# **18 DEPARTMENT OF ADMINISTRATIVE AND FINANCIAL SERVICES**

**553 BUREAU OF ALCOHOLIC BEVERAGES AND LOTTERY OPERATIONS**

 **(***includes rules of* **STATE LIQUOR AND LOTTERY COMMISSION)**

**Chapter 70: WORLD POKER TOUR GAME RULES**

**PART I – World Poker Tour Game Rules**

**Section 1.0 – Definitions**

 **1.1** “Agent” or “Lottery Retailer” means a person or entity licensed by the Lottery to sell lottery tickets.

**1.2** “ALL IN” means an optional add-on feature of the Game where, for an additional one dollar ($1.00) per wager, a Player can win an additional prize for forming a Royal Flush, Straight Flush, Four of a Kind, or Flush winning Instant Hand, as described in Section 4.3 of these rules.

**1.3** “Automated Draw Machine” or “ADM” means the method of conducting the drawing for the winning numbers.

**1.4** “BABLO” means Bureau of Alcoholic Beverages and Lottery Operations within the Department of Administrative and Financial Services.

 **1.5** “Commission” means the State Liquor and Lottery Commission as established in 5 MRSA section 283-A.

**1.6** “Claimant” or “Winner” means any natural person or legal entity submitting a winning Game Ticket within the required prize claim period.

**1.7** “Director” means the Director of BABLO appointed by the Commissioner of the Department of Administrative and Financial Services.

**1.8** “Drawing” means the formal process of selecting winning Drawing Cards that conclusively determine the number of winning tickets for each prize level of the Game’s Drawing component.

**1.9** “Easy Pick” or “Computer Pick” means the random selection of cards by the computer system resulting in a Wager accepted by the Lottery’s gaming system.

**1.10** “Exchange Ticket” means the replacement ticket generated after an instant winning ticket has been cashed prior to the drawing date on the original ticket.

**1.11** “Expired Unclaimed Prizes” means the value of prizes which remain unclaimed after the prize claim period expires.

**1.12** “Game Ticket(s)” or “Ticket(s)” means an acceptable evidence of Game Play which represents a wager accepted by the Gaming System meeting the specifications defined in these rules.

**1.13** “Hand” means five (5) numbers randomly selected from one (1) through fifty-two (52) represented as playing cards printed on a game ticket.

**1.14** “Instant Win” means a Hand that constitutes a Winning Instant Hand, as described in Section 4.3 of these rules.

**1.15** “Lottery” or “the Lottery” means BABLO.

**1.16** “Draw Lottery Game” or “Draw Game” means a lottery game for which wagers are accepted by the Gaming System

**1.17** “Gaming System” means the computer system used to issue and validate Game Tickets.

**1.18** “Play” “Bet” or “Wager” means the cards that appear on a Game Ticket as a board or panel, and are played by a Player in the Game.

**1.19** “Player” or “Purchaser” means a natural person(s) or legal entity that purchases Game Tickets in accordance with these rules.

**1.20 “**Prize Fund” or “Prize Fund Percentage” means the portion of the Game’s sales set aside for the payment of prizes.

**1.21** “Progressive Jackpot” means the variable amount used as the basis for determining the prize amounts for the Royal Flush, and Straight Flush winning Hands when the Game’s ALL IN feature is purchased as described in Section 4.3 of these rules.

**1.22** “Rank” means the value of an individual card, consisting of the following thirteen (13) ranks, from low to high: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace.

**1.23** “Set Prize” means a pre-determined prize payout which is paid in a single cash payment.

**1.24** “Split Prize” means a pre-determined set prize payout that is divided equally among the number of winning Game Tickets of the prize level. Split prizes shall only apply to the Draw Game’s Top Prize.

