



Daily 3 Game Rules

1. Name

The collective name of the draw games conducted pursuant to this rule is “Daily 3”. As used in this rule, the term “Daily 3” shall include both Daily 3 – Evening and Daily 3 – Midday unless context requires otherwise.

2. Independent draw games

(a) Daily 3 shall be conducted as two (2) separate and independent draw games designated Daily 3 – Evening and Daily 3 – Midday, respectively. Tickets in the Daily 3 – Evening game are not associated with the Daily 3 – Midday game and vice versa. The two (2) games shall have separate selection events and winning numbers. Notwithstanding the foregoing, the odds, play styles, and prizes shall be identical in both Daily 3 games.

(b) If the player elects to make a wager for multiple draws and selects the Daily 3 – Midday draw option, the multi-draw ticket shall be valid for the next consecutive Daily 3 – Midday selection event(s) following the first selection event for which the ticket is valid. If the player elects to make a wager for multiple draws and selects the Daily 3 – Evening draw option, the multi-draw ticket shall be valid for the next consecutive Daily 3 – Evening selection event(s) following the first selection event for which the ticket is valid. If the player elects to make a wager for multiple draws for both Daily 3 – Midday and Daily 3 – Evening selection events, the multi-draw ticket shall be valid for the next consecutive Daily 3 selection event(s) following the first selection event for which the ticket is valid.

3. Definitions

(a) The definitions in Indiana Code 4-30, 65 IAC, and this section apply throughout these game rules.

(b) “1-OFF play” means a wager where a digit(s) is one higher or lower than the drawn number(s) and match in exact order. 1-OFF wagers pay on one (1) digit off, two (2) digits off or three (3) digits off. 1-OFF plays do not pay a prize on a Straight play match.

(c) “Back Pair play” means a wager that the back two (2) digits selected by the player will be drawn by the Commission during a specified selection event in the exact order that the digits were selected by the player.

(d) “Box play” means a wager that the three (3) digits selected by the player will match the winning numbers drawn by the Commission in a specified selection event in any order.

(e) “Combo play” means a wager that is split evenly between a Straight play and a Box play.

(f) “Daily 3” is the name of the base game.

(g) “Daily 3 – Evening” means the Daily 3 game associated with selection events conducted in the evening.

(h) “Daily 3 – Midday” means the Daily 3 game associated with selection events conducted in the afternoon.

(i) "Front Pair play" means a wager that the front two (2) digits selected by the player will be drawn by the Commission during a specified selection event in the exact order that the digits were selected by the player.

(j) "Straight play" means a wager in which selected numbers match the drawn numbers winning numbers drawn by the Commission in a specified selection event in exact order that the digits were selected by the player.

(k) "SUPERBALL" is the name of the add-on game.

(l) "Wager" means the amount in which the player elects to play per board purchased.

(m) "Wheel play" means a wager that generates all combinations of the three (3) digits selected by the player, with each combination to be wagered as a Straight play. Total cost of a Wheel play ticket is dependent upon the player's wager and numbers selection.

(n) "Winning Daily 3 numbers" means the three (3) numbers determined in a specific Daily 3 selection event and announced as such pursuant to section 7 of these game rules.

(o) "Winning SUPERBALL number" means the one (1) number determined to be the winning SUPERBALL number which can replace any one (1) of the Winning Daily 3 numbers to create winning combinations and announced as such pursuant to section 7 of these game rules.

4. Ticket price

(a) A wager for one (1) play for Daily 3 – Midday or Daily 3 – Evening must be made in a minimum of fifty cents (\$.50) or increments of one dollar (\$1) and shall not exceed ten dollars (\$10).

(b) The price to add SUPERBALL to Daily 3 shall be equal to the amount wagered on the base game for each board played.

5. Procedure for playing

(a) Daily 3

(1) A single play, applicable to a particular selection event for either Daily 3 – Midday or Daily 3 – Evening, shall include the selection of:

(A) the amount wagered under section 4 of these rules;

(B) three (3) digits in a specified order, with each digit ranging from zero (0) to nine (9);

and

(C) a play type from the following:

(a) Straight play;

(b) 1-OFF play;

(c) Box play;

(d) Combo play;

(e) Wheel play;

(f) Front Pair play; or

(g) Back Pair play;

(2) A valid ticket for a Daily 3 – Midday or Daily 3 – Evening selection event must originate from the Commission. A ticket may only be issued after the information and purchaser elections required by this rule are entered into a terminal.

