

## **FOURTH AMENDMENT OF PLAY4 NIGHT OFFICIAL GAME RULES**

On February 18, 2021, the Connecticut Lottery Corporation Board of Directors amended the Play4 Night Official Game Rules by adding the prize amounts for winning combo wagers with Wild Ball in Part V A.

### **THIRD AMENDMENT OF PLAY4 NIGHT OFFICIAL GAME RULES**

On December 10, 2020, the Connecticut Lottery Corporation Board of Directors amended the Play4 Night Official Game Rules as follows:

1. The Wild Ball game add-on feature was added and corresponding language changes were made.
2. The language from all previous amendments was incorporated into the body of the Rules.
3. References to “Division of Special Revenue” or “Division” were replaced with “Department of Consumer Protection” or “DCP”.
4. Various other edits were made for accuracy, clarity, and consistency.

## **SECOND AMENDMENT OF PLAY NIGHT OFFICIAL GAME RULES**

On November 15, 2018, the Connecticut Lottery Corporation Board of Directors amended the Play4 Night Official Game Rules by adding the following sentence to the end of Part V B 1:

“Connecticut Play4 Night tickets purchased from a lottery vending machine cannot be canceled.”

## **AMENDMENT OF PLAY4 NIGHT OFFICIAL GAME RULES**

On September 28, 2017, the Connecticut Lottery Corporation (the "CLC") Board of Directors amended the Play4 Night Official Game Rules by adding the following provision to Part V B:

"3. Lost or stolen Tickets shall not be honored or processed for payment or replacement. The CLC shall not be responsible for lost or stolen Tickets."

# CONNECTICUT LOTTERY CORPORATION

## OFFICIAL GAME RULES

### Play4 Night

Please take notice that the Connecticut Lottery Corporation (CLC) duly adopted, with the advice and consent of the Board of Directors, the following game rules governing the operation of its "Connecticut Play4 Night" game, which rules were originally adopted on November 20, 1997 and amended on October 4, 2001, May 24, 2007, June 25, 2009, September 28, 2017, November 15, 2018, and December 10, 2020. These amended rules supersede all previous versions and represent the base document for any future amendments.

- I. **GENERAL.** The Play4 Night game described herein shall commence on August 2, 2009 and shall continue until the President publicly announces a termination date.
- II. **DEFINITIONS.**
  - A. "Advance Action" shall mean a Ticket parameter which allows the player to select numbers for more than one (1) and up to seven (7) consecutive drawings, to include the next available drawing.
  - B. "Advance Day" shall mean a Ticket parameter, which allows the player to select numbers for one drawing in the future, up to seven (7) days in advance. The player makes this wager verbally with the Retailer.
  - C. "Board" shall mean the thirteen-member (13) Board of Directors governing the Connecticut Lottery Corporation.
  - D. "Box" shall mean a four-digit wager designed to match the winning four-digit number drawn by the CLC in any order. A four-digit wager where three of the numbers are the same is considered a 4-way box wager. A four-digit wager where two pairs of numbers are identical is considered a 6-way box wager. A four-digit wager where two numbers are identical is considered a 12-way box wager. A four-digit wager where all four numbers are unique is considered a 24-way box wager. The payout for each possible wager is detailed in Section V of these Rules.
  - E. "Combo" shall mean a wager with a Straight payout amount in which every combination of the four-digit number is issued on one Ticket. It is played only in \$0.50 or \$1.00 amounts.
  - F. "CLC" shall mean the Connecticut Lottery Corporation as established by Connecticut Public Act 96-212.
  - G. "DCP" shall mean the Department of Consumer Protection of the State of Connecticut, or the DCP's duly authorized representative as the context may require.
  - H. "Pairs" shall mean a two-digit wager designed to match the first two, last two, or first and last digits of the Winning Numbers drawn by the CLC in exact order.
  - I. "Play4 Night Promotion/Cross-Promotion" shall mean a marketing, advertising, public relations or publicity event or program approved by the CLC to promote and/or cross-promote sales of the Play4 Night game. Cross-promotions may consist exclusively of other CLC games, or may also

consist of any other third-party goods, products, or services, as well as any combination thereof, approved by the CLC and DCP.

