

KENTUCKY LOTTERY CORPORATION

DRAW GAMES

GENERAL RULES AND REGULATIONS

AND

RULES FOR THE iLOTTERY PURCHASE OF DRAW GAMES

Adopted March 29, 2024
Revised January 23, 2026

GENERAL RULES GOVERNORING DRAW GAMES

The following General Rules governing Draw games (hereinafter “Draw Game General Rules”) and the Rules for the iLottery Purchase of Draw Games have been adopted by the Kentucky Lottery Corporation (the “Lottery”) Board of Directors pursuant to the authorization contained in KRS Chapter 154A and shall govern the operation, validation, and claiming of all Draw Games (hereinafter referred to as “Draw Games”).

1. GENERAL PROVISION

- A. These Draw Game General Rules are general terms for all Draw Games. Each unique Draw Game is governed by its own individual Game Rules and Regulations (the “individual Draw Game Rules and Regulations”). In the event of a direct conflict between these Draw Game General Rules and the individual Game Rules and Regulations, the specific Game Rules and Regulations shall apply. For Draw Games purchased through the Kentucky Lottery Corporation’s website at kylottery.com (“iLottery”), those purchases are also governed by the Rules for the iLottery Purchase of Draw Games and the iLottery Terms of Use, set forth below. **These Draw Game General Rules, Rules for the iLottery Purchase of Draw Games (when applicable), together with the individual Draw Game Rules and Regulations for each Draw Game govern all matters and claims relating to Draw Games including tickets, transactions, drawings, prizes, and prize claims (collectively the “Rules”). These Rules contain the sole and exclusive remedy for such claims.**
- B. For Tickets purchased after the Effective Date of these Draw Game General Rules, in the event of a direct conflict between the terms of these Draw Game General Rules and the terms of Rules and Regulations for any Draw Game that was on sale prior to the Effective Date of these General Rules, these Draw Game General Rules will prevail.
- C. **By purchasing any Draw Game Ticket, a player accepts and agrees to comply with the Rules, and all other applicable Lottery rules and procedures. If you do not agree, do not purchase any Game. The Lottery reserves the right to make changes to the Rules, without any advance notice, and such changes will be effective immediately upon posting.**

2. DEFINITIONS

- A. **Draw Game** means a KLC ticket or product in which the player may determine if the player has won or lost after the drawing in which the prize was won or any other ticket or product generated by the retailer terminal (excluding Fast Play games), including the following games offered for sale by the KLC at retail and/or on the internet: Powerball,

