

CHAPTER 18  
INSTANT TICKET GENERAL RULES

[Prior to 1/14/87, Iowa Lottery Agency[526] Ch 8]

[Prior to 11/30/88, Instant Game General Rules[705] Ch 8]

[Prior to 9/17/03, see 705—Ch 8]

**531—18.1(99G) Authorization of instant ticket games.** The lottery authority board authorizes the sale of instant tickets that meet the criteria set forth in this chapter.

This rule is intended to implement Iowa Code Supplement section 99G.9(3).  
[ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.2(99G) Definitions.**

*“Instant ticket”* means a scratch ticket or an instaplay ticket as defined in this chapter.

*“Instaplay ticket”* means an instant ticket printed on lotto terminal paper with play symbols that are not concealed by a removable covering.

*“Play symbols”* means the numbers or symbols appearing under the removable covering on a scratch ticket or on the face of an instaplay ticket.

*“Scratch ticket”* as used in this chapter means an instant lottery ticket that is played by removing a rub-off covering on the ticket.

*“Validation number”* means the characters or numbers found on a ticket or ticket stub.

This rule is intended to implement Iowa Code Supplement sections 99G.3 and 99G.9(3).  
[ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.3(99G) Instant ticket price.** The lottery shall specify the price of scratch tickets and instaplay tickets in the specific game rules for each game.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3) and 99G.21.  
[ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.4(99G) Method of play.** Winners of a prize may be determined by such activities as locating, matching, or adding the play symbols on the tickets or by any other play action approved by the lottery. The exact method of designating a winning ticket shall be determined by the lottery and shall be set forth in the specific game rules.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3) and 99G.21.

**531—18.5(99G) Prizes.**

**18.5(1)** The number and amount of prizes shall be determined by the lottery and set forth in the specific game rules.

**18.5(2)** At the lottery’s discretion, a scratch ticket game or an instaplay game may include a special prize event. The number of prizes and the amount of each prize in the prize event shall be determined by the lottery. The dates and times, as well as the procedures for conducting any elimination drawings or prize events, shall be determined by the lottery in the specific game rules. Finalists for prize events shall be selected in the manner stated in the specific game rules.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3), 99G.21, and 99G.31.  
[ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.6(99G) Annuity prizes.** If a prize offered in a scratch game or an instaplay game is an annuity, the prize shall consist of an initial prize payment followed by yearly installments as described in the specific game rules. If the current cash value of an annuity prize attributable to a single ticket or entry is less than \$100,000, the lottery may elect to pay the current cash value of the prize in one lump-sum payment.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3), 99G.21, and 99G.31.  
[ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.7(99G) Disclosure of odds.** The overall probability of purchasing a winning ticket shall be displayed on the Iowa lottery's Web site and in game literature made available by the lottery.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3) and 99G.21.  
[ARC 1954C, IAB 4/15/15, effective 5/20/15]

**531—18.8(99G) Claiming prizes.**

**18.8(1) Claim period.** Scratch ticket prizes must be claimed within 90 days of the announced end of the scratch game. Instaplay ticket prizes must be claimed within 90 days of the date of sale of the instaplay ticket.

**18.8(2) Prizes claimed at retailer.** The specific game rules shall specify prizes that shall be claimed from the retailer. To claim a prize from a retailer, the winner shall sign the back of the winning ticket and fill out a claim form if required by the specific game rules. If a retailer can verify the claim, the retailer shall pay the prize. If a retailer cannot verify the claim, the player shall submit the ticket and a completed claim form to the lottery. If the claim is validated by the lottery, a draft shall be forwarded to the player in payment of the amount due. If the claim is not validated by the lottery, the claim shall be denied and the player shall be promptly notified.

**18.8(3) Prizes claimed at lottery.** The specific game rules shall specify prizes that may be claimed only from the lottery. To claim a prize from the lottery, the player may personally present the completed claim form obtained from a licensed retailer or any lottery office and the ticket to any lottery office or may mail the ticket and claim form to the Iowa Lottery Authority, 13001 University Avenue, Clive, Iowa 50325-8225. If the claim is validated by the lottery, the prize or a check, warrant, or draft shall be forwarded to the player in payment of the amount due less any applicable state or federal income tax withholding. If the claim is not validated by the lottery, the claim shall be denied and the player shall be promptly notified.

**18.8(4) Prizes in special events.** The specific game rules shall set forth the manner in which prizes won in special events or drawings may be claimed.