**1.25** “Standard Deck of Playing Cards” means fifty-two (52) cards in total, consisting of four (4) Suits with each Suit having thirteen (13) Rank cards. The “Cards” comprising the Standard Deck of Player Cards are as follows:

**Suit** **Cards**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ♦Diamonds | 2♦Two of Diamonds 2D | 3♦Three of Diamonds3D | 4♦Four of Diamonds4D | 5♦Five of Diamonds5D | 6♦Six of Diamonds6D |
| 7♦Seven of Diamonds 7D | 8♦Eight of Diamonds8D | 9♦Nine of Diamonds9D | 10♦Ten of Diamonds10D |  |
| J♦Jack of DiamondsJD | Q♦Queen of DiamondsQD | K♦King of DiamondsKD | A♦Ace of DiamondsAD |
| ♠Spades | 2♠Two of Spades2S | 3♠Three of Spades3S | 4♠Four of Spades4S | 5♠Five of Spades5S | 6♠Six of Spades6S |
| 7♠Seven of Spades7S | 8♠Eight of Spades8S | 9♠Nine of Spades9S | 10♠Ten of Spades10S |  |
| J♠Jack of SpadesJS | Q♠Queen of SpadesQS | K♠King of SpadesKS | A♠Ace of SpadesAS |
| ♥Hearts | 2♥Two of Hearts2H | 3♥Three of Hearts3H | 4♥Four of Hearts4H | 5♥Five of Hearts5H | 6♥Six of Hearts6H |
| 7♥Seven of Hearts7H | 8♥Eight of Hearts8H | 9♥Nine of Hearts9H | 10♥Ten of Hearts10H |  |
| J♥Jack of HeartsJH | Q♥Queen of HeartsQH | K♥King of HeartsKH | A♥Ace of HeartsAH |
| ♣Clubs | 2♣Two of Clubs2C | 3♣Three of Clubs3C | 4♣Four of Clubs4C | 5♣Five of Clubs5C | 6♣Six of Clubs6C |
| 7♣Seven of Clubs7C | 8♣Eight of Clubs8C | 9♣Nine of Clubs9C | 10♣Ten of Clubs10C |  |
| J♣Jack of ClubsJC | Q♣Queen of ClubsQC | K♣King of ClubsKC | A♣Ace of ClubsAC |

**1.26** “Suit” means either the symbol, word or letter corresponding to the suit in a standard deck of playing cards as follows: ♦ (diamonds or “D”), ♠ (spades or “S”), ♥ (hearts or “H”) or ♣ (clubs or “C”).

**1.27** “Terminal” means a device including, but not limited to Player Activated Terminals (PATs), Self-Service Terminals (SSTs) and Ticket Vending Machines (TVMs), authorized to function in an interactive mode with the Gaming System for the purpose of issuing and validating lottery transactions.

**1.28** “Ticketless Transaction” means a play sold through subscription, internet or non-standard terminals.

**1.29** “Top Prize” or “Grand Prize” means the Game’s first prize awarded in the Game’s Drawing component when all five (5) of the Cards in a Hand match all five (5) of the Winning Drawing Cards.

**1.30** “Winning Drawing Cards” means the five (5) cards from a Standard deck of Playing Cards that are randomly selected for the Game’s drawing component and used to determine the winning plays contained on a Game Ticket for that component of the Game.

**1.31** “Winning Drawing Hand” means, in the Game’s Drawing component, when three (3), four (4) or five (5) of the cards in a Hand match three (3), four (4) or five (5) of the Winning Cards drawn.

**1.32** “Winning Instant Hand” means, in the Game’s Instant Win component, a Hand that has a combination of cards that form a Winning Instant Hand, identified in the “Instant Win” Table.

**PART II – Drawing Procedures**

Drawings shall take place daily Sunday through Saturday at a time selected by the Commission. The Lottery shall establish the drawing procedures for the Game Drawings, including a drawing problem resolution mechanism. All Drawings shall be conducted using an Automated Drawing Machine. Any equipment used in a Drawing shall be inspected by an independent testing laboratory or other qualified entity.

**PART III – Game Description and Characteristics**

**3.0 Game Designation.** For purposes of identification, the Game shall have a designated game number in the Gaming System.