- J. "President" shall mean the Chief Executive Officer of the CLC who is responsible for directing and supervising the operations and management of the CLC.
- K. "Retailer" shall mean a person or entity licensed by the DCP to sell and redeem CLC lottery tickets and is provided with a Terminal.
- L. "Straight" shall mean a four-digit wager designed to match the winning four-digit number drawn by the CLC in exact order.
- M. "Straight/Box" shall mean a straight and box wager, for the same amount, the same number and the same day, on one Ticket. It is played only in even-dollar increments.
- N. "Terminal" shall mean a device including, but not limited to Player Activated Terminals, Self-Service Terminals, and Ticket Vending Machines, authorized to function in an interactive mode with the gaming system for the purpose of issuing and validating lottery transactions.
- O. "Ticket" shall mean a Play4 Night ticket produced at a Retailer location in an authorized manner containing a four-digit number, or a two-digit number for a Pairs bet. Each Ticket shall contain a drawing date, the amount bet, the bet type, barcode, and the validation serial number data. If the Ticket is an Advance-Action Ticket, then it will also contain the number of drawings; if the Ticket is an Advance-Day Ticket, then it will also contain the name of the day for which the Ticket is valid; if the Ticket is a quick pick, then it will also contain the corresponding designation.
- P. "Unclaimed Prize Funds" shall mean the value of prizes that remain unclaimed after the prize-validation period expires, as determined by the CLC's Rules of Operation.
- Q. "Wild Ball" shall mean an optional, player-selected add-on wager for the Play4 Night game. If a player selects the Wild Ball option, then the Wild Ball Winning Number drawn for that drawing can take the place of any one of the regularly drawn numbers to create one or more winning combinations for that play. Selecting Wild Ball doubles the cost of the normal play.
- R. "Wild Ball Winning Number" shall mean a one-digit number, which is randomly selected from zero (0) through nine (9).
- S. "Winning Numbers" shall mean a four-digit number, each digit which is separately drawn and randomly selected from zero (0) through nine (9), and which is used to determine the winning Play4 Night play(s) contained on a Ticket.
- T. "Winning Prize Pool" shall mean that amount allocated from Play4 Night gross sales and/or the Unclaimed Prize Fund for the purpose of paying prizes.

**III. TICKET PRICE.** The price of a Ticket shall be from \$0.50 to \$5.00 in \$0.50 increments except for the Straight/Box wagers which must be played in even-dollar increments (i.e. \$1 .00, \$2.00, \$3.00, \$4.00, \$5.00) and except for the Combo wagers which must be played in either \$0.50 or \$1.00 amounts. Wild Ball wagers, if purchased, double the cost of the base wager.

#### **IV. DRAWINGS.**

- A. The Play4 Night drawings shall be conducted seven days a week, including holidays. Each drawing will consist of two (2) separate drawings – the four-digit Play4 Night drawing and, immediately following, the one-digit Wild Ball drawing.

- B. The time of the Play4 Night drawings shall be determined by the President.
- C. The place of the Play4 Night drawings shall be determined by the President.
- D. The Play4 Night drawings shall be open to the public and representatives of the news media subject to space limitations and contractual obligations of the CLC and the DCP.
- E. The format, equipment, and methods used in conducting all Play4 Night drawings authorized by these game rules shall be as specified by the President. DCP Security shall have sole responsibility for the ultimate decision for any and all drawing problems or circumstances that may arise.

**V. GAME DESCRIPTION AND PRIZE FORMAT.**

The Play4 Night game is a set-payout game as defined in the following paragraphs:

- A. SET PAYOUTS. There are ten (10) prize levels in the Play4 Night game which shall be distributed as a set payout of winners. The following charts delineate the payout schedule for all bet types.