(3) A ticket is the only valid proof of a play and the only valid receipt for claiming a prize resulting from a Daily 3 – Midday or Daily 3 – Evening selection event. A playslip shall have no pecuniary or prize value and shall not constitute evidence of purchase of a ticket or a play.

(4) A ticket is only effective for the selection event or events indicated on the ticket. If the purchaser fails to specify Daily 3 – Evening or Daily 3 – Midday, the retailer may issue a ticket for the next scheduled drawing. Subject to the restrictions of 65 IAC 7-1-6, the Commission may offer multi-draw tickets for Daily 3 – Evening or Daily 3 – Midday selection events which are effective for up to twenty-eight (28) consecutive selection events. Daily 3 multi-draw tickets are limited to the game for which they were purchased unless the player elects to apply multi-draw to both the Daily 3 – Evening and the Daily 3 – Midday selection events.

(5) Sales of tickets for Daily 3 selection events shall be suspended prior to the time of the associated selection event at a time determined by the director.

(6) Sales of tickets containing a particular play shall be suspended if the total liability of the Commission for winning tickets containing that play would exceed an amount established by the director or the director’s designee. No person shall be entitled to purchase a ticket containing any particular play if such play has been suspended, and neither the Commission, the director, nor any employee of the Commission shall be liable for the inability of any person to purchase a ticket containing a particular play.

(7) If a paper playslip is used to select a player’s numbers for a Daily 3 selection event, the playslip must have been issued by the Lottery and completed by hand. The playslip will be scanned by the terminal or keyed in by hand by the retailer.

(8) If a digital playslip is used from the Hoosier Lottery “myplayslip” app feature to select a player’s numbers for a Daily 3 – Evening or Daily 3 – Midday selection event, the player must provide their device to be scanned on the terminal.

(9) A purchased ticket for Daily 3 – Evening or Daily 3 – Midday shall be cancellable for up to sixty (60) minutes after the transaction or up to the Daily 3 – Evening or Daily 3 – Midday selection event cutoff time, whichever is first. The draw ticket for Daily 3 – Evening or Daily 3 – Midday can only be cancelled by the terminal from which it was sold.

(10) Entry coupons may be generated by terminals for certain purchases of tickets for Daily 3.

(b) **SUPERBALL**

(1) A SUPERBALL play will only be valid if the purchaser elects to play SUPERBALL and the terminal generated ticket says “YES” to affirmatively indicate that the SUPERBALL play was elected. If the purchaser does not elect to play SUPERBALL, the terminal generated ticket says “NO” to indicate that the SUPERBALL play was not elected.

(2) SUPERBALL will apply to all plays on the ticket in which SUPERBALL was purchased.

(3) The selection of the multi-draw option for Daily 3 and an election of SUPERBALL play will result in SUPERBALL being applied to all plays for all selected draws.

(4) Daily 3 with SUPERBALL tickets shall be cancellable for up to sixty (60) minutes after the transaction or up to the Daily 3 – Evening or Daily 3 – Midday selection event for which the ticket was purchased cutoff time, whichever is first. The draw ticket for Daily 3 with SUPERBALL can only be cancelled by the terminal from which it was sold.

(5) SUPERBALL is not available with a 1-OFF wager.

(6) A ticket may win on both Daily 3 and SUPERBALL.

6. Determination of winning numbers

The Commission shall conduct Daily 3 selection events twice each day in accordance with 65 IAC 7-1-8 at times determined by the director. Each Daily 3 selection event shall determine three

(3) winning Daily 3 numbers between and including zero (0) and nine (9), each conducted separately, and determine the order that the three (3) winning numbers are selected. One (1) SUPERBALL number will be drawn separately for each draw time and applied to both Daily 3 and Daily 4.

7. Determination of winners

(a) Daily 3

(1) A valid one dollar (\$1) wager for a Daily 3 selection event for a:

(A) Straight play that matches the three (3) winning numbers in exact order wins a prize of five hundred dollars (\$500).

(B) Combo play that:

(1) Matches the three (3) winning numbers in exact order and two (2) digits are unique with one (1) digit repeating (three-way Combo Straight play, for example, "1 - 2 - 1") wins a prize of three hundred thirty dollars (\$330).

(2) Matches the three (3) winning numbers in any order and two (2) digits are unique with one (1) digit repeating (three-way Combo Box play or, for example, "1 - 2 - 1") wins a prize of eighty dollars (\$80).

(3) Matches the three (3) winning numbers in exact order and all three (3) digits are unique (six-way Combo Straight play or, for example, "1 - 2 - 3") wins a prize of two hundred ninety dollars (\$290).

