

## 53ER24-58 PICK 5™

### (1) How to Play PICK 5™.

(a) PICK 5 is a Draw lottery game (also known as an online terminal game) in which a player selects any five-digit number from 00000 through 99999 inclusive. The digits may be the same, different or combination thereof; for example, 11111, 12123, and 12345 are all valid selections.

(b) Players may choose play amounts of \$.50 or \$1.00 per play, per drawing.

(c) For purposes of this rule, a “play slip” is defined as an original paper play slip issued and approved by the Florida Lottery for the PICK 5 game, or a digital play slip for the PICK 5 game generated using the Florida Lottery Mobile Convenience App (“App”). Except where necessary herein to differentiate between a paper play slip and a digital play slip, the term “play slip” shall be inclusive of both types of play slips.

(d) Players may make their PICK 5 ticket selections by: using a play slip; using a Florida Lottery vending machine (“vending machine”) if a vending machine for Draw game ticket purchases is available at the retailer location; telling the retailer their desired selections; or by requesting to use the Play it Again feature.

### (e) Play Slip.

1. Paper Play Slips. There are five panels on a paper PICK 5 play slip. Players electing to use a paper play slip to make their PICK 5 ticket selections must mark one number in each column or mark the Quick Pick (QP) box located at the bottom of each panel for the terminal to randomly select one or more of the numbers for each panel played. The player may also mark the play type, draw time and play amount; however, if the play type, play amount, or draw time is not marked by the player, the terminal will default to a \$1.00 straight play for the next available draw. A “Void” box is also located at the bottom of each panel and should be marked by the player if an error was made in his or her selections in a panel. Players may choose the FIREBALL add-on feature by marking the “FIREBALL” box to create more combinations. Adding FIREBALL will apply to and double the cost of all panels played. Players may mark the \$5 “Quick Picks” box to receive five \$1.00 tickets, each with one set of five randomly selected numbers (straight play) for the next PICK 5 drawing; or may mark the \$10 “Quick Picks” box to receive ten \$1.00 tickets, each with one set of five randomly selected numbers (straight play) for the next available PICK 5 drawing. Players may mark Quick Picks in addition to panel plays. Advance play may also be added to play future drawings as further provided in paragraph (1)(f), below. Paper play slips must be Florida Lottery approved and players must use only blue or black ink or pencil for making selections. Paper play slips may be processed through a Florida Lottery vending machine or processed by a Florida Lottery retailer to obtain a ticket. A player who selects the box play type or the straight/box play type and who elects to use the quick pick feature will not be able to select the type of box play. The type of box play will be determined by whether the quick pick numbers selected by the terminal comprise a 5-way box, 10-way box, 20-way box, or 30-way, 60-way or 120-way box combination as described in paragraph (2)(b), below.

2. Digital Play Slip. How to Create a Digital Play Slip. From the Landing Page on the App, a player should select the PICK 5 game icon and then click on “Pick Numbers.” The player may either select his or her numbers from a field of numbers described in paragraph (1)(a) or use the “Random Numbers” or “Shake to Play” feature for the App to provide the player random numbers. Up to five panels can be created on one digital PICK 5 play slip. A player must also select the play type, play amount and drawing time, which will apply to all panels played, and, if more than the default of one drawing is desired, select the number of drawings. The parameters for advance play are set forth in paragraph (1)(f), below. If a player desires to add FIREBALL as described in subparagraph (1)(e)1. above, he or she should click the FIREBALL button so that “yes” is selected. Adding FIREBALL will apply the feature to all panels played. Players may also use the “My Favorites” feature to save the digital play slip for later use. Once a digital play slip is created and the player clicks “Create Playslip,” a barcode will be displayed. The player may present the barcode appearing on his or her mobile device to the retailer to purchase a ticket through the retailer terminal or may use the barcode to purchase a ticket through a vending machine that provides for Draw game purchases. Illustrative instructions for creating a PICK 5 digital play slip are available by clicking on the “How to Play” button on the main PICK 5 page.

(f) Advance Play. Players may play future consecutive midday, evening, or both drawings within a fourteen-day period or non-consecutive drawings within a seven-day period by using the “advance play” feature. To use the advance play feature, players may either select the number of drawings and draw time(s) on the play slip or tell the retailer the advance play selections and draw time(s) they desire. For purposes of this paragraph (1)(f), both a fourteen-day and a seven-day period begin on the date of the next available PICK 5 drawing for the draw time(s) selected and continue through the next thirteen /six consecutive days for the draw time selected.

1. Advance Play by Play Slip. Advance play selections made on a play slip are for consecutive drawings for only the selected draw time(s). The number of consecutive drawings selected will include the next available drawing for the draw time(s) selected and will apply to the panel(s) played. For paper play slips, advance play will not be

applied to selections when the \$5 or \$10 Quick Picks box is marked.