**Play4 Night Bet Types and Payout Amounts**

Bet Amount	Straight	4-Way Straight/Box		6-Way Straight/Box		12-Way Straight/Box		24-Way Straight/Box		Pairs				
		Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match					
\$0.50	\$2,500	\$625	\$417	\$208	\$104					\$25				
\$1.00	\$5,000	\$1,250	\$834	\$416	\$208	\$3,125	\$625	\$2,917	\$417	\$2,708	\$208	\$2,604	\$104	\$50
\$1.50	\$7,500	\$1,875	\$1,251	\$624	\$312									\$75
\$2.00	\$10,000	\$2,500	\$1,668	\$832	\$416	\$6,250	\$1,250	\$5,834	\$834	\$5,416	\$416	\$5,208	\$208	\$100
\$2.50	\$12,500	\$3,125	\$2,085	\$1,040	\$520									\$125
\$3.00	\$15,000	\$3,750	\$2,502	\$1,248	\$624	\$9,375	\$1,875	\$8,751	\$1,251	\$8,124	\$624	\$7,812	\$312	\$150
\$3.50	\$17,500	\$4,375	\$2,919	\$1,456	\$728									\$175
\$4.00	\$20,000	\$5,000	\$3,336	\$1,664	\$832	\$12,500	\$2,500	\$11,668	\$1,668	\$10,832	\$832	\$10,416	\$416	\$200
\$4.50	\$22,500	\$5,625	\$3,753	\$1,872	\$936									\$225
\$5.00	\$25,000	\$6,250	\$4,170	\$2,080	\$1,040	\$15,625	\$3,125	\$14,585	\$2,085	\$13,540	\$1,040	\$13,020	\$520	\$250

**COMBO WAGERS and PRIZES**

4-Way Combo:	\$2.00 bet (\$0.50 x 4)	\$2,500 prize
4-Way Combo:	\$4.00 bet (\$1.00 x 4)	\$5,000 prize
6-Way Combo:	\$3.00 bet (\$0.50 x 6)	\$2,500 prize
6-Way Combo:	\$6.00 bet (\$1.00 x 6)	\$5,000 prize
12-Way Combo:	\$6.00 bet (\$0.50 x 12)	\$2,500 prize
12-Way Combo:	\$12.00 bet (\$1.00 x 12)	\$5,000 prize
24-Way Combo:	\$12.00 bet (\$0.50 x 24)	\$2,500 prize
24-Way Combo:	\$24.00 bet (\$1.00 x 24)	\$5,000 prize

### Play4 Night Bet Types and Payout Amounts – With WILD BALL

Bet Amount	Wild Ball Bet	Total Bet Amount	Straight	4-Way Box	6-Way Box	12-Way Box	24-Way Box	4-Way Straight/Box		6-Way Straight/Box		12-Way Straight/Box		24-Way Straight/Box		Pairs
								Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match	
\$0.50	\$0.50	\$1.00	\$700	\$180	\$120	\$60	\$30									\$14
\$1.00	\$1.00	\$2.00	\$1,400	\$360	\$240	\$120	\$60	\$880	\$180	\$820	\$120	\$760	\$60	\$730	\$30	\$28
\$1.50	\$1.50	\$3.00	\$2,100	\$540	\$360	\$180	\$90									\$42
\$2.00	\$2.00	\$4.00	\$2,800	\$720	\$480	\$240	\$120	\$1,760	\$360	\$1,640	\$240	\$1,520	\$120	\$1,460	\$60	\$56
\$2.50	\$2.50	\$5.00	\$3,500	\$900	\$600	\$300	\$150									\$70
\$3.00	\$3.00	\$6.00	\$4,200	\$1,080	\$720	\$360	\$180	\$2,640	\$540	\$2,460	\$360	\$2,280	\$180	\$2,190	\$90	\$84
\$3.50	\$3.50	\$7.00	\$4,900	\$1,260	\$840	\$420	\$210									\$98
\$4.00	\$4.00	\$8.00	\$5,600	\$1,440	\$960	\$480	\$240	\$3,520	\$720	\$3,280	\$480	\$3,040	\$240	\$2,920	\$120	\$112
\$4.50	\$4.50	\$9.00	\$6,300	\$1,620	\$1,080	\$540	\$270									\$126
\$5.00	\$5.00	\$10.00	\$7,000	\$1,800	\$1,200	\$600	\$300	\$4,400	\$900	\$4,100	\$600	\$3,800	\$300	\$3,650	\$150	\$140