- Mega Millions, Keno, CASH POP, Millionaire for Life, Cash Ball 225, Pick 3, and Pick 4 (collectively the “Draw Games”). The KLC may offer additional Draw Games for sale at retail and/or on the internet in its discretion.
- B. **Individual Draw Game Rules and Regulations** means the unique rules governing each specific Draw Game for sale, as identified by its Name, price points, Purpose and General Description, field of numbers, the prizes available, the odds, and the game Symbols (if applicable).
- C. **Lottery** means the Kentucky Lottery Corporation.
- D. **KLC** means the Kentucky Lottery Corporation.
- E. **KLC Headquarters** means the building located at 1011 West Main Street, Louisville, Kentucky 40202.
- F. **KLC website** means the official KLC website at kylottery.com and includes the websites of KLC’s agents, contractors, subcontractors and third parties involved in producing or delivering the KLC website and related services, and also includes any mobile device application or any other applications that KLC may publish in connection with these services. The KLC website is for informational purposes only. The Lottery makes no expressed or implied warranties or representation of any kind as to the content, accuracy, completeness, reliability, or timeliness of the information contained on the KLC website or any link provided therein.
- G. **Retailer** means a location licensed and authorized by Lottery to sell lottery tickets, including Draw Game Tickets.
- H. **Drawing** means the process of randomly selecting, by computer, a set of numbers from a predetermined field of numbers, which determines the winning Draw Game plays, as set forth in the individual Draw Game Rules and Regulations.
- I. **Exchange Ticket** means the computer-generated, printed paper issued by a terminal, and otherwise produced by a Retailer in an authorized manner, to replace a game Ticket that had been purchased for play in multiple Drawings and was validated before the last Drawing appearing on the Ticket. An Exchange Ticket shall contain the exact game Play and future Drawing number or range of numbers appearing on the validated game Ticket it is replacing and shall have all other characteristics of a game Ticket except as otherwise stated in these rules. An Exchange Ticket shall not contain a ticket price. Once printed, an Exchange Ticket serves as a Ticket, and is subject to the requirements and provisions set out herein applicable to Tickets.
- J. **Play Slip** means the official Lottery form, which is in paper or digital form, provided to Retailers, which is used by a player to purchase a Draw Game 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.
- K. **KLC or Lottery** means The Kentucky Lottery Corporation;
- L. **President** means the President of the Kentucky Lottery Corporation or any other person to whom the President's authority is lawfully delegated;
- M. **Play Area or Board** means that area of the Play Slip which contains a set of numbered circles to be marked by the player, and, when used to purchase a Ticket, corresponds to the numbers selected and printed on the Ticket;
- N. **Play or Wager** means a play or wager in a Draw Game by which a Player selects different numbers from a field of numbers as set forth in the individual Draw Game Rules and Regulations. The Retailer shall then issue a Ticket containing the selected number(s), each of which constitutes a Play.
- O. **Quick Pick** means the selection of a Player's numbers for a Draw Game play by the Lottery system's computer software.
- P. **Draw Game Winning Numbers** means the numbers randomly selected at each Draw Game drawing which shall be used to determine winning plays as set forth in the individual Draw Game Rules and Regulations.
- Q. **Draw Game Ticket (or "Ticket")** means a Draw Game Ticket (or Exchange Ticket, if permitted by the individual Draw Game Rules and Regulations), if produced by a Retailer in an authorized manner, which contains the Draw Game logo, players' selected numbers, "QP" if Quick Pick was selected for a play, drawing date(s), the amount wagered per play, or if applicable, by number played, and total amount wagered per Ticket, and the validation serial number data; any add-on options that has been selected for at least one (1) play, and any other information deemed necessary by the Lottery and as set forth in the individual Draw Game Rules and Regulations. This 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 Draw Game Ticket, if purchased through the KLC website, 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, set forth below, the iLottery Terms of Use, and all applicable laws.

3. **DRAW GAME TICKET SALES RETAILERS**

- A. Draw Game 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).

4. DRAW GAME TICKET PRICE

- A. Draw Game Tickets may be purchased at the price forth in the individual Game Rules and Regulations, unless authorized by the President at a discount for promotional purposes. The KLC reserves the right to set a maximum ticket price for each Draw Game Ticket.

