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***Goooal***

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**Rules of Play and Terms of Participation**

**Valid from 25 September 2023**

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## **A. GENERAL PROVISIONS**

### Art. 1 Organization

1.1 The issue and operation of Gooool are governed by the Federal Act on Gambling of 29 September 2017, the Implementing Ordinance of 7 November 2018 to this Act, and the corresponding intercantonal and cantonal lottery regulations.

1.2 Swisslos, a cooperative domiciled in Basel, organizes Gooool in the territory of German-speaking Switzerland, Ticino and the Principality of Liechtenstein (collectively the "Swisslos Contract Territory") in accordance with these Rules of Play and Terms of Participation for Gooool.

1.3 Gooool can be played on the online system made available by Swisslos (this includes the Internet Gaming Platform (ISP) [www.swisslos.ch](http://www.swisslos.ch)) in accordance with these Rules of Play and Terms of Participation.

1.4 Swisslos issues these Rules of Play and Terms of Participation as well as the "Terms for Online Participation" and the "Terms for Participation via Points of Sale", which provide detailed governance of participation in Gooool draws via the ISP and at physical sales outlets, and reserves the right to change them.

## **B. NATURE OF GOOOL**

### Art. 2 Nature

2.1 Gooool is a lottery product in which lottery draws are made around every four minutes. Players submit picks on the outcome of one, two or three subsequently held random draws, the results of which determine the prizes paid.

2.2 The results of the random draws are displayed to players in the form of a video sequence of a virtual football match lasting around three minutes. This sequence shows which team scored the first goal (random draw 1) and the last goal (random draw 2), and what the final result of the match was (random draw 3).

2.3 For all possible picks, players are shown the winning odds (governing ultimately the subsequent prize money) for the pick before it is selected. The amount of these odds depends on the different strengths of the two teams appearing in the match and draw. The odds in turn reflect the likelihood of the individual picks being winners. So if strong teams are picked, the winning odds in the random draw will be less, but the likelihood of winning will be greater.

## **C. PARTICIPATION**

### Art. 3 Participation options

3.1 Players can pick which of two football teams will score the first and/or last goal in each of the forthcoming rounds, and/or what the final result will be in the video sequences of virtual football matches used to illustrate the results of the draw.

3.2 Players have three options per draw or round: single picks on the three draw or match results itemized in section 3.1; or combination picks, either in the form of double picks on two of the three round results or triple picks on all three round results.

Combination picks can only be placed on multiple results from the same round. The following table shows an overview of the playing and pick options:

Playing options	Versions		Number of pick options
Single picks	Result		9
	First goal		2
	Last goal		2
Double picks	Result + first goal		18
	Result + last goal		18
	First goal + last goal		4
Triple picks	Result + First goal + last goal		36
Total playing options	7		
Types of pick	Result	First goal	Last goal
Pick options	2 : 2	First-named team	First-named team
	3 : 2		
	2 : 3		
	3 : 3	Second-named team	Second-named team
	4 : 2		
	4 : 3		
	2 : 4		
	3 : 4		
	4 : 4		
Total pick options	9	2	2

3.3 Winning odds are shown for each pick. For double and triple picks, the winning odds are calculated by multiplying the amounts for each of the single picks that make up the combination.

#### Art. 4 Contract conclusion

Participation in Gooool in accordance with these Rules of Play and Terms of Participation is open only to persons who conclude a corresponding Gaming Contract with Swisslos. In concluding a Gaming Contract with Swisslos, the player recognizes unreservedly these Rules of Play and Terms of Participation, including any addendums that may exist as well as the Swisslos "Terms for Online Participation" and "Terms for Participation via Points of Sale".

#### Art. 5 Inputting picks and stakes

5.1 Players can input their picks and their stake via the ISP into the input screens displayed on their devices, thereby paying to participate in the selected round. Or they can input their picks and the stake they wish to play in physical sales outlets using the input screens displayed on the self-service terminals and subsequently pay for their stake at this terminal. The input screens also show the winning odds and the amount of money paid out in Swiss francs in the event of a win. In the case of entries involving combination picks, all the constituent picks must be correctly predicted in order to win the appropriate possible prize.

5.2 When playing via the ISP, the stake or purchase price is debited from the game credit in the player's ISP wallet. If their game credit is less than the purchase price, the participant may not play; instead a message is displayed on the device stating that the game credit is too low.

5.3 For each round, which lasts about four minutes, a maximum of three entries involving single, double or triple picks may be submitted via the ISP.

5.4 The minimum stake per entry is CHF 1, and the maximum is CHF 150. A maximum of five rounds are displayed at any given time, in which players can participate.

5.5 There is a closing time by which players can participate in each round. The deadline for the next draw is displayed to players on the input screens.

5.6 The menu structure on the game site/self-service terminal allows players to participate in not only the next game, but also the four following games. The draws for these games take place four, eight, twelve and sixteen minutes after the next draw.