(4) Matches three (3) winning numbers in any order and all three (3) digits are unique (six-way Combo Box play or, for example, "1 - 2 - 3") wins a prize of forty dollars (\$40).

(C) Box play that:

(1) Matches the three (3) winning numbers in any order and two (2) digits are unique with one (1) digit repeating (three-way Box play or, for example, "1 - 2 - 1") wins a prize of one hundred sixty dollars (\$160).

(2) Matches the three (3) winning numbers in any order and all three (3) digits are unique (six-way Box play or, for example, "1 - 2 - 3") wins a prize of eighty dollars (\$80).

(D) Wheel play that

(1) Matches the three (3) winning numbers in exact order and two (2) digits are unique and one (1) digit repeating (three-way Wheel play, for example, "1 - 2 - 1") wins a prize of five hundred dollars (\$500).

(2) Matches the three (3) winning numbers in exact order and all three (3) digits are unique (six-way Wheel play, for example, "1 - 2 - 3") wins a prize of five hundred dollars (\$500).

(E) Front Pair play that matches the first two (2) winning numbers in exact order wins a prize of fifty dollars (\$50).

(F) Back Pair play that matches the last two (2) winning numbers in exact order wins a prize of fifty dollars (\$50).

(G) 1-OFF play that:

(1) Matches one (1) digit that is 1-OFF the winning numbers wins a prize of forty dollars (\$40).

(2) Matches two (2) digits that are 1-OFF the winning numbers wins a prize of ten dollars (\$10).

- (3) Matches all three (3) digits that are 1-OFF the winning numbers wins a prize of (\$18).
- (2) If a play eligible for a prize under this section was purchased for more than one dollar (\$1), the prize specified in this section shall be multiplied by a factor equal to the price of the play.
- (3) If a play eligible for a prize under this section was purchased for fifty cents (\$.50), the prize specified in this section shall be divided by two (2), excluding Combo play prizes.
- (4) If the total liability for all winning prizes in a single selection event for a particular sequence of numbers is equal to or greater than one million dollars (\$1,000,000), sales of tickets containing that particular sequence of numbers shall be suspended.
- (b) SUPERBALL winning combinations are created when the SUPERBALL replaces any one (1) of the Winning Daily 3 numbers and matches one of the plays below:
- (1) A valid one dollar (\$1) wager for a Daily 3 with SUPERBALL selection event for a:
- (A) Straight play that matches the three (3) winning numbers in exact order wins a prize of one hundred eighty dollars (\$180).
- (B) Combo play that:
- (1) Matches the three (3) winning numbers in exact order and two (2) digits are unique with one (1) digit repeating (three-way Combo Straight play, for example, "1 - 2 - 1") wins a prize of one hundred twenty dollars (\$120).
- (2) Matches the three (3) winning numbers in any order and two (2) digits are unique with one (1) digit repeating (three-way Combo Box play, for example, "1 - 2 - 1") wins a prize of thirty dollars (\$30).
- (3) Matches the three (3) winning numbers in exact order and all three (3) digits are unique (six-way Combo Straight play, for example, "1 - 2 - 3") wins a prize of one hundred five dollars (\$105).
- (4) Matches three (3) winning numbers in any order and all three (3) digits are unique (six-way Combo Box play, for example, "1 - 2 - 3") wins a prize of fifteen dollars (\$15).
- (C) Box play that:
- (1) Matches the three (3) winning numbers in any order and two (2) digits are unique with one (1) digit repeating (three-way Box play, for example, "1 - 2 - 1") wins a prize of sixty dollars (\$60).
- (2) Matches the three (3) winning numbers in any order and all three (3) digits are unique (six-way Box play, for example, "1 - 2 - 3") wins a prize of thirty dollars (\$30).
- (D) Wheel play that:
- (1) Matches the three (3) winning numbers in exact order and two (2) digits are unique with one digit repeating (three-way Wheel play, for example, "1 - 2 - 1") wins a prize of one hundred eighty dollars (\$180).
- (2) Matches the three (3) winning numbers in exact order and all three digits are unique (six-way Wheel play, for example, "1 - 2 - 3") wins a prize of one hundred eighty dollars (\$180).
- (E) Front Pair play that matches the first two (2) winning numbers in exact order wins a prize of twenty-six dollars (\$26).
- (F) Back Pair play that matches the last two (2) winning numbers in exact order wins a prize of twenty-six dollars (\$26).

(2) If a play eligible for a prize under this section was purchased for more than one dollar (\$1), the prize specified in this section shall be multiplied by a factor equal to the price of the play.