**3.1 Game Design.** The Game is a five of fifty-two (5 of 52) matrix game. Each Game Ticket features five (5) cards, randomly selected by the ADM. Each Ticket can win as follows:

**3.1.1** **Instant Win Component.** When the Hand printed on the Game Ticket contains a pair of jacks or better as described in section 4.3 of these rules for the instant win component.

**3.1.2** **Drawing Component.** When three (3), four (4) or five (5) of the cards in the Hand match the Winning Drawing Cards for that Drawing.

**3.1.3** **ALL IN component.** If purchased, when the Hand printed on the Game Ticket contains one of the top five instant win prize tiers.

**3.2 Game Purchases.** Game Tickets or ticketless transactions must be purchased from a Terminal operated by a licensed lottery retailer, a Player Activated Terminal (if available) by using a touch screen, a lottery subscription system (if available), or other electronic means as approved by the Lottery.

**3.3 Ticket Format.** Game Tickets shall include, but not be limited to, the Hand, Game logo or Game name, ticket cost, terminal number, barcode, serial number and drawing date. Game Tickets may also include the selling date, time stamp and any information required by the Lottery’s state laws pertaining to the validation of Game Tickets.

**3.4 Ticket Price.** Each Game Ticket shall be sold at retail at the price established by the Commission.

**3.5 Play Restrictions.** Game Tickets may not be sold to or purchased by minors under the age of 18 years or any of the persons set forth in 8 M.R.S.A. Section 381.

**3.6 Ticket Cancellations Prohibited.** A Game Ticket may not be cancelled or voided by returning the Game Ticket to the Retailer or to the Lottery. A Game Ticket accepted by the Retailer as a returned ticket and that cannot be resold shall be deemed as owned by the bearer thereof. This prohibition also applies to a Game Ticket that may be printed in error by the Retailer. No Game Ticket, or physical portion thereof, which may be used to claim a prize, shall be returned to Lottery for credit.

**3.7 Game Sell-Out Prohibited.** A Lottery Retailer shall not directly and knowingly sell a Game Ticket or combination of Game Tickets to any natural person or legal entity that would guarantee such Purchaser a prize win.

**3.8 Exchange Ticket.** A Game Ticket containing an Instant Win Hand may be validated prior to the Draw Break of the Drawing stated on that Game Ticket. The Gaming System will generate an Exchange Ticket to replace a Game Ticket that was validated before the stated Draw Break. An exchange Ticket shall contain the exact Hand and Drawing date that appear on the validated Game Ticket. Exchange Tickets are not eligible for instant win prizes.

**3.9 Claims.** A Game Ticket, subject to the validation requirements, shall be the only proof of a Game Play and the submission of a winning Game Ticket to the Lottery or Lottery Retailer shall be the sole method of claiming a prize or prizes. Under no circumstances will a claim be paid for a Top Prize or a second prize without a winning Game Ticket. Lost or missing Game Tickets may not be honored or processed for payment or replacement.

**3.10 Limited to Highest Prize Won**. In connection with the winning numbers drawn, the holder of a winning Game Ticket may win only one (1) prize per play and shall be entitled only to the prize won by those numbers in the highest matching prize category.

**3.11 Prize Claim Period.** All prizes including the top prize must be claimed as directed within 366 calendar days of the drawing in which the prize was won. For purposes of determining the claim period, the first (draw) day shall be excluded, and the last day included. In the event that the last day falls on a Saturday, Sunday or legal Holiday, the time to claim shall be extended to close of business on the next day thereafter when the Lottery office is open for business. Any prize not claimed within the specified period shall be forfeited.

**3.12 Player Responsibility**. It shall be the Player’s sole responsibility to verify the accuracy of the Game Play (or Plays) and the other data printed on the Game Ticket. The placing of wagers is done at the Player’s own risk through the Lottery Retailer.

**3.13 Prize Payments**. The Lottery may not pay prizes that are less than or more than the prize amounts established in accordance with these rules. Lottery Retailers shall only pay the prize amounts the Lottery establishes. All Game prizes will be paid in a lump sum upon completion of validation procedures.