5. TICKET PURCHASES, CHARACTERISTICS AND RESTRICTIONS FOR TICKET PURCHASES FROM RETAILERS

- A. Draw Game Tickets may be purchased every day of the year during the Lottery's business day, from 5 a.m. ET until 01:59:59 a.m. ET, or as otherwise established within the Lottery's discretion, and within each Retailer's hours of operation. Each Draw Game has a draw close period in which no tickets may be purchased for that drawing and any tickets purchased during the draw close period will be for the next available drawing. Players have sole responsibility for purchasing tickets prior to draw closing for each specific drawing.
- B. Except as otherwise set forth in the individual Draw Game Rules and Regulations. Draw Game Tickets may be purchased from a terminal operated by a Retailer by one of three methods: A player may select numbers by orally communicating the numbers to a Lottery Retailer (except for Keno and Cash Pop); A player may complete a Play Slip and submit the completed Play Slip according to its directions to the Retailer, or in the alternative, the player may request that a clerk, without using a Play Slip, electronically submit a request for a Quick Pick through the terminal.
- a. Plays for a Draw Game Ticket 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.
 - b. Play Slips shall be available at no cost to the purchaser. A Play Slip shall have no pecuniary or prize value and shall not constitute evidence of purchase or numbers selected.
 - c. 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. Draw Game Tickets may also be purchased from a designated self-service terminal at a Retailer's location by following the instructions on the screen, if any, or must insert or scan a completed Play Slip into the terminal.
- D. Draw Game Tickets may be purchased at a KLC Retailer at the retailer terminal or at a self-service vending machine with cash, debit card, or credit card or with funds in the player's iLottery eWallet (as accepted by the Retailer pursuant to the Retailer's policy).
- E. Purchases made with Fun Club account: A player with an active KLC Fun Club account in good standing as set forth in the iLottery Terms of Use may purchase a Draw Game Ticket with available funds in the player's Fun Club account ("eWallet"). To make a purchase using the eWallet, a player must have enabled the eWallet in the KLC mobile app on the player's personal device and must select the Player Card in the mobile app. After selecting the Player Card, a QR Code will be generated on the player's personal device which the player must scan at the retailer terminal or at the self-service vending machine to debit funds from the eWallet for purchase of the selected Draw Game Ticket. The QR Code is available for a limited amount of time at which point it will expire. Bonuses awarded in the player's Fun Club account are not eligible to be used for a purchase at retail and can solely be used to purchase tickets online. A player must have at least the ticket cost in their eWallet to buy a Draw Game ticket at a Retailer. A player is solely responsible for ensuring in the player's financial transaction history that the debit from the player's eWallet is accurate prior to leaving the Retailer with the ticket purchased.
- F. The "Play it Again" feature may be allowed with certain Draw Game Tickets at the discretion of the Lottery except as may be provided in the individual Draw Game Rules and Regulations. If a Draw Game wager is replayed, the numbers on the new wager shall repeat the numbers from the replayed wager, except as may be set forth in the individual Draw Games Rules and Regulations.
- G. Each Draw Game Ticket shall contain the required information set out in the individual Draw Game Rules and Regulations.
- H. The Draw Game Ticket or Exchange Ticket is the only valid instrument for claiming a prize won following a Draw Game Drawing.
- I. If a player has Drawings remaining on a Draw Game Ticket (Multi-Draw) at the close of the Lottery's business day, the Drawings remaining on the Ticket will resume at the start of operations the next business day.
- J. By purchasing a Draw Game Ticket, the player agrees to abide by these Draw Game General Rules and Regulations and the individual Draw Games Rules and Regulations, as determined by the Lottery.

6. TIME, PLACE AND MANNER OF CONDUCTING DRAWINGS

- A. **Time of Drawings** – Draw Game Drawings normally take place on dates and times (Eastern Time) as set forth in the individual Draw Game Rules and Regulations., or in the alternative, at such times and upon such intervals to be determined at the Lottery’s discretion.
- B. **Place of Drawings** – All Draw Game Drawings shall be conducted at a location determined at the Lottery’s discretion.
- C. **Manner of Conducting Drawings** –The Lottery will conduct each Draw Game Drawing by selecting the Draw Game Winning Numbers at each Drawing through the use of a digital drawing system utilizing a random number generator or other drawing equipment, pursuant to reasonable controls and methods as determined by the Lottery and its draw game system vendor, and pursuant to the controls and methods defined within each Draw Game’s Drawing Procedures.

7. **TICKET RESPONSIBILITY FOR TICKETS PURCHASED FROM A RETAILER**

- A. A winning Draw Game 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; Draw Game Tickets purchased from a Retailer using funds from a player’s Fun Club account (“eWallet”) remain bearer instruments. The receipt in the player’s eWallet indicating that funds were debited from the eWallet for the purchase of a Draw Game Ticket are not evidence of a winning Draw Game Ticket or the numbers selected. Players must present a valid Ticket to claim a prize, in accordance with Section 8.
- B. The Lottery shall not be responsible for lost or stolen Draw Game Tickets;
- C. The purchaser of the Draw Game 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 Draw Game Tickets redeemed in error by a player from a Retailer.
- E. A play slip does not constitute evidence of a winning Draw Game Ticket or numbers selected. Players must present a valid Ticket to claim a prize, in accordance with Section 8.
- F. Winners are determined by the numbers drawn at a Drawing and not by any numbers reported. The Lottery shall not be responsible for numbers reported in error.

8. TICKET VALIDATION REQUIREMENTS FOR TICKETS PURCHASED FROM A RETAILER

A. **Valid Tickets** – In order to be deemed a valid Draw Game 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 a Retailer in an authorized manner;
6. The Ticket must not have been stolen;
7. The Ticket must be validated in accordance with Section 9 (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 conformance with the numbers available pursuant to the individual Draw Game Rules and Regulations and its Definitions;
9. The Ticket data must have been recorded on the Central Gaming System (system of record) prior to the drawing and the Ticket data must match this computer data in every respect;
10. The player selected or computer selected 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;
11. 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;
12. The Ticket must pass all other confidential security checks of the Lottery;

13. By submitting a Draw Game Ticket for validation, the player agrees to abide by these Draw Game General Rules and Regulations and the individual Game Rules and Regulations pertaining to the individual game, as determined by the President;
14. There must not be any other breach of these Draw Game General Game Rules and Regulations and the individual Draw Game Rules and Regulations in relation to the Ticket which, in the opinion of the President, justifies disqualification.

