be the same or different from any of the first four numbers selected from the 4 ball set), each associated with a single alpha character: A, B, C, D, or E. The five (5) numbers and the associated alpha character must constitute a single game play;

- (9) The EZmatch numbers on the Ticket must be as specified in Section 3 (Definitions, Ticket);
  - (10) The Ticket data must have been recorded on the central computer system prior to the drawing and the Ticket data must match this computer data in every respect;
  - (11) The player selected or computer selected numbers, the EZmatch numbers, the validation data and the drawing date of an apparent winning Ticket must appear on the official file of winning Tickets and a Ticket with that exact data must not have been previously paid;
  - (12) The Ticket must not be misregistered, defectively printed or printed or produced in error to an extent that it cannot be processed by the Lottery;
  - (13) The Ticket must pass all other confidential security checks of the Lottery;
  - (14) By submitting a Kentucky Cash Ball 225 Ticket for validation, the player agrees to abide by the Rules and Regulations pertaining to Kentucky Cash Ball 225, as determined by the President;
  - (15) There must not be any other breach of these Rules and Regulations in relation to the Ticket which, in the opinion of the President, justifies disqualification.
- (b) **Invalid or Defective Tickets** - Any Ticket purchased from a Retailer and not passing all of the validation criteria in this subsection shall be considered void and shall not be paid.
- (1) The determination of the President in regard to invalid or defective Tickets shall be final and binding. At the President's discretion, an invalid Ticket may be replaced with a Ticket of equivalent sales price from any current Lottery game;
  - (2) In the event a defective Ticket is purchased or in the event the President determines to adjust an error, the sole and exclusive remedy shall be the replacement of such defective and erroneous Ticket with a Ticket of equivalent sales price from any current Lottery game;

- (3) In the event a Ticket is not paid by the Lottery and a dispute occurs as to whether the Ticket is a winning Ticket, the Lottery may, at its option, replace the Ticket as provided in paragraph (2) of this subsection. This shall be the sole and exclusive remedy of the holder of the Ticket.

10. PROCEDURES FOR CLAIMING AND PAYMENT OF PRIZES WON ON TICKETS PURCHASED FROM RETAILERS

- (a) Prizes won on the draw win component of the game shall be claimed within one hundred and eighty (180) days following the date of the Drawing which appears on the winning Ticket or Exchange Ticket. For the EZmatch instant win component of the game, the first Drawing date which appears on the winning Ticket shall constitute the end of the game for purposes of computing the 180 day period. An EZmatch instant win prize must be claimed within one hundred and eighty days (180) from the first Drawing date which appears on the winning Ticket. Therefore, if a player has purchased a Multi-Draw ticket with the EZmatch option, the player shall have 180 days from the date of each drawing in which a draw prize was won to claim a draw win prize(s) but shall have 180 days from the first Drawing date which appears on the ticket to claim any EZmatch instant win. All prizes shall be claimed in the same manner as other on-line game prizes as set forth below.
- (b) Tickets having a total cash prize value of Fifty Dollars (\$50.00) or less may be claimed by:
  - (i) presenting the Ticket at any Retailer, provided that such Retailer has sufficient funds available for payment, or at any authorized KLC Cashing Agent;
  - (ii) presenting the Ticket at the Lexington Regional Office;
  - (iii) presenting the Ticket at Lottery headquarters located at 1011 West Main Street, Louisville, Kentucky 40202; or
  - (iv) mailing the signed winning Ticket and an official Lottery claim form to: Kentucky Lottery Corporation, Claims Dept. 100, Louisville, Kentucky 40287-0001.
- (c) Tickets having a total cash prize value of over Fifty Dollars (\$50.00) and up to Six Hundred Dollars (\$600.00).

- (i) Tickets having a total cash prize value of over Fifty Dollars (\$50.00) and up to Six Hundred Dollars (\$600.00) may be claimed within ninety (90) days following the date of the Drawing in which the prize was won by presenting the Ticket in any manner specified in subsection (b) of this section.
- (ii) Tickets having a total cash prize value of over Fifty Dollars (\$50.00) and up to Six Hundred Dollars (\$600.00) which are not claimed within the ninety (90) day period, must be claimed within one hundred eighty (180) days following the date of the Drawing in which the prize was won by presenting the Ticket in any manner specified in subsection (b) (2), (3) or (4) of this section;
- (d) Tickets having a total cash prize value of over Six Hundred Dollars (\$600.00) and up to Five Thousand Dollars (\$5,000).
  - (i) Tickets having a total cash prize value of over Six Hundred Dollars (\$600.00) and up to Five Thousand Dollars (\$5,000) may be claimed within ninety (90) days following the date of the Drawing in which the prize was won by presenting the Ticket at any Retailer location that is an authorized cashing agent or in any manner specified in subsection (b) (ii), (iii) or (iv) of this section.
  - (ii) Tickets having a total cash prize value of over Six Hundred Dollars (\$600.00) and up to Five Thousand Dollars (\$5,000) not claimed within the ninety (90) day period must be claimed within one hundred eighty (180) days following the date of the Drawing in which the prize was won by presenting the Ticket in the manner specified in subsection (b) (2), (3) or (4) of this section.
- (e) Tickets having a total cash prize value of over Five Thousand Dollars (\$5,000) and up to Ninety-Nine Thousand Nine Hundred Ninety-Nine Dollars (\$99,999) must be claimed at the Lexington Regional Office or the Lottery headquarters located at 1011 West Main Street, Louisville, Kentucky 40202. Designated cashing agents may be authorized to cash prizes up to \$25,000.00.
- (f) Tickets having a total cash prize value of over Ninety-Nine Thousand Nine Hundred Ninety-Nine Dollars (\$99,999) must be claimed at the Lottery headquarters located at 1011 West Main Street, Louisville, Kentucky.
- (g) The Kentucky Lottery Corporation reserves the right in its sole discretion to increase the total cash prize values that may be claimed at cashing agents

or at the Lexington Regional Office. Players can contact the Lottery headquarters or a Lottery Retailer for current cashing limits.

