



The POWERBALL X's & O's TM Game Rules are comprised of, and the POWERBALL X's and O's TM game offered in South Carolina is governed by: (1) Act 59 of 2001, as and if amended; (2) the Regulations approved by the South Carolina Education Lottery Commission (SCEL); (3) the controlling documents relating to the Powerball® game and the MUSL Association Rules; (4) the material presented in this document; (5) the Software Functional Specification ("game specifications"); and (6) any practices and/or procedures utilized by SCEL or MUSL. The documents enumerated above are incorporated into the Game Rules by reference and are binding as if printed herein. Each document referenced shall have equal weight unless there is an ambiguity or inconsistency between or among the documents, in which case the document enumerated first shall control. As the official custodian of all MUSL approved documents related to this game, the copies on file with MUSL are the official documents. Amendments to these rules must be made in writing. The annotation(s) regarding adoption of or amendment to a section or specific provision refer to the date that item was approved by MUSL. Any comments and annotations presented herein are incorporated as information and are not necessarily binding.

SOUTH CAROLINA POWERBALL XS & OS Game Rules

INTRODUCTION

April 22, 2026

The Powerball Xs & Os Product Group offers and manages the Powerball Xs & Os lottery game and Promotional Prize Program.

DESCRIPTION

The Powerball Xs & Os game will offer a rolling jackpot.

There are thirty-two (32) NFL team logos ("logos") available for player selection, or, at the player's option, to have the logos randomly selected by computer (typically known as a "quick pick"). Players will choose or quick pick eight (8) logos for a Play.

The official Drawing will randomly select eight (8) logos from the field of thirty-two (32) logos. If a player matches all eight (8) out of the eight (8) randomly selected winning logos in the official Drawing, the player will win the Jackpot Prize in cash (on a pari-mutuel basis if more than one (1) Jackpot winning Play is sold in a single draw), if the player submits a claim form to, and the claim is validated by, the Selling Lottery.

A sample Play could be:



Winning logos will be randomly selected during the official Drawings which will be held every Sunday no earlier than 9:00 P.M. CT, upon successful game closure, beginning September 13, 2026. Sales cut-off will be no later than 7:59 P.M. CT on the day of the Drawing.

Players will use play slips, enter manual plays, or request a random selection(s) by a computer quick pick through a retail clerk, a player-operated terminal, a web or Player Point of Sale device, mobile based application (if available in the

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jurisdiction), or through ticketless transactions such as subscription purchases (as authorized by the jurisdiction), to select eight (8) different NFL team logos from a field of thirty-two (32) for each Drawing.

All prizes are cash-option only (no annuities).

Starting Jackpot: The initial starting Jackpot will be estimated based on projected sales. Subsequent starting Jackpots will be based on weekly sales.

Rolling Jackpot: Each time the Jackpot is not won, the Jackpot Prize amount will increase by an amount based on sales for that drawing.

Match 8: A Jackpot Prize can be awarded if these events occur: 1) all eight (8) logos selected by the player match the logos drawn in the official Drawing for the game, 2) the player provides a written claim form or other information as required by the applicable Selling Lottery, and 3) the ticket passes all security/validation requirements of the Selling Lottery, these rules, and other requirements as provided by the Selling Lottery.

Other Match Levels: Set or Lower Tier prizes are offered at \$20,000 (match 7); \$500 (match 6); \$40 (match 5); and \$7 (match 4).

Promotional Prizes: As provided by the Selling Lotteries, Players may have the opportunity to play additional games offered on the official Powerball app to win entries to drawings for Promotional Prizes. See separate rules for Powerball Xs and Os Promotional Prizes.

Price per Play for all Selling Lotteries: \$5.00

Prize Structure:

POWERBALL Xs & Os GAME	ODDS	CASH PRIZE	PRIZE % OF SALES
MATCH 8	10,518,300.0000	JACKPOT	17.8302%
MATCH 7	54,782.812500	\$20,000	7.3016%
MATCH 6	1,361.063665	\$500	7.3472%
MATCH 5	92.799795	\$40	8.6207%
MATCH 4	14.140921	\$7	9.9003%
MATCH 3	4.419038	\$0	0%
MATCH 2	2.790971	\$0	0%
MATCH 1	3.798822	\$0	0%
MATCH 0	14.301448	\$0	0%
	OVERALL ODDS for POWERBALL Xs & Os GAME: 12.158690		51.0000%
POWERBALL Xs & Os PROMOTIONAL PRIZES	Varies	Varies	4.0000%
TOTAL PRIZE % OF SALES FOR POWERBALL Xs & Os and POWERBALL Xs & Os PROMOTIONAL PRIZES			55.0000%

Play Slips: Play slips must provide players with the means to mark any eight (8) NFL team logos from a universe of thirty-two (32) logos. Multiple panel play slips may be used at the option of the lottery. Plays slips may also provide options for future plays, voided plays, and computer picks.