#### COMBO WAGERS and PRIZES

4-Way Combo with Wild Ball:	\$2.00 (\$0.50 x 4) + \$2.00 (Wild Ball) = \$4.00 bet	\$700 prize
4-Way Combo with Wild Ball:	\$4.00 (\$1.00 x 4) + \$4.00 (Wild Ball) = \$8.00 bet	\$1,400 prize
6-Way Combo with Wild Ball:	\$3.00 (\$0.50 x 6) + \$3.00 (Wild Ball) = \$6.00 bet	\$700 prize
6-Way Combo with Wild Ball:	\$6.00 (\$1.00 x 6) + \$6.00 (Wild Ball) = \$12.00 bet	\$1,400 prize
12-Way Combo with Wild Ball:	\$6.00 (\$0.50 x 12) + \$6.00 (Wild Ball) = \$12.00 bet	\$700 prize
12-Way Combo with Wild Ball:	\$12.00 (\$1.00 x 12) + \$12.00 (Wild Ball) = \$24.00 bet	\$1,400 prize
24-Way Combo with Wild Ball:	\$12.00 (\$0.50 x 24) + \$12.00 (Wild Ball) = \$24.00 bet	\$700 prize
24-Way Combo with Wild Ball:	\$24.00 (\$1.00 x 24) + \$24.00 (Wild Ball) = \$48.00 bet	\$1,400 prize

#### B. CANCELLATIONS and VALIDATIONS.

1. Tickets purchased for the current drawing may be canceled before the drawing on the day of purchase. They must be canceled from the same Retailer Terminal where they were purchased. Tickets purchased for Advance-Day drawings may be canceled before close of business on the day of purchase. They must be canceled from the same Retailer Terminal where they were purchased. Tickets purchased for multiple drawings via Advance Action (which include the current drawing) may be canceled before the drawing on the day of purchase. They must be canceled from the same Retailer Terminal where they were purchased. Tickets purchased from a CLC vending machine cannot be canceled.
2. Except as herein provided, winning Tickets may be validated at any Terminal but cashing is restricted based on the amount of the win. Winning Tickets may be redeemed for 180 days from the date of the drawing.
3. Lost or stolen Tickets shall not be honored or processed for payment or replacement. The CLC shall not be responsible for lost or stolen Tickets.



C. **THRESHOLD FOR GAME LIABILITY.** The CLC shall discontinue sales of one or more four-digit numbers of the Play4 Night game when its liability reaches a pre-established threshold limit which shall be determined in advance by the CLC.

**VI. EXECUTIVE AUTHORITY.** The President reserves the right and has the authority to make any or all changes that are considered appropriate to and necessary for the Play 4 Night game. The President will notify the Board of these changes at the next scheduled Board meeting.

**VII. APPLICABILITY OF STATUTES, RULES, POLICIES, AND INSTRUCTIONS.** In purchasing a Ticket, the purchaser agrees to comply with and abide by applicable laws, CLC rules, policies, instructions, final decisions, and game rules as established by the President for control of the Play4 Night game.

