



**Rules of
Department of Revenue
Division 40—State Lottery
Chapter 80—General Rules—Instant Game**

Title	Page
12 CSR 40-80.010 Definitions for All Instant Games	3
12 CSR 40-80.020 Manner of Selecting Winning Instant Tickets; Frequency of Drawings	3
12 CSR 40-80.030 Limitation on Awarding Instant Prizes	3
12 CSR 40-80.040 Value of Prizes in Instant Grand Prize Drawing (Rescinded July 3, 1987)	3
12 CSR 40-80.050 Instant Ticket Validation Requirements	3
12 CSR 40-80.060 Grand Prize Drawing Process (Rescinded July 3, 1987).....	4
12 CSR 40-80.070 Grand Prize for Jackpot Drawing (Rescinded July 3, 1987).....	4
12 CSR 40-80.080 Claim Period	4
12 CSR 40-80.090 Ticket Responsibility	4
12 CSR 40-80.100 Disputes	4
12 CSR 40-80.110 Compliance.....	4
12 CSR 40-80.120 Termination of an Instant Game	5
12 CSR 40-80.130 Retailer Conduct	5

Title 12—DEPARTMENT OF REVENUE

Division 40—State Lottery

Chapter 80—General Rules-Instant Game

12 CSR 40-80.010 Definitions for All Instant Games

PURPOSE: The purpose of this rule is to define certain terms for the instant game which will be applicable to all instant games.

(1) The following definitions shall apply to 12 CSR 40-80 and 12 CSR 40-90:

(A) Instant ticket means a Missouri Lottery instant game ticket or share;

(B) Play symbols are the symbols printed on instant game tickets. One (1) of these play symbols appears under each rub-off spot on the front of the instant ticket;

(C) Validation number is a unique twelve (12)-digit number on the face of the instant game ticket;

(D) Pack means a pack of fan-folded instant game tickets which are attached to each other. The licensee tears off the instant game ticket when the ticket is sold. Each pack is placed in a plastic shrink wrapping or other plastic covering. A pack shall consist of instant game tickets, fan-folded by fives, bearing a common pack number and having ticket numbers sequentially through the pack;

(E) Instant game is the Missouri Lottery game in which a preprinted ticket is purchased and upon removal of a latex covering on the front of the ticket the ticket bearer determines his/her winnings, if any;

(F) Pack-ticket number is the eleven (11)-digit number of the form 1000000-0-000 printed on the back of the instant game ticket. The last three (3) digits shall be the ticket number referred to in subsection (1)(D) of this rule;

(G) Game identification number is the two (2)-digit number identifying the instant game number printed immediately above the pack ticket number;

(H) Play symbol caption means the small printed material appearing below each play symbol which explains the play symbol. One (1) and only one (1) of these play symbol captions appears under each play symbol;

(I) Retailer validation code consists of three (3) small letters found under the removable rub-off covering over the play symbols on the front of the instant game ticket. The licensee selling the ticket uses the validation code to verify and validate winners;

(J) Valid ticket is an instant game ticket which meets all validation requirements of 12 CSR 40-80 and 12 CSR 40-90;

(K) Rub-off spot is an area of an instant game ticket covered with latex. The player or other person scratches the latex covering off to reveal a play symbol, play symbol caption, validation number or validation code beneath; and

(L) Instant prize is the prize revealed on an instant game ticket.

Auth: section 313.230(2), RSMo (1986). Original rule filed Jan. 10, 1986, effective Jan. 20, 1986. Amended: Filed April 9, 1986, effective April 19, 1986. Amended: Filed March 17, 1987, effective July 3, 1987. Amended: Filed Dec. 5, 1988, effective April 27, 1989.

12 CSR 40-80.020 Manner of Selecting Winning Instant Tickets; Frequency of Drawings

PURPOSE: The purpose of this rule is to set forth the manner of determining instant game prize winners.