Printed Tickets: The printed ticket provided to the player must contain the eight (8) NFL team logos selected.

The printed ticket must also display the drawing date, the system numbers, a computer pick designation, and any other information required by the Selling Lottery.

Displays of Winning Logos: All displays of winning NFL team logos controlled by the central gaming system, including electronic screens and printed reports must show the NFL team logos as selected.

System Record: The vendor central gaming system must record and report the NFL team logos selected, the method of selection (such as play slip, computer pick, subscription, etc.), the retailer, the time and date of purchase, and any other information required by the Selling Lottery.

Payment of Pari-Mutuel Prizes: All prizes except the Jackpot Prize (Match 8) are set prize levels. However, the set prize amounts may be changed in certain rare instances as determined by all Selling Lotteries. The gaming system must be capable of changing any of the set prize amounts for any prize level, rounded to the nearest dollar, as may be announced after the Drawing is held and all systems have completed the processing of the numbers of winners by category.

Future Plays: Except for a ticketless transaction Play purchase when the Selling Lottery has a process in place to allow players to make changes to their Play purchases in the event of a game change, the maximum number of consecutive drawings on a single Play purchase is thirteen (13). The maximum number of consecutive drawings encompassed by a ticketless transaction Play purchase when the Selling Lottery has a process in place to allow players to make changes to their Play purchases in the event of a game change is fifty-two (52).

Close of Sales/Sales Cut-Off: Sales for a particular drawing will close on the day of the drawing. Sales must close no later than 7:59 P.M. CT.

Balance Before Draw: A balanced sales report between the central gaming system (CGS) and each Lottery's internal control system (ICS) must exist before the draw. If a Lottery cannot derive a balanced sales report by at least 30 minutes before the draw, the Selling Lottery will begin out-of-balance procedures.

Ticket Cashing: Lotteries may cash winning tickets after the Drawing, on the same day of the Drawing, after all Selling Lotteries have reported that their systems are in balance and have reported their prize liabilities. Ticket cashing is expected to begin within two hours of the draw time. All prize levels are eligible for ticket cashing on the day of the Drawing. Ticket cashing will begin after authorization from, and a lottery is notified by the Game Administrator of the amount of the prizes at all prize levels.

1. DEFINITIONS. The following definitions apply to these game rules unless the context requires a different meaning or is otherwise inconsistent with the intention of any separate rules adopted by the Selling Lotteries.

a. **"Agent" or "retailer"** means a person or entity authorized by a Selling Lottery to sell lottery Plays.

b. **"Central Gaming Systems" ("CGS")** means the online gaming system which processes, stores, and reports all gaming transactions. Terminals and retailer-provided point of sale devices such as cash registers, and player provided point of sale devices, such as smartphones, are not part of the CGS.

c. **"Drawing"** means the official Drawing of randomly selected logos used to determine whether a player has selected the winning logos.

d. **Reserved.**

e. **Reserved.**

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f. **“Game ticket” or “ticket”** means acceptable evidence of a Play, which is a ticket produced by a terminal or retailer controlled selling device which meets the specifications defined in the rules of each Selling Lottery and the Play Validation requirements as set forth below.

g. **“Game Administrator”** means the Multi-State Lottery Association.

h. **“Incomplete Transaction Plays”** means a Play that is registered on the CGS, but the transaction is terminated prior to transferring Play confirmation to the Player, there is no attempt to print the play on a Ticket, and the Player has not paid for the Play. Incomplete Transaction Plays may occur due to communications loss or other issues as may be accepted by the Selling Lottery.

i. **“Internal Control System” or “ICS”** means a system maintained by a Selling Lottery that records and reports game sales, prize wins, and other information as required by the Selling Lotteries or Game Administrator.

j. **“Jackpot Prize”** means the top prize dollar amount available in the game.

k. **“Set” or “Lower Tier Prize”** means all prizes in the game except the Jackpot Prize.

l. **“Starting Jackpot”** means the starting Jackpot Prize amount as determined by sales.

m. **Reserved.**

n. **“MUSL Rule 2”** means the provisions of the MUSL Rules governing security and other standards that games administered by the Game Administrator must adhere to prior to offering sales of the Powerball Xs & Os game.

o. **Reserved.**

p. **“Play”** means the selections recorded by the Central Gaming System and that appear on a ticket or Ticketless Transaction. Plays may be purchased online or in retail.