## Attachment A

### Play4 Examples of Prize Awards with Wild Ball

Note: This is not meant to be an all-inclusive list of examples

#### Straight Wager (match four digits in exact order)

Player makes a \$0.50 straight wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: 1-2-3-4

Drawn Numbers: 1-2-7-4

Wild Ball Number Drawn: 3

Player does not win the base bet. Player wins the Wild Ball (\$700) bet by replacing one of the drawn numbers (7) with the Wild Ball (3), matching 1-2-3-4 in exact order. Player wins a total of \$700.

#### Straight Wager (match all four digits, all digits are the same)

Player makes a \$0.50 straight wager with Wild Ball. Total ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: 1-1-1-1

Drawn Numbers: 1-1-1-1

Wild Ball Number Drawn: 1

Player wins the base bet (\$2500) by exactly matching 1-1-1-1. Player wins the Wild Ball (\$700 x 4) bet by replacing each one of the drawn numbers with the Wild Ball (1), matching 1-1-1-1 in exact order four different times. Player wins a total of \$5,300.

#### 4-Way Box Wager (match all four digits in any order, three digits are the same)

Player makes a \$0.50 4-Way Box wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: 1-1-1-6

Drawn Numbers: 1-8-1-1

Wild Ball Number Drawn: 6

Player does not win the base bet. Player wins the Wild Ball (\$180) bet by replacing one of the drawn numbers (8) with the Wild Ball (6), matching 1-1-1-6 in any order. Player wins a total of \$180.

#### Front, Back, or Split Pair Wager (match two digits in exact order)

Player makes a \$0.50 Back Pair wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: X-X-0-4

Drawn Numbers: 9-5-0-7

Wild Ball Number Drawn: 4

Player does not win the base bet. Player wins the Wild Ball (\$14) bet by replacing one of the drawn numbers (7) with the Wild Ball (4), matching X-X-0-4 in exact order. Player wins a total of \$14.

Straight Wager (match four digits in exact order)

Player makes a \$0.50 straight wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: 1-2-3-4  
Drawn Numbers: 1-2-3-4  
Wild Ball Number Drawn: 3

Player wins the base bet (\$2500) by matching 1-2-3-4 in exact order. Player wins the Wild Ball bet (\$700) by replacing one drawn number (3) with the Wild Ball (3). Player wins a total of \$3200.

6-Way Box Wager (match all four digits in any order, two pairs of digits)

Player makes a \$0.50 6-Way Box wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: 4-4-5-5  
Drawn Numbers: 4-4-5-5  
Wild Ball Number Drawn: 5

Player wins the base bet (\$417) by matching 4-4-5-5 in any order. Player wins the Wild Ball (\$120 x 2) by replacing each of the drawn number 5 with the Wild Ball (5). Player wins a total of \$657.

Front, Back, or Split Pair Wager (match two digits in exact order)

Player makes a \$0.50 Back Pair wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: X-X-0-4  
Drawn Numbers: 9-5-0-4  
Wild Ball Number Drawn: 4

Player wins the base bet (\$25) by matching X-X-0-4 in exact order. Player wins the Wild Ball bet (\$14) by replacing one drawn number (4) with the Wild Ball (4). Player wins a total of \$39.

**Play4 Examples of Non-Prize Awards with Wild Ball**

Note: This is not meant to be an all-inclusive list of examples

Straight Wager (match four digits in exact order)

Player makes a \$0.50 straight wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: 1-2-3-4  
Drawn Numbers: 1-2-7-0  
Wild Ball Number Drawn: 3

Wild Ball number does not result in a match by replacing any one number with 3. Player does not win.

Front, Back, or Split Pair Wager (match two digits in exact order)

Player makes a \$0.50 Back Pair wager with Wild Ball. Total Ticket cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket: X-X-0-4

Drawn Numbers: 9-5-0-7

Wild Ball Number Drawn: 6

Wild Ball number does not result in a match by replacing any one number with 6. Player does not win.