(3) If a play eligible for a prize under this section was purchased for fifty cents (\$.50), the prize specified in this section shall be divided by two (2), excluding Combo play prizes.

8. Payment of prizes

(a) Each cash prize in Daily 3 and/or Daily 3 with SUPERBALL shall be paid in a single lump sum payment.

(b) If a valid ticket for Daily 3 and/or Daily 3 with SUPERBALL contains more than one (1) play entitled to a prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer.

9. Odds of winning

(a) Daily 3

(1) The odds of winning a prize in a Daily 3 selection event:

(a) With a Straight play are approximately 1 in 1,000.

(b) With a Combo play, in which two (2) digits are unique with one (1) digit repeating and match in exact order (three-way Combo Straight play, for example, "1 - 2 - 1") are approximately 1 in 1,000.

(c) With a Combo play, in which two (2) digits are unique and one (1) digit repeating and match in any order (three-way Combo Box play, for example, "1 - 2 - 1") are approximately 1 in 333.

(d) With a Combo play, in which all three (3) digits are unique and match in exact order (six-way Combo Straight play, for example, "1 - 2 - 3") are approximately 1 in 1,000.

(e) With a Combo play, in which all three (3) digits are unique and match in any order (six-way Combo Box play, for example, "1 - 2 - 3") are approximately 1 in 167.

(f) With a Box play, in which two (2) digits are unique with one (1) digit repeating (three-way Box play, for example, "1 - 2 - 1") are approximately 1 in 333.

(g) With a Box play, in which all three (3) digits are unique (six-way Box play, for example, "1 - 2 - 3") are approximately 1 in 167.

(h) With a Wheel play in which two (2) digits are unique with one (1) digit repeating and match in any order (three-way Wheel play, for example, "1 - 2 - 1") are approximately 1 in 333.

(i) With a Wheel play in which all three (3) digits are unique and match in any order (six-way Wheel play, for example, "1 - 2 - 3") are approximately 1 in 167.

(j) With a Front Pair play in which the first two (2) digits match in exact order are approximately 1 in 100.

(k) With a Back Pair play in which the last (2) digits match in exact order are approximately 1 in 100.

(l) With a 1-OFF play where there is one (1) digit that is 1-OFF the winning prize combination are approximately 1 in 167.

(m) With a 1-OFF play where there are two (2) digits that are 1-OFF the winning prize combination are approximately 1 in 83.

(n) With a 1-OFF play where all three (3) digits are 1-OFF the winning prize combination are approximately 1 in 125.

(b) SUPERBALL

(1) The odds of winning a prize in a Daily 3 with SUPERBALL selection event

(a) With a Straight play are approximately 1 in 333.

(b) With a Combo play, in which two (2) digits are unique with one (1) digit repeating and match in exact order (three-way Combo Straight play, for example, "1 - 2 - 1") are approximately 1 in 333.

(c) With a Combo play, in which two (2) digits are unique and one (1) digit repeating and match in any order (three-way Combo Box play, for example, "1 - 2 - 1") are approximately 1 in 111.

(d) With a Combo play, in which all three (3) digits are unique and match in exact order (six-way Combo Straight play, for example, "1 - 2 - 3") are approximately 1 in 333.

(e) With a Combo play, in which all three (3) digits are unique and match in any order (six-way Combo Box play, for example "1 - 2 - 3") are approximately 1 in 56.

(f) With a Box play, in which two (2) digits are unique with one (1) digit repeating (three-way Box play, for example "1 - 2 - 1") are approximately 1 in 111.

(g) With a Box play, in which all three (3) digits are unique (six-way Box play, for example "1 - 2 - 3") are approximately 1 in 56.

(h) With a Wheel play in which two (2) digits are unique with one (1) digit repeating and match in exact order (three-way Wheel play for example, "1 - 2 - 1") are approximately 1 in 111.

(i) With a Wheel play in which all three (3) digits are unique and match in exact order (six-way Wheel play, for example, "1 - 2 - 3") are approximately 1 in 56.

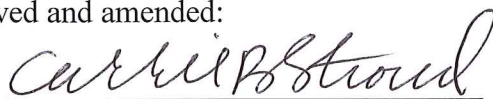
(j) With a Front Pair play in which the first two (2) digits match in exact order are approximately 1 in 50.

(k) With a Back Pair play in which the last (2) digits match in exact order are approximately 1 in 50.

(2) SUPERBALL is not available with a 1-OFF wager.

Approved and amended:

By:



Carrie B. Stroud, CPA

Chief of Staff, State Lottery Commission of Indiana

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