q. **“Player Point of Sale Device”** means a player-managed device used to purchase a Play, such as a smartphone.

r. **“Prize Structure”** means the table of outcomes of plays of the game, showing the quantity, percentage, and odds of each prize that can be won.

s. **“Product Group”** means the lotteries that have joined together to offer a product pursuant to the terms of the Product Group’s game rules. Each Product Group Selling Lottery will have a fully tested internal control system (ICS) and central gaming system (CGS) that meets or exceeds the minimum standards as provided for in MUSL Rule 2, as determined by MUSL before Plays are sold.

t. **“Registered Play”** means a wager where the Play is owned by a specifically identified player through a means acceptable to the Selling Lottery and which is recorded on the Selling Lottery’s Central gaming system and Internal Control System.

u. **Reserved.**

v. **“Retailer Controlled Selling Device”** means a device which is not a terminal, and which is controlled by a retailer for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions, including making purchases, validating tickets, and transmitting reports. Examples of Retailer Controlled Selling Devices include cash registers. Retailer Controlled Selling Devices must meet all security requirements of the

Selling Lottery, these rules and MUSL. Retailer Controlled Selling Devices do not include player provided point of sale devices such as smartphones.

w. “Selling Lottery” means a state lottery or lottery of a political subdivision or entity that has joined or has been admitted by majority vote of the Product Group, has met minimum security standards (as determined by the Game Administrator), and is authorized to sell the game.

x. “Set Prize” means a Lower-Tier Prize.

y. “Terminal” means a device authorized by a Selling Lottery to function in an on-line, interactive mode with the lottery’s computer system for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions, including purchases, validating tickets, and transmitting reports, and that meets all security and definitional requirements of these rules, the MUSL Rules and the Selling Lottery, and which is authorized by a Selling Lottery to function in an on line, interactive mode with the Selling Lottery’s central gaming system for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions, including making purchases, validating tickets, and producing reports. The term Terminal does not include a Retailer Controlled Selling Device such as a cash register or player-provided point of sale device such as a smartphone.

z. “Ticketless Transaction” means any Registered Play that is not printed on paper that meets the anti-counterfeiting requirements as required by the Game Administrator. Examples of Ticketless Transactions include internet, subscription, and other types of Registered Plays. Any Play sold through a Terminal that is a Registered Play is a Ticketless Transaction even when a receipt, summation, or recognition of purchase is printed by or through the Terminal. Ticketless Transaction Plays may be registered with the Selling Lottery in a manner that meets the requirements established by the Product Group, the Selling Lottery, and the MUSL Rules.

aa. “Unclaimed Prize” means a prize that has not been paid for a winning ticket and is of an amount that requires a claim form, but that has not been presented for payment within the claim period set forth by the Selling Lottery. An unclaimed prize includes a registered play/ticketless transaction whereby the account holder has not provided and presented a separate written notification of a claim, and a request for payment to the Selling Lottery within the applicable claim period.

2. GAME PARAMETERS. The Powerball Xs & Os game will be sold by retailers, agents, and as otherwise authorized by the Selling Lotteries. The starting jackpot will be established by the Product Group, and if not won, will increase with each drawing. When the jackpot has been won, it will reset at the starting jackpot amount.

a. Price. Plays shall be purchased only for the price as established by the Product Group. Selling Lotteries may not include additional costs for specific, statutorily mandated taxes.

b. Cancellations Prohibited. Plays, including Plays printed in error, which have been recorded on the central gaming system, such as Incomplete Transaction Plays, shall not be voided, or cancelled.

c. Mutilated, altered, unreadable, or incomplete Tickets. Tickets that are unreadable, display incomplete information, have been altered or mutilated, or have been tampered with in any manner may be declared invalid and not payable.

d. Ticket Validation. No validation can be made without an actual ticket or properly Registered Play.

e. RESERVED.

3. PRIZE STRUCTURE. The Product Group has adopted the prize structure for the Powerball Xs & Os game shown above.

a. Cash Only Prizes. Prizes, including the Jackpot Prize award, are cash only. Promotional prizes, if offered, may be cash, experiential, or merchandise.

b. Parimutuel Payout. If more than one player has a validated ticket matching the winning logos, the jackpot prize will be a parimutuel payout, determined by dividing the funds available for the Jackpot Prize by the number of Jackpot winning Plays. Lower-Tier, or set prizes are not a parimutuel payout unless liability limits are reached.