**3.14 Expired Unclaimed Prizes.** Prizes which are unclaimed for a period of one (1) year after the drawing date on the Game Ticket revert to the expired unclaimed prize pool to be distributed to players in the form of special promotions or drawings.

**3.15 Ticket Validation Requirements**

**3.15.1 Specific Requirements for Validation of Tickets.** To be a valid ticket and eligible to receive a prize, all the following requirements must be satisfied:

**3.15.1.1** The ticket or ticketless transaction must have been issued by the Lottery through a licensed agent, via a terminal or other means as authorized by the Lottery, The ticket must be intact and must not be mutilated, altered, reconstructed, or tampered with in any manner. Ticketless transactions must be properly registered in the Lottery Gaming System and verified by the Lottery.

**3.15.1.2** The ticket date must have been recorded in the Lottery's central computer system at least one (1) minute prior to the drawing; even if it appears that a bet is accepted (by virtue of a printed ticket), any bet placed other than at least one (1) minute prior to the drawing (regardless of when the drawing is held) is void.

**3.15.1.3** The information appearing on the ticket must correspond precisely with the Lottery's computer record.

**3.15.1.4** The ticket validation number must appear in its entirety, and correspond, using a computer validation file, to the winning game play or plays printed on the ticket. The ticket stock sequential number on the back of the ticket must correspond to the Lottery's inventory records.

**3.15.1.5** The ticket must not be defectively printed, fuzzy, produced in error, counterfeit in whole or in part, altered, unreadable, reconstructed, tampered with in any manner, stolen, blank or partially blank, misregistered, or defective.

**3.15.1.6** All information appearing on an apparent winning ticket must correspond to the Lottery's records of winning tickets, and another ticket with identical data shall not have been paid.

**3.15.1.7** The ticket must be intact, fully legible, complete, and correspond to the data on file at the Lottery in every respect.

**3.15.1.8** The ticket must pass all other security criteria determined by the BABLO.

**3.15.1.9** The ticket must be validated in accordance with the provisions of these rules relating to the procedures for claiming prizes and for the payment thereof.

**3.15.1.10** An apparent winning ticket shall be void unless the ticket paper stock roll which was in use at the time of the bet by, and validly issued to, the agent from whom the ticket was purchased.

**3.15.1.11** In the event that a ticket fails to pass all the criteria set forth in Section 3.15 of these rules, the ticket shall be deemed void and ineligible for any prize and shall not be paid. In the event of a dispute or other instance of doubt, the decision of the director shall be final and binding. If the director determines that the ticket is not eligible to receive a prize, then the director may, at the director's option, replace an invalid, defective or otherwise erroneous ticket with a ticket of equivalent sales price from any current lottery game. Replacement of the ticket shall be the bearer or claimant's sole and exclusive remedy.

**PART IV – Prize Liability Limits, Prize Payouts and Prize Levels**

The following paragraphs and chart define prize payouts, prize levels and pool percentages and chances of winning per prize level.

**4.1 Entitlement to Prizes by Winners.** The holder of a winning Game Ticket shall be entitled only to the prize won by matching the winning numbers in the highest matching prize category.

**4.2 Payment of Prizes.** All winning Game Tickets, including the Top Prize and second prize, shall be paid in accordance with these rules and state laws. The Lottery shall withhold taxes and other required withholdings in accordance with applicable federal and state laws. To be a valid Game Ticket and eligible to receive a prize, a winning Game Ticket shall satisfy all the requirements established for the validation of winning Game Tickets sold through the Lottery’s Gaming System. The Lottery shall not be responsible for Game Tickets which are altered in any manner.

