

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2- GAME RULES

2.04H- ALL OR NOTHING GAME RULES

GENERAL RULES

- A. The purpose of All or Nothing is to generate revenue for the NCEL and ultimately, specified education programs in North Carolina through the operation of a specially-designed lottery game that will award prizes to ticket holders matching specified combinations of numbers randomly selected in twice daily drawings.
- B. During each All or Nothing drawing, twelve (12) Winning Numbers between 1 and 24 will be selected.
- C. The sale and/or purchase of All or Nothing Tickets may be conducted only at such locations as the Executive Director shall contract with and/or license and must comply with all governing laws, policies and rules of the NCEL.
- D. Ticket Price
1. Official All or Nothing Tickets may be purchased for \$2.00, per play, or multiples thereof in the case of a multi-draw wager. The Purchaser receives one play for each \$2.00 wagered in All or Nothing.
 2. Subject to the laws and regulations governing the NCEL, Retailers may authorize the sale of Official All or Nothing Tickets at a discount for promotional purposes, provided that such discounted sales shall be reported to the NCEL at full gross sales value.
- E. Official All or Nothing Ticket
A game ticket, produced on official paper stock by a NCEL Retailer or NCEL Office in an authorized manner, bearing player or computer selected numbers, game name, drawing date, amount of wager and validation data.
- F. Play Characteristics and Restrictions
1. Official All or Nothing Tickets may not be canceled.
 2. Purchasers may submit a manually completed All or Nothing Play Slip to a Retailer to have issued an Official All or Nothing Ticket. All or Nothing Play Slips shall be available at no cost to the Purchaser and shall have no pecuniary or prize value, nor constitute evidence of purchase or number selections. The use of mechanical, electronic, computer generated or any other non-manual method of marking Play Slips is prohibited.
 3. Purchasers may orally convey their selections to a Retailer to have issued an Official All or Nothing Ticket, and such selections shall be manually entered into the computer terminal by the Retailer.
 4. Purchasers may utilize the NCEL's player operated sales terminals/self-service terminals, where available, for the purchase of Official All or Nothing Tickets, and may make number selections by inserting a completed All or Nothing Play Slip into the player operated sales/self-service terminal's optical mark reader.

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5. Each Play selected will be for the next scheduled drawing. For Multi-Draw options, the number of drawings selected shall correspond to the next scheduled drawings.
6. Purchasers may present a previously purchased All or Nothing ticket for Repeat Play to a Retailer to purchase a new ticket with the exact All or Nothing numbers played and will be valid for the next draw.
7. It shall be the sole responsibility of the Purchaser to verify the accuracy and condition of the data printed on the Official All or Nothing Ticket at the time of purchase.
8. The NCEL shall not be responsible for lost or stolen Official All or Nothing Tickets.

G. Multi-Draw

Players may enter multiple drawings of All or Nothing. Multi-Draw will be subject to the policies, procedures and rules established by the NCEL and the following parameters and restrictions:

1. The maximum number of consecutive drawings a player may enter using the Multi-Draw feature is twenty-eight (28), commencing with the next scheduled drawing following the purchase.
2. In the event the Director authorizes a matrix change for All or Nothing, Multi-Draw tickets will be honored. Prior to introducing a new matrix, the NCEL will incorporate a Multi-Draw step down feature that will reduce the Multi-Draw option from twenty-eight (28) to zero (0). The Purchasers, however, will not be granted a refund for the balance of plays on their Multi-Draw Purchase.
3. The Multi-draw option may be purchased for an additional \$2.00, per play, or multiples thereof, at the discretion of the Purchaser.

H. Time of Drawing

- a. Day – day drawing conducted at approximately 12:30 p.m. (E.T.)
- b. Eve – evening drawing conducted at approximately 7:30 p.m. (E.T.)
- c. Draw times are subject to change at the discretion of the NCEL.

- I. Drawing Methods: All or Nothing digits may be selected via certified random number generator (“RNG”), which is a computer program that is certified by an independent third party to randomly select drawing numbers.

J. All or Nothing Prize Structure

The following table sets forth the probability of winning and the probable distribution of winners in and among each prize category, based upon the total number of possible combinations in All or Nothing:

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Matches Per Ticket	Prize Amount	Odds 1 in:
12 of 12	\$250,000* (Top Prize)	2,704,156
11 of 12	\$500	18,779
10 of 12	\$50	621
9 of 12	\$10	56
8 of 12	\$2	11
4 of 12	\$2	11
3 of 12	\$10	56
2 of 12	\$50	621
1 of 12	\$500	18,779
0 of 12	\$250,000* (Top Prize)	2,704,156

* Top Prize Liability Limit: If more than six (6) plays in a drawing win the Top Prize of \$250,000 by matching all twelve (12) Winning Numbers and/or zero (0) of the twelve (12) Winning Numbers, all eligible winning Top Prize plays shall be divided equally on a pari-mutuel basis rather than fixed prize basis, and a liability cap of one million five hundred thousand dollars (\$1,500,000) will be divided equally by the number of Top Prize winning plays. For purposes of prize calculation with respect to the pari-mutuel prize, the calculation shall be rounded down to the nearest whole dollar. Any amount remaining due to rounding down to the nearest whole dollar, commonly called breakage, will be placed in a reserve fund to be allocated to future prize payments, as determined by the Executive Director. In no event shall a Top Prize winner be paid less than five hundred one dollar (\$501).

K. Procedure for Claiming and Payment of Prizes

1. Prizes must be redeemed within 180 days from the drawing date. All prizes less than \$600 may be claimed at Lottery retailers, the NCEL's Regional or Claim offices, NCEL Headquarters or via mail addressed to the North Carolina Education Lottery at P.O. Box 41606, Raleigh, NC 27629-1606. Any prizes \$600 or greater must be submitted to the NCEL's Headquarters, a Regional Office or via mail addressed to the North Carolina Education Lottery at P.O. Box 41606, Raleigh, NC 27629-1606 by the end of the business day (ET), as posted by the NCEL, on the 180th calendar day from the drawing date. If the 180th calendar day falls on a day which the NCEL is not open for business, the ticket must be claimed by the end of the NCEL's next business day. The risk of loss or late delivery of a claim package submitted by mail or other carrier remains with the Player. Post marks shall not constitute satisfaction of the 180 day requirement.
2. Claimants of a winning Official All or Nothing Ticket must comply with all prize claim requirements of the NCEL.

L. Governing Law

In purchasing a ticket issued for All or Nothing, the Purchaser agrees to comply with and be bound by all applicable statutes, administrative rules and regulations, and procedures of the State of North Carolina and the NCEL.