- (h) In the event a single Ticket contains multiple wins (draw win(s) and/or instant win(s)), the prize amounts shall be added together and shall be paid in accordance with the prize payment limits specified in subsections (b) through (f) of this section.
- (i) The payment of prizes to persons under eighteen (18) years of age and to those persons who may die before receiving any or all of a particular prize shall be paid in accordance with KRS 154A.110 (relating to prizes payable after the death of a prize winner and payment to persons under eighteen (18) years of age), and rules promulgated with respect thereto.
- (j) The Lottery shall be discharged of any and all liability after payment of prizes as provided in KRS 154A.110(4) (relating to discharge of Lottery liability upon payment).

11. DETERMINATION OF PRIZE WINNERS, PRIZE LIABILITY LIMIT AND PROBABILITY OF WINNING

- (a) The following table sets forth the prize categories and probability of winning (rounded to the nearest whole number):

<b>Tickets Containing The Following In One Single Lettered Game Panel</b>	<b>1/Probability</b>	<b>Prize</b>
4 of 4 Winning Numbers + Cash Ball Winning Number*	1,309,000	\$225,000
4 of 4 Winning Numbers	54,542	\$2,250
3 of 4 Winning Numbers + Cash Ball Winning Number	10,556	\$225
3 of 4 Winning Numbers	440	\$50
2 of 4 Winning Numbers + Cash Ball Winning Number	469	\$25
2 of 4 Winning Numbers	20	\$1
1 of 4 Winning Numbers + Cash Ball Winning Number	73	\$5
0 of 4 Winning Numbers + Cash Ball Winning Number	42	Free Ticket**

*\*The maximum lottery payout per draw for all match four (4) of four (4) Winning Numbers plus the Cash Ball Winning Number winners is one million dollars (\$1,000,000.00). If the maximum payout for a*

*draw is reached, the prize of one million dollars (\$1,000,000.00) will be shared among the number of top prize winners based on the individual wager amount.*

*\*\*This free ticket is for one (1) Cash Ball Quick Pick wager for the next drawing.*

- (b) The base prize structure and estimated odds of winning EZmatch are as follows:

Prize	Winners in 420,000 (Per Pool)	Estimated Odds
\$500.00	1	1:84,000.00
\$250.00	1	1:84,000.00
\$100.00	8	1:10,500.00
\$50.00	25	1:3,360.00
\$20.00	60	1:1,400.00
\$10.00	820	1:102.44
\$5.00	280	1:300.00
\$4.00	1200	1:70.00
\$3.00	6000	1:14.00
\$2.00	9100	1:9.23
Overall		1:4.80

The EZmatch prize structure will be replenished automatically when the top tier prize is exhausted. The prize structure and odds of winning are subject to change as Tickets are sold, prizes are claimed, and the prize structure is replenished. In such an event, the prize structure and odds will be available by contacting the KLC.

- (c) The holder of a Ticket with a win from a Drawing may win only one Prize Category per single game panel in connection with Winning Numbers drawn and shall be entitled only to the highest prize won by those numbers;
- (d) A retailer bonus of one percent (1%) will be paid to a Retailer selling a Ticket matching all match four (4) of four (4) Winning Numbers plus the Cash Ball Winning Number. The maximum lottery payout per draw for retailer bonuses is ten thousand dollars (\$10,000.00). If the maximum payout for a draw is reached, the bonus of ten thousand dollars (\$10,000.00) will be divided proportionally by all winning game panels;
- (e) The number of Prize Categories and the allocation of prize money among the Prize Categories may be changed at the discretion of the President and Board of Directors. Such change shall be announced by public notice.

12. UNCLAIMED PRIZE MONEY

All prize money on winning Kentucky Cash Ball 225 Tickets may be retained by the President for payment to the person entitled thereto. In the event no claim or redemption is made within one hundred eighty days (180) days of the drawing date printed on the Ticket, the prize money shall be deposited and paid out in accordance with KRS 154A.110(3).

13. WITHHOLDING AND DEBT SET OFF

Kentucky and federal withholding shall be withheld by the Lottery from prize payments in such amounts as may be required, in accordance with applicable provisions of state and federal law. Prizes are subject to set off of certain debts as required by law.

14. PURCHASE AND PRIZE PAYMENT RESTRICTIONS

- (a) Lottery tickets may only be sold to persons eighteen (18) years of age or older;
- (b) No Ticket shall be purchased and no prize paid to any of the following persons: any member of the Board of Directors, officers, or employees of the KLC; any vendors (as defined in KRS 154A.010) or related entities, or any member of the board of directors, officers, employees of, partners in, or owners of any vendors or related entities to the vendors; or any spouse, child, brother, sister, or parent residing as a member of the same household in the principal place of abode of any said person.

15. GOVERNING LAW

- (a) In purchasing a Ticket, the purchaser agrees to comply with and abide by applicable laws, all lottery Rules and Regulations, instructions, conditions and final decisions of the President, and all procedures established by the President for conduct of the Kentucky Cash Ball 225 game;
- (b) All decisions made by the President, including the declaration of prizes and the payment thereof, in the interpretation of the Rules and Regulations shall be final and binding on all players and on every person making a claim in respect thereof.