5.7 When playing via the ISP, the picks or entries are displayed to logged-in players on the input screen during the game, as well as being displayed in the player's game account both during and after the game. When playing via a self-service terminal at a sales outlet, once they purchase a pick players receive an entry confirmation ticket that is printed by the terminal and contains the details of the play (in particular, the picks and stakes).

5.8 When playing via the ISP, it is not possible for players to cancel their entries. When playing via the self-service terminal at a sales outlet, entries can be cancelled up until the point when the acceptance of plays closes.

## **D. DRAW AND ANNOUNCEMENT OF THE DRAW RESULT**

### Art. 6 Draw

6.1 After all the submitted entries have been stored and the sales period has come to an end, an electronically conducted random draw takes place with the aid of a certified random number generator. The results of a round consist of three independent draws: 1.) the match result (one out of nine possible results), 2.) the team that scores the first goal (one out of two possibilities), and 3.) the team that scores the last goal (one out of two possibilities).

6.2 This is a weighted random draw that, like the winning odds on offer, takes account of the strength of the two participating football teams. For example, if team A is stronger than team B, it is more likely that a match result favouring team A will be drawn, and it is also more likely that team A will score the first or last goal. The winning odds on offer and displayed for the various picks is calculated in proportion to this weighting.

6.3 If one or more of the three draws for a round cannot take place due to technical problems, all the participating players will have their stakes for all three draws reimbursed.

### Art. 7 Announcement of the draw result

7.1 The draw result (e.g. 2:2, team A and team B) determines the course of the football match video sequence that displays the result of the draw immediately after the draw on players' devices that are connected to the corresponding subpage of the ISP and on screens in the sales outlets that sell Gooool. It consists of approximately three minutes of match footage in which, in this example, each team scores two goals, with team A scoring the first goal and team B scoring the last goal.

7.2 After the football match video sequence has been displayed

- the result of the players' entry or entries is shown, for around 20 seconds, on the devices of players participating via ISP that are logged in. This result (including the picks they chose) can also be viewed subsequently under "Game account" in the player's ticket archive. If the player is not logged in or did not take part, the correct picks are displayed after the football match video sequence.
- the result of the draw and/or the right picks are shown, for around 20 seconds, on the screens of the sales outlets that sell Gooool. These results can also be called up later via the self-service terminal when the entry confirmation ticket is read in and checked for winnings (prize check function). This check can also be carried out via the terminal operated by sales outlet staff. These prize checks can be carried out for all draws in the previous six months.

7.3 The results of the draws for the previous three months can also be accessed online on the Swisslos ISP.

7.4 The public announcement of the draw results and the winners is thus made via [www.swisslos.ch](http://www.swisslos.ch) and the screens in the Gooool sales outlets in the form of the relevant results display via the football match video sequence, and also in the form of the draw and prize information that is subsequently made available via the ISP and self-service terminals (prize check function). If there are faults in connection with the transmission of the results display, it is possible that only the draw and prize information can be displayed. The draw and evaluation become valid as soon as it is possible to carry out the draws and associated competition evaluation for a round.

7.5 The draw date displayed on the player's (online or paper) entry confirmation ticket is regarded as the date of the public announcement that is used to determine the expiry period.

## **E. PRIZES**

Art. 8 Entitlement to prizes

8.1 An entry is entitled to a prize if all the picks it contains were correctly predicted.

8.2 Assessment of the entitlement to a prize in accordance with these Rules of Play and Terms of Participation is based solely on the entries containing the relevant picks that have been successfully transmitted to Swisslos and stored in the Swisslos Gooool gaming system.

Art. 9 Calculation of prizes

9.1 The potential amount of prize money for an entry is calculated by multiplying the stake by the respective odds for each individual pick.

9.2 If an entry consists of two or three picks, the odds are calculated by multiplying the odds for the individual picks. The result is rounded to two decimal places in line with commercial practice.

9.3 The prize money for each entry is rounded to the nearest amount divisible by CHF 0.05.

## **F. FINAL PROVISIONS**

### Art. 10 Validity

10.1 These Rules of Play and Terms of Participation enter into force on 25 September 2023. Swisslos reserves the right to amend these Rules and Terms.

10.2 Where the French, Italian or English version of these Rules of Play and Terms of Participation deviates from the German version, the German version alone is binding.

### Art. 11 Property rights

The rights to Gooool and the associated video sequences of virtual football matches are the property of Swisslos and/or the game and video suppliers. The game and the football match video sequences may not be copied by players or used in any other way or form that violates these property rights.

### Art. 12 Availability of copies

Copies of these Rules of Play and Terms of Participation can be obtained from Swisslos, P.O. Box, 4002 Basel or from [www.swisslos.ch](http://www.swisslos.ch).