4. UNCLAIMED JACKPOT PRIZES. Each Selling Lottery will set a Jackpot Prize claim period. If the Selling Lottery has not set a prize claim period, the prize claim period shall be 180 days from the date of the applicable drawing. Claims, including registered plays/ticketless transactions must follow the validation provisions below prior to an award of the Jackpot Prize.

If the Jackpot Prize goes unclaimed, all funds collected by the Game Administrator to pay a Jackpot Prize shall be returned in proportion to sales from each Selling Lottery.

5. PRIZE PAYMENTS, DEBT OFFSETS, TAX WITHHOLDINGS. Prize payments are governed by these general provisions:

- a. Jackpot Prizes.** Jackpot Prizes will be rounded to the nearest whole dollar and paid in a cash lump sum in accordance with the payment rules of the Selling Lottery that sold the winning Play. All Jackpot prize claims, including purchases made by Registered Plays or Ticketless Transactions, must be submitted in writing to, and within the period set by the Selling Lottery selling the Play. If no claim period has been set in that jurisdiction, the claim period is 180 days from the date of the drawing.
- b. Set or Lower Tier Prizes.** All lower tier prizes shall be paid in cash through the Selling Lottery that sold the winning Play according to the payment rules of the Selling Lottery. Lower Tier prize liability is the sole responsibility of the Selling Lottery.
- c. Process for Prize Payments.** If a written claim has been made within the applicable claim period for the Jackpot prize, and all validation requirements established by these provisions, any additional validation requirements as may be adopted by the Product Group and the Selling Lottery have been met, a validated Jackpot prize will be paid through the Selling Lottery that sold the winning Play(s) by cash, check, warrant, or electronic transfer. Lower Tier prizes will be paid in accordance with requirements established by the Selling Lottery that sold the winning Play(s).
- d.** Debt offsets and tax withholdings from prizes are the responsibility of the Lottery that sold the winning Play(s).

6. INELIGIBLE PLAYERS. Plays shall not be purchased, and a prize won by any Play either in whole or in part, shall not be paid to any of the following persons:

- a.** A Selling Lottery employee, officer, director, board member, or commissioner.
- b.** Employees of a Selling Lottery's Central gaming system vendor(s), as each Selling Lottery may designate.
- c.** An employee of the Multi-State Lottery Association.
- d.** Other persons as each Selling Lottery may designate.
- e.** Any person residing in the same household of an individual described in subsections (a), (b), (c) and (d).

- f. Persons designated as ineligible to play the Powerball Xs & Os game in any Selling Lottery jurisdiction shall be also ineligible to play the Powerball Xs & Os game in all other Selling Lottery jurisdictions.

7. PLAY VALIDATION REQUIREMENTS. To be a valid Play and eligible to receive a prize, a Play's ticket or properly Registered Play shall satisfy all the requirements established by a Selling Lottery for validation of winning Plays sold through its central gaming system, any other validation requirements adopted by the Product Group, and the Game Administrator's security requirements. The Selling Lotteries shall not be responsible for game tickets or Ticketless Transactions that are altered in any manner.

Except as may be permitted by the Selling Lottery, under no circumstances will a claim be paid for any prize without an official ticket matching all game Play, serial number, and other validations required by these rules, and additional validation data residing in the Selling Lottery's central gaming system or a properly registered Ticketless Transaction. Such ticket, or properly registered Ticketless Transaction shall be the only valid proof of the wager placed and the only valid receipt for claiming or redeeming such prize.

In addition to the above, to be deemed a valid, winning Play, unless the play is a properly registered Ticketless Transaction all the following conditions must be met:

- a. The validation data must be present in its entirety and must correspond, using the computer validation file, to the logo selections printed on the winning play displayed on a ticket for the date of the applicable official Drawing.
- b. The Play logos, validation data and the purchase date of an apparent winning Play must appear on the official file of winning Plays, and a Play with that exact data must not have been previously paid.
- c. The Play must not be misregistered, and the Play's ticket must not be defectively printed or printed or produced in error to an extent that it cannot be processed by the Selling Lottery that issued the Play.
- d. The ticket must have been issued by an authorized sales agent, or retailer of the Selling Lottery and printed on paper in compliance with MUSL Rule 2.
- e. In submitting a Play for validation, the claimant agrees to abide by applicable laws, all rules and regulations, instructions, conditions, and final decisions of the Director of the Selling Lottery that issued the Play.
- f. There must not be any other breach of these game rules in relation to the Play that, in the opinion of the Director of the Selling Lottery that issued the Play, justifies invalidation.
- g. The Play must be submitted to the Selling Lottery that issued it.
- h. Ticketless Transactions (Registered Plays) must meet all validation requirements as noted above, including the validation requirements of the Selling Lottery that issued the play.
- i. In the event a defective ticket is purchased or in the event the Selling Lottery determines to adjust an error, the player's sole and exclusive remedy shall be the replacement of such defective or erroneous ticket(s) with a Play of equivalent sales price.
- j. In the event a Play does not meet the Play Validation Requirements and is not paid by a Selling Lottery, and a dispute occurs as to whether the Play is a winning Play, the Selling Lottery may, at its option, replace the Play. Replacement of the Play shall be the sole and exclusive remedy of the player unless the laws or regulations governing the Selling Lottery provide for further administrative review.