B. Invalid or Defective Tickets - Any Draw Game 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.

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

A. Prizes won on a Draw Game Ticket shall be claimed within one hundred and eighty (180) days following the date of the Drawing in which the prize was won. Such prizes shall be claimed as set forth below or as otherwise directed by the Lottery. If a Ticket contains multiple Drawings in which prizes were won on separate days, each prize still must be claimed within one hundred and eighty (180) days following the date of the specific Drawing in which the prize was won.

1. 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 Lottery headquarters located at 1011 West Main Street, Louisville, Kentucky 40202; or
 - iii. mailing the signed winning Ticket to: Kentucky Lottery Corporation, Claims Dept. 100, Louisville, Kentucky 40287-0001.
2. Tickets having a total cash prize value of over Fifty Dollars (\$50.00) and up to Six Hundred Dollars (\$600.00).
 - a. 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 (1) of this section.
 - b. 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 (1) (ii) or (iii) of this section;
3. Tickets having a total cash prize value of over Six Hundred Dollars (\$600.00) and up to Five Thousand Dollars (\$5,000).
 - a. 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 (1) (ii) or (iii) of this section, along with an official Lottery paper or electronic claim form and required claim information required by law.
 - b. 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 (1) (ii) or (iii) of this section, along with an official Lottery paper or electronic claim form and required claim information required by law.
4. Tickets having a total cash prize value of over Five Thousand Dollars (\$5,000.00) and up to Twenty Five Thousand Dollars (\$25,000).
 - a. Tickets having a total cash prize value of over Five Thousand Dollars (\$5,000.00) and up to Twenty Five Thousand Dollars (\$25,000) 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 super cashing agent or in any manner specified in subsection (1) (ii), or (iii) of this section, along with an official Lottery paper or electronic claim form and required claim information required by law.

- b. Tickets having a total cash prize value of over Five Thousand Dollars (\$5,000.00) and up to Twenty Five Thousand Dollars (\$25,000) 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 (1) (ii) or (iii) of this section, along with an official Lottery paper or electronic claim form and required claim information required by law.
5. Tickets having a total cash prize value of over Twenty-Five Thousand Dollars (\$25,000) must be claimed at the Lottery headquarters located at 1011 West Main Street, Louisville, Kentucky.

B. Mobile Cashing: Claiming Prizes up to \$600 into Fun Club account (“eWallet”)

- 1) A player with an active KLC Fun Club account as set forth in the iLottery Terms of Use and who is eligible to play lottery online (iLottery) may elect to redeem a prize up to \$600.00 into the player’s Fun Club wallet (“eWallet”). All drawings on a multi-draw ticket must be completed before a player can redeem any winnings into the eWallet. To claim a prize up to \$600 into the eWallet (“Mobile Cashing”), the player must have enabled the Ticket Scanner function on the KLC mobile app and scan the barcode from the front of the winning ticket using their personal device. The player must then select “Start Cashing” and follow the instructions for Mobile Cashing. A player is solely responsible for ensuring in the player’s financial transaction history that the prize has been successfully deposited into the eWallet. The player should retain their ticket in their possession until confirming the transaction is complete and verifying that the prize has been correctly redeemed to the eWallet.
 - 2) Prizes won on a ticket purchased at retail and redeemed into the player’s eWallet are subject to the iLottery Terms of Use and can be used to wager online, purchase at retail, or can be withdrawn as set forth in the iLottery Terms of Use.
- C. The KLC reserves the right in its sole discretion to increase the total cash prize values that may be claimed at cashing agents. Players can contact the Lottery headquarters or a Lottery Retailer for current cashing limits.
 - D. The Kentucky Lottery Corporation reserves the right in its sole discretion to change the limits or requirements for claiming prizes in its sole discretion.