(1) Manner of selecting winning instant game tickets shall be one of the following:

(A) Matching three (3) play symbols;

(B) Adding a series of numeric play symbols to arrive at a numeric sum and matching that sum with a prescribed numeric play symbol;

(C) Adding a series of numeric play symbols to arrive at a numeric sum and exceeding a prescribed numeric play symbol;

(D) Matching two (2) play symbols and a third prescribed play symbol; or

(E) Finding a sequence of three (3) play symbols in a prescribed order.

(2) The manner of selecting winning tickets for each specific game shall be set out of 12 CSR 40-90.

(3) In addition to the manner in section (1) of this rule, the manner may also include a random drawing for the prizes as set out in 12 CSR 40-80.060.

Auth: section 313.220, RSMo (1986). Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.

12 CSR 40-80.030 Limitation on Awarding Instant Prizes

PURPOSE: The purpose of this rule is to limit the determination of prize winners.

(1) Only the highest instant prize amount won will be paid on any given instant game ticket.

(2) No portion of the display printing on the instant game ticket nor any extraneous matter whatever shall be usable or playable as part of the instant game ticket.

(3) The determination of prize winners shall be subject to the general ticket validation requirements set forth in 12 CSR 40-80.050 of these rules.

Auth: section 313.220, RSMo (1986). Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.

12 CSR 40-80.040 Value of Prizes in Instant Grand Prize Drawing (Rescinded July 3, 1987)

12 CSR 40-80.050 Instant Ticket Validation Requirements

PURPOSE: The purpose of this rule is to set forth the validation requirements for validating an instant game winning ticket.

(1) All of the following requirements must be met for an instant game ticket to be a valid instant game winning ticket:

(A) Exactly one (1) play symbol must appear under each rub-off spot on the front of the ticket;

(B) Each of the play symbols must have a play symbol caption underneath and each play symbol must agree with its play symbol caption;

(C) Each of the play symbols must be present in its entirety and be fully legible;

(D) Each of the play symbol captions must be present in its entirety and be fully legible;

(E) Each of the play symbols and its play symbol caption must be printed in gray-black ink;

(F) The ticket shall be intact;

(G) The pack-ticket number, the ticket validation number and the retailer validation code must be present in their entirety and be fully legible. The validation number shall correspond, using the lottery's codes, to play symbols on the ticket;

(H) The ticket must not be reconstituted or tampered with in any manner;

(I) The ticket must not be counterfeit in whole or in part;

(J) The ticket validation number and the retailer validation code shall be printed in gray-black ink and the pack-ticket number shall be printed in red ink;



(K) The ticket must have been issued by the lottery in an authorized manner;

(L) The ticket must not be stolen nor appear on any list of omitted tickets on file at the lottery;

(M) The play symbols, the play symbol captions, the ticket validation number, the validation code and the pack-ticket number must be rightside up and not reversed in any manner;

(N) The ticket must have exactly one (1) play symbol caption under each rub-off spot, exactly one (1) pack-ticket number, exactly one (1) validation code and exactly one (1) validation number;

(O) The validation number of an apparent winning ticket shall appear on the lottery's official list of validation numbers of winning tickets and the ticket with that validation number shall not have been paid previously according to the records of the lottery;

(P) The ticket must not be blank or partially blank, misregistered, defective or printed or produced in error;

(Q) Each of the play symbols must be exactly one (1) of those described for that instant game as set forth in 12 CSR 40-90 of these rules and each of the play symbol captions must be exactly one (1) of those described for that instant game set forth in 12 CSR 40-90 of these rules;

(R) Each of the play symbols on the ticket must correspond precisely to the artwork on file at the lottery. Each of the play symbol captions must correspond precisely to the artwork on file at the lottery;

(S) The pack-ticket number must correspond precisely to the artwork on file at the lottery;

(T) The validation code must correspond precisely to the artwork on file at the lottery;

(U) The validation number must correspond precisely to the artwork on file at the lottery;

(V) The display printing must be regular in every respect and correspond precisely with the artwork on file at the lottery;

(W) The ticket must pass all additional confidential validation tests prescribed by the lottery; and

(X) The ticket must be an instant game ticket offered for sale by the Missouri Lottery during the period announced by the director for that instant game.