In all cases, the determination of the Selling Lottery shall be final and binding.

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8. PLAY RESPONSIBILITY. The Game Administrator and the Selling Lotteries shall not be responsible for prizes that are not claimed following the proper procedures as determined by the Selling Lottery.

- a. The Selling Lotteries shall not be responsible for lost or stolen tickets.
- b. The Selling Lotteries shall not be responsible to a prize claimant for Plays redeemed in error by an agent or retailer.
- c. A Ticketless Transaction Play is only valid when registered with the Selling Lottery in accordance with lottery rules, these rules and the MUSL Rules. The person or, if permitted by the lottery rules, the persons who are registering the Play shall be the owner of the Ticketless Transaction Play. A receipt for a Ticketless Transaction Play has no value and is not evidence of a Play.
- d. A Selling Lottery may develop a method of compensating Players or retailers and agents for Plays that are returned, such as Plays that are misprinted, illegible, or printed in error, and future Plays affected by changes in game features, including game cancellations.
- e. Selling Lotteries and lottery officials are prohibited from claiming any prizes on Plays that have been returned or are otherwise acquired and held by the Selling Lottery. Any prizes that would otherwise be won on Plays owned or acquired by Selling Lotteries shall become unclaimed prizes at the end of the prize claim period.

9. APPLICABLE LAW. In purchasing a Play, or attempting to claim a prize, purchasers and prize claimants agree to comply with and abide by all game rules, applicable laws, rules, regulations, procedures, and decisions of the Selling Lottery where the Play was purchased, and by directives and determinations of the director of that Selling Lottery.

- a. A prize claimant agrees, as its sole and exclusive remedy that claims arising out of a Play can only be pursued against the Selling Lottery that issued the Play. Litigation, if any, shall only be maintained within the jurisdiction in which the Play was purchased and only against the Selling Lottery that issued the Play. No claim shall be made against any other Selling Lottery or against the Game Administrator.
- b. The Selling Lotteries agree to place language on any Lottery Game Play Slips or other Lottery Game literature and on Selling Lotteries websites and i-gaming platforms, if reasonably possible, that all claims arising out of the Powerball Xs & Os game are limited as set forth in this section and the specific rules adopted by the Selling Lottery.
- c. Nothing in these rules shall be construed as a waiver of any defense or claim the Selling Lottery which issued the Play, any other Selling Lottery, or the Game Administrator may have in any litigation, including in the event a player or prize claimant pursues litigation against the Selling Lottery, any other Selling Lottery or the Game Administrator, or their respective officers, directors, or employees.
- d. All decisions made by a Selling Lottery, including the declaration of prizes and the payment thereof and the interpretation of the Powerball Xs & Os game rules shall be final and binding on all Play purchasers and on every person making a prize claim in respect thereof in the jurisdiction where the Play was issued.
- e. Unless the laws, rules, regulations, procedures, and decisions of the Lottery which issued the Play provide otherwise, no prize shall be paid upon a Play purchased, claimed or sold in violation of these rules or the laws, rules, regulations, procedures, and decisions of that Selling Lottery; any such prize claimed but unpaid shall constitute an unclaimed prize under these rules and the laws, rules, regulations, procedures, and decisions of that Selling Lottery.

10. ADVERTISING. No Selling Lottery may offer, or state that its jurisdiction offers better odds than another jurisdiction selling the game, or a Jackpot Prize estimate that is different than the one provided by MUSL.

11. PROMOTIONS. Selling Lotteries that offer the Powerball Xs & Os game Plays as part of an authorized discount, promotion, or rebate shall contribute the full amount assessed for a Play sold at the uniform price to the jackpot prize pool. Promotions, discounts, and/or rebates that last more than ninety (90) days shall be approved by the Product Group.

12. MAXIMUM PURCHASES. The maximum number of Ticketless Transaction Plays that can be purchased when a Selling lottery has a process in place to allow players to make changes to their Plays, is fifty-two (52) consecutive Drawings. The maximum number of consecutive Drawings on a single Play purchase is thirteen (13).

13. BULK PURCHASES. Reserved.