- E. Prizes shall be paid in one (1) cash payment. In the event a single Ticket contains multiple wins, the prize amounts shall be added together and shall be paid in accordance with the prize payment limits specified in Section A subsections (1) through (5).
- F. 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.
- G. The Lottery shall be discharged of all liability after payment of prizes as provided in KRS 154A.110(4) (relating to discharge of Lottery liability upon payment).

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

- A. Each individual Draw Game Rules and Regulations sets forth the prize categories and probability of winning a prize in the Draw Game;
- B. 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;
- C. The number of Prize Categories and the allocation of prize money among the Prize Categories within a Draw Game may be changed at the discretion of the President and Board of Directors. Such change shall be announced by public notice through amendment of the individual Draw Game Rules and Regulations.

11. TAXES 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. The KLC, pursuant to state and federal law, may be required to send winner's personal and prize information to state governmental agencies for their administrative use.

12. DISPUTES

In the event a dispute between the KLC and the Ticket bearer occurs as to whether a Ticket is a winning Ticket and the Ticket prize has not been paid, the President may, solely at his or her discretion, replace the disputed Ticket(s) with an unplayed ticket or tickets of equivalent sale price from a current KLC Draw Game. This shall be the sole and exclusive remedy of the bearer of the Ticket in the event of such disputes.

13. GOVERNING LAW

In purchasing a Ticket, the purchaser agrees to comply with these Rules and abide by applicable Kentucky state laws; all rules, regulations, directives and final decisions of the KLC; and all procedures established by the President for the conduct of the game. For any Draw Game Tickets purchased on the internet, the Rules for the iLottery Purchase of Draw Games, and the iLottery Terms of Use, set forth below. Persons altering tickets are subject to prosecution.

14. PURCHASE AND PRIZE PAYMENT RESTRICTIONS

No Draw Game Ticket shall be purchased and no prize paid to any of the following persons: no person under the age of eighteen (18); any member of the Board of Directors, officer or employee of the KLC; any vendor (as defined in KRS 154A.010) or related entity; any member of the Board of Directors, officer, employee of, partner in, or owner of any vendor or related entity to the vendor; 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. TERMINATION OF THE GAME

The President, or designee, at any time, may announce an end of sales date for any Draw Game. No tickets for that Game shall be sold by Retailer locations after that date.

16. UNCLAIMED PRIZE MONEY

All prize money on winning Kentucky Draw Game 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 purchase date printed on the Ticket, the prize money shall be deposited and paid out in accordance with KRS 154A.110(3).

RULES FOR THE iLOTTERY PURCHASE OF DRAW GAMES

By purchasing any Draw Game Ticket through the KLC website, a player accepts and agrees to comply with these supplemental Rules for the iLottery Purchases of Draw Games, the iLottery Terms of Use, the Draw Game General Rules, the individual Draw Games Rules and Regulations for the applicable Draw Game, and all other applicable rules and procedures. If you do not agree, do not access or purchase any game on the KLC website.

1. **DEFINITIONS** – All Definitions in the Draw Game General Rules apply, in addition to the following Definitions:

A. **iLottery Draw Game Ticket** means an electronic or virtual ticket or play for a Draw Game, as defined by the “Draw Game General Rules”, above, and is purchased only through the KLC’s website. iLottery Draw Game Tickets are available only for the Draw Games offered by the KLC for players to purchase through the KLC’s website at kylottery.com. The KLC, in its discretion, may not offer all Draw Games for purchase through the KLC website. The purchase of an iLottery Draw Game Ticket is a “ticketless transaction” under the Powerball Game Rules, the Mega Millions and the Millionaire for Life Game Rules. A Draw Game ticket purchased at a KLC Retailer using funds from the player’s Fun Club account (“eWallet”) are NOT iLottery Draw Game Tickets and are NOT “ticketless transactions” under the Game Rules. A Draw Game ticket purchased at a KLC Retailer is a bearer instrument. Neither the electronic record of purchase, nor any other confirmation of the purchase is evidence of a winning ticket or the numbers selected for a ticket purchased at a Retailer using funds in the eWallet.

2. **iLOTTERY DRAW GAME TICKET PRICE**

iLottery Draw Game Tickets may be purchased for the price set out in the individual Draw Game Rules and Regulations, except certain prices points available for purchase at a Retailer may be unavailable for purchase on the KLC website.