(2) Except as provided in section (4), any ticket not passing all validation checks in this rule is void and ineligible for any prize and shall not be paid.

(3) The director, solely at his/her option, may replace an invalid ticket with an unplayed ticket(s) of equivalent sales price for any current lottery game. In the event a defective ticket is purchased, the only responsibility or liability of the lottery shall be the replacement

of the defective ticket with another unplayed ticket(s) or equivalent sales price from any current lottery game.

(4) Notwithstanding any provision of section (1), if a person claiming a prize is unable to produce the ticket or the ticket is mutilated or unreadable, the person may submit an affidavit setting forth all facts surrounding the claim.

(A) If the director finds from substantial evidence contained in the affidavit and any other information which may be available to him/her, including information from any person having knowledge bearing on the claim, investigation reports of the director of security or any law enforcement agency, s/he may pay the prize claimed by that person.

(B) The director shall not pay any prize under this section until the period for claiming prizes under 12 CSR 40-80.080 shall have elapsed and s/he shall consider the claims paid in determining whether to pay the prize.

(C) If any prize claimed under this rule exceeds one thousand dollars (\$1000), the claim shall be reviewed and authorized by the commission.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-80.060 Grand Prize Drawing Process

(Rescinded July 3, 1987)

12 CSR 40-80.070 Grand Prize for Jackpot Drawing

(Rescinded July 3, 1987)

12 CSR 40-80.080 Claim Period

PURPOSE: The purpose of this rule is to set the period in which instant prizes may be claimed.

(1) All winning tickets for any instant game must be claimed within one (1) year of the announced end of that game. Any prize not claimed within the period of one (1) year and in the manner specified on the back of the ticket and 12 CSR 40-60.030 shall be forfeited.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986. Amended: Filed March 17, 1987, effective July 3, 1987.*

12 CSR 40-80.090 Ticket Responsibility

PURPOSE: The purpose of this rule is to set forth the responsibility for instant game winning tickets.

(1) The player shall be responsible for lost or stolen instant game tickets.

(2) The lottery shall not be responsible for tickets claimed by a player in error for a lower prize.

(3) An instant game ticket is a bearer instrument, until signed on the back by the owner(s).

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-80.100 Disputes

PURPOSE: The purpose of this rule is to set forth the remedy for disputed winning tickets.

(1) In the event a dispute between the lottery and a ticket bearer occurs as to whether the ticket is a winning ticket, and if the ticket prize is not paid, the director, solely at his/her option, may replace the disputed ticket with an unplayed ticket(s) of equivalent sales price from any current lottery game. All decisions of the director as to the winning ticket disputes are final and no administrative appeal shall be allowed.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-80.110 Compliance

PURPOSE: The purpose of this rule is to require customers to agree to comply with the laws, rules and procedures of the Missouri Lottery.

(1) In purchasing an instant game ticket, the customer agrees to comply with and abide by chapter 313.200, all rules of the lottery commission and all procedures and instructions established by the director for the conduct of the instant game for which ticket is purchased.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-80.120 Termination of an Instant Game

PURPOSE: The purpose of this rule is to authorize the director to announce a termination date for instant games.

(1) The director at any time may announce a termination date for any instant game. Tickets for the terminated game may not be sold after the date announced.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-80.130 Retailer Conduct

PURPOSE: The purpose of this rule is to require tickets to be sold in ticket order within each pack and to prohibit licensees or their employees from gaining an unfair advantage over the general public.

(1) Licensed locations must sell their tickets in ticket order number within each pack.

(2) Licensees or their employees are prohibited from playing instant game tickets using any method which gives the licensee or his/her employees an advantage in terms of odds of winning over the public at large.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*