**18.8(5) Variation by specific game rules.** The specific game rules may vary the terms of this rule in respect to the manner in which prizes are claimed or the claim period applicable to any scratch or instaplay game or special event.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3), 99G.21, and 99G.31.  
[ARC 1954C, IAB 4/15/15, effective 5/20/15; ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.9(99G) Ticket validation requirements.**

**18.9(1)** To be a valid scratch ticket, a ticket must meet all of the following validation requirements. A ticket must:

- a. Have been issued in an authorized manner as determined by the lottery.
- b. Not be altered, unreadable, reconstructed or tampered with in any manner.
- c. Not be counterfeit in whole or in part.
- d. Not be stolen or appear on any list of omitted tickets on file with the lottery.
- e. Be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.
- f. Have play symbols and captions as described in the specific game rules. All symbols, numbers and codes must be present in their entirety, legible, right side up, and not reversed in any manner.
- g. Have the appropriate bar code, pack-ticket number, retailer verification code and security code.
- h. Have a validation number that appears on the lottery's official list of validation numbers of winning tickets. A ticket with that validation number shall not have been previously paid.
- i. Pass all additional validation requirements stated in the specific game rules and any confidential validation requirements established by the lottery.

**18.9(2)** To be a valid instaplay ticket, a ticket must meet all of the following validation requirements. A ticket must:

- a. Have been issued in an authorized manner as determined by the lottery.
- b. Not be altered, unreadable, reconstructed or tampered with in any manner.
- c. Not be counterfeit in whole or in part.

- d. Not be stolen, canceled, or appear on any list of omitted or test tickets on file with the lottery.
- e. Be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.
- f. Have play symbols and captions as described in the specific game rules. All symbols, numbers and codes must be present in their entirety, legible, right side up, and not reversed in any manner.
- g. The information on the ticket or share must correspond precisely with the lottery's computer record.
- h. The ticket or share serial number must appear in its entirety, and correspond, using a computer validation file, to the winning game play or plays printed on the ticket or share.
- i. A ticket or share shall be void unless the ticket or share is printed on a paper stock roll that was validly issued to and used, at the time of the play, by the retailer from whom the ticket or share was purchased.
- j. Pass all additional validation requirements stated in the specific game rules and any confidential validation requirements established by the lottery.

**18.9(3)** Any ticket not passing all applicable validation requirements is invalid and is ineligible for any prize. The chief executive officer's determination that a ticket is invalid is final.

The chief executive officer, in the chief executive officer's sole discretion, may choose to pay an amount equal to the prize that would have been won on an invalid ticket if the lottery is able to determine the prize which would have been won by use of a symbol, number, color code, or other mechanism. The chief executive officer's decision as to whether to pay a player the sum equal to the prize on an invalid ticket is final.

If an invalid ticket is purchased by a player, the only responsibility or liability of the lottery shall be to replace the invalid ticket with an unplayed ticket from the same game or any other game or issue a refund of the sale price.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3), 99G.21, and 99G.31. [ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.10(99G) Official end of game.** The lottery shall announce the official end of each scratch game and each instaplay game. Retailers may continue to sell tickets for each game up to the cutoff date specified by the lottery.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3) and 99G.21. [ARC 2781C, IAB 10/26/16, effective 11/30/16]

**531—18.11(99G) Board approval of games.** The lottery shall provide board members with a written description of each specific scratch game and each specific instaplay game. The chairperson or a quorum of the board may call a special meeting to review the instant game selection. The board shall not contest the selection of a scratch game or an instaplay game more than five days after receiving written notice of the selection.

This rule is intended to implement Iowa Code Supplement sections 99G.9(3) and 99G.21. [ARC 2781C, IAB 10/26/16, effective 11/30/16]

[Filed emergency 7/12/85—published 7/31/85, effective 7/12/85]

[Filed emergency 12/27/85—published 1/15/86, effective 12/30/85]

[Filed emergency 2/21/86—published 3/12/86, effective 2/21/86]

[Filed emergency 4/18/86—published 5/7/86, effective 4/21/86]

[Filed emergency 12/23/86—published 1/14/87, effective 12/26/86]

[Filed 11/3/88, Notice 8/10/88—published 11/30/88, effective 1/4/89]

[Filed emergency 9/29/89—published 10/18/89, effective 10/1/89]

[Filed emergency 8/12/94—published 8/31/94, effective 9/1/94]

[Filed 8/12/94, Notice 6/8/94—published 8/31/94, effective 10/5/94]

[Filed 4/11/03, Notice 2/19/03—published 4/30/03, effective 6/4/03]

[Filed emergency 8/28/03—published 9/17/03, effective 8/28/03]

[Filed 3/12/04, Notice 9/17/03—published 3/31/04, effective 5/7/04]

[Filed ARC 1954C (Notice ARC 1847C, IAB 2/4/15), IAB 4/15/15, effective 5/20/15]

[Filed ARC 2781C (Notice ARC 2660C, IAB 8/3/16), IAB 10/26/16, effective 11/30/16]