3. **HOW TO PURCHASE AN iLOTTERY DRAW GAME TICKET**

A. iLottery Draw Game Tickets are purchased online at the KLC website. iLottery Draw Game Tickets are not purchased at a KLC Retailer. In order to purchase an iLottery Draw Game Ticket, a player must be a member of the Lottery’s Fun Club Rewards, must log in to his or her Fun Club Rewards account at <http://www.kylottery.com>, and

successfully complete the purchase process according to the iLottery Terms of Use and the directions provided on the KLC website.

- B. To purchase an iLottery Draw Game Ticket, the player must be at least 18 years of age, have a valid US address, be physically located within the Commonwealth of Kentucky at the time of the purchase, have a properly registered account, and be using player's own account to purchase a ticket. The KLC may deem invalid any purchases made in violation of these requirements, the iLottery Terms of Use or any other applicable rules, and may refuse to award the prize.

- C. All sales are final. Once the purchase is completed, the player may not cancel the purchase. The player is solely responsible for ensuring that he or she has selected the correct lottery game and all options relating to that game, including, but not limited to, game ticket, number of tickets, price of tickets, and numbers played on a ticket or tickets. Purchases made in error will not be refunded.

- D. Player is solely responsible for obtaining and maintaining all equipment and connectivity necessary to access the KLC website and purchase an iLottery Draw Game Ticket. Players may not be able to purchase iLottery Draw Game Tickets on certain devices due to operating requirements. The Lottery makes no representations or warranties as to a player's ability to access, purchase, and play any game, or that the KLC website will display correctly on all devices.

4. **HOW TO PLAY**

Each Draw Game is played according to the individual Draw Game Rules and Regulations applicable to each Draw Game, which are incorporated by reference. Certain features or options of a Draw Game available for purchase at a Retailer may not be available for purchase on the KLC website.

5. **DETERMINATION OF PRIZE WINNERS**

- A. The method of determining prize winners for each Draw Game that may be purchased on the KLC website are set out in and governed by the Draw Game General Rules and the individual Draw Game Rules and Regulations applicable to each Draw Game. All Draw Games are games of chance, and not affected by the skill, judgment or action of the player.

- B. A player who validly purchases an iLottery Draw Game Ticket on the KLC website (not at a KLC Retailer) using his or her Fun Club Rewards account, and according to these Rules and the iLottery Terms of Use, is the owner of the iLottery Draw Game

Ticket, is entitled to any prize won on that ticket, subject to all requirements necessary to claim the prize. An iLottery Draw Game Ticket is NOT a bearer instrument. Neither the electronic record of purchase, nor any other confirmation of the purchase is a bearer instrument. An iLottery Draw Game Ticket may not be assigned or transferred, except as allowed or required by law.

6. HOW TO CLAIM A PRIZE

Subject to all applicable state and federal laws, prizes won on an iLottery Draw Game Ticket must be claimed according to the process set out in the iLottery Terms of Use available on the KLC website.

7. iLOTTERY DRAW GAME TICKET VALIDATION REQUIREMENTS

A. In order to be a valid iLottery Draw Game Ticket, all transaction data must be recorded and verified as a winning Draw Game Ticket on the Central Gaming System (system of record) of the Lottery or of its contractors or subcontractors, and the transaction data must satisfy all validation requirements in every respect. Any Ticket not passing all the validation requirements is void and is ineligible for any prize.

8. GENERAL TERMS FOR iLOTTERY DRAW GAME TICKETS

A. These Rules set forth certain supplemental terms and conditions that apply to the purchase of iLottery Draw Game Tickets that are made available via the KLC website. Any Draw Game is also subject to the Draw Game General Rules and the individual Draw Game Rules and Regulations applicable to each Draw Game, and all rules, terms and conditions, privacy policies, disclaimers and agreements on the KLC website at <http://www.kylottery.com> (Terms of Use and Rules). The Lottery reserves the right to make changes to these Rules and the iLottery Terms of Use and any other rules at any time without advance notice, and such changes will be effective immediately upon posting.

B. All transactions in connection with purchases made through the KLC's website are according to Eastern Time.

C. In the event of any direct conflict among the display of the Game results, applicable Rules, the iLottery Terms of Use, and any other information issued by the Lottery, these Rules will prevail.