**4.3 Statistical Information**. The following table details the Game’s statistical information:

**Odds of Winning, Prize Payouts and Prize Funding as a Percentage of Sales**

**Instant Win Component**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Prize Level** | **Matches****Poker Hand** | **Prize** | **Odds of Winning 1/** | **% Sales** |
| 1 | Royal Flush | $5000 | 649,740.00 | 0.38% |
| 2 | Straight Flush | $500 | 72,193.33 | 0.35% |
| 3 | Four of a Kind | $150 | 4,165.00 | 1.80% |
| 4 | Full House | $75 | 694.17 | 5.40% |
| 5 | Flush | $50 | 508.80 | 4.91% |
| 6 | Straight | $20 | 254.80 | 3.92% |
| 7 | 3 of a Kind | $10 | 47.33 | 10.56% |
| 8 | 2 Pair | $5 | 21.04 | 11.88% |
| 9 | Pair of J, Q, K, A | $3 | 7.69 | 19.50% |
|  |  |  |  |  |
|  |  |  | **Total Payout** | 58.7% |

**Average Chance of Winning: 1 in 4.8**

**Progressive jackpot minimum is $10,000**

**ALL IN Component**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Prize Level** | **Poker Hand** | **Odds of****Winning 1/** | **Prize** | **% Sales** |
| 1 | Royal Flush | 649,740.00 | $5,000 + 100% of Progressive Jackpot | 14.10% |
| 2 | Straight Flush | 72,193.33 | $500 + 10% of Progressive Jackpot | 11.60% |
| 3 | Four of a Kind | 4,165.00 | $150 + $150 | 3.60% |
| 4 | Full House | 694.17 | $75 + $75 | 10.80% |
| 5 | Flush | 508.80 | $50 + $50 | 9.83% |
|  |  |  | Total Payout | 49.93% |

**Draw Component**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Prize Level** | **Matches** | **Odds of Winning 1/** | **Prize** | **% Sales** |
| 1 | Match 5 of 5 | 2,598,960.00 | $100,000\* | 1.92% |
| 2 | Match 4 of 5 | 11,059.40 | $500 | 2.26% |
| 3 | Match 3 of 5 | 240.42 | $20 | 4.16% |
|  |  |  |  |  |
|  |  |  | Total Payout |  8.3% |

**Average Chance of Winning: 1 in 235.3**

**\***The Prize amounts may be split in equal shares if there are multiple Top Prize Winners in the draw component. A share of the Top Prize is determined by dividing the Top Prize amount by the number of Match 5 winners. Split prizes may be lower than the published prize amounts.

**PART V – Disputes**

In the event a dispute between the Lottery and a Game Ticket bearer occurs as to whether the Game Ticket is a winning ticket, and if the ticket prize is not paid, the Lottery may, solely at its option and in its discretion, reimburse the Game Ticket bearer the purchase price of the Ticket. This shall be the Game Ticket bearer’s sole and exclusive remedy.

**PART VI – Applicable Law**

**6.0** In purchasing a Game Ticket, the following provisions apply:

**6.1** The Purchaser agrees to comply with and abide by laws of Maine, any rules established for the conduct of the Game and any final decisions by the Lottery.

**6.2** Decisions made by the Director or the Commission, including the declaration of prizes, the payment thereof, and the interpretation of these rules, shall be final and binding on all Purchasers and on every person making a claim in respect thereof.

**PART VII – Lottery Retailer**

1. A Lottery Retailer selling World Poker Tour tickets shall comply with all applicable Maine laws, administrative rules promulgated by the Lottery, generally and for the Game, and procedures and decisions of the Lottery.

**7.1** Each Lottery Retailer shall receive a commission of five percent (5%) of gross receipts for World Poker Tour tickets sold by that Lottery Retailer.

**7.2** A bonus of one percent (1%) will be paid to the Lottery Retailer for any winning Top Prize ticket sold in the Draw Game component.

**7.3** A bonus of one percent (1%) will be paid to the Lottery Retailer for any winning Top Prize tier ticket sold in the Instant Win component in the Game.

**PART VIII – Effective Date**

1. These rules shall become effective February 15, 2017.

STATUTORY AUTHORITY: 8 M.R.S. §§ 374, 372 sub-§2

EFFECTIVE DATE:

 February 15, 2017 – filing 2017-021

ACCESSIBILITY CHECK: July 7, 2025