- a. If the midday (MID) box is selected, the ticket will be entered into the next available midday draw and consecutive midday draws through the selected number of days.
- b. If the evening (EVE) box is selected, the ticket will be entered into the next available evening draw and consecutive evening draws through the selected number of days.
- c. If the both (BOTH) box is selected, the ticket will be entered into the next available draw and consecutive midday and evening draws through the selected number of days.

2. Advance Play by Telling the Retailer. Players shall specify to the retailer their desired selections in one of the following advance play parameters:

- a. Any single day for the draw time(s) selected in a seven-day period;
- b. Any two non-consecutive days for the draw time(s) selected in a seven-day period;
- c. Any two or more consecutive days for the draw time(s) selected in a seven-day period, not including the next available drawing.
- d. Up to fourteen consecutive days for the draw times selected, including the next available drawing.

3. If a planned change in the PICK 5 game requires that the number of advance plays available for purchase be reduced to zero before implementation of the change, an advance play countdown schedule will be posted on the Florida Lottery's website at [floralottery.com](http://floralottery.com).

(g) Vending Machine. If a vending machine is available at a retailer location, the vending machine may be used by a player to make Quick Pick selections; manual selections, if the vending machine provides that option; and process both paper and digital PICK 5 play slips. Neither a retailer nor a player can process the cancellation of a PICK 5 ticket through a vending machine. At the request of a player, the retailer shall make a good faith effort to cancel PICK 5 tickets that are purchased through a vending machine by using the retailer's lottery terminal in accordance with the cancellation provisions in paragraph (5)(e).

(h) Telling the Retailer. Retailers also are authorized to manually enter numbers selected by a player. Players electing to make their PICK 5 ticket selections by telling the retailer must specify the play type, play amount, draw time(s), number of drawings and their desired number selections (or tell the retailer they desire to use the quick pick feature for the terminal to randomly select one or more of the numbers). Additionally, if a player desires to add FIREBALL, he or she must tell the retailer to add that option.

(i) Play it Again.

1. A player may request to "Play it Again" to replay a previously purchased PICK 5 ticket. If requested, a retailer shall process the original ticket provided by the player and print a new ticket which will have the same selected numbers, play amount, number of panels, and number of drawings as the original ticket. The new ticket produced will be for the next available draw irrespective of the draw time shown on the original ticket.

2. An original ticket with advance play will be rejected and cannot be replayed if the number of drawings on the ticket exceeds the number of advance play drawings that are available at the time of requested ticket replay due to implementation of an advance play countdown for the PICK 5 game. Tickets older than sixty days cannot be replayed. PICK 5 tickets purchased using the Play it Again feature have the same cancellation provisions as the original ticket.

(2) Determination of PICK 5 Base Game Prizes.

PICK 5 can be played and won as follows:

(a) "Straight" play. In a straight play, if a player's digits as printed on the player's ticket match, in exact order, the official PICK 5 winning numbers for the drawing, the player wins \$25,000 for a 50-cent play or \$50,000 for a \$1.00 play.

(b) "Box" play. A box play allows a player to win if the player's digits match, in any order, the official PICK 5 winning numbers for the drawing.

1. A "5-way box" is a play in which the player has selected a number with four identical digits and one different digit (example 11112) and covers the five possible combinations of the five digits. A 5-way box pays a winner \$5,000 for a 50-cent play or \$10,000 for a \$1.00 play.

2. A "10-way box" is a play in which the player has selected a number with three identical digits and two identical different digits (example 11122) and covers the ten possible combinations of the five digits. A 10-way box pays a winner \$2,500 for a 50-cent play or \$5,000 for a \$1.00 play.

3. A "20-way box" is a play in which the player has selected a number with three identical digits and two different digits (example 11123) and covers the twenty possible combinations of the five digits. A 20-way box pays a winner \$1,250 for a 50-cent play or \$2,500 for a \$1.00 play.

4. A "30-way box" is a play in which the player has selected a number with two different pairs of identical digits and one different digit (example 11223) and covers the thirty possible combinations of the five digits. A 30-

way box pays a winner \$830 for a 50-cent play or \$1,660 for a \$1.00 play.

5. A “60-way box” is a play in which the player has selected a number with two identical digits and three different digits (example 11234) and covers the sixty possible combinations of the five digits. A 60-way box pays a winner \$415 for a 50-cent play or \$830 for a \$1.00 play.

6. A “120-way box” is a play in which the player has selected a number with five different digits (example 12345) and covers the one hundred twenty possible combinations of the five digits. A 120-way box pays a winner \$208 for a 50-cent play or \$416 for a \$1.00 play.

(c) “Straight and Box” play. A straight and box play combines a 50-cent straight play and a 50-cent box play for a \$1.00 play.

1. A “Straight and 5-way box” play pays a winner \$30,000 if a player’s digits as printed on the player’s ticket match, in exact order, the official PICK 5 winning numbers for the drawing, or \$5,000 if the player’s digits match, in any other order, the official PICK 5 winning numbers for the drawing.

2. A “Straight and 10-way box” play pays a winner \$27,500 if a player’s digits as printed on the player’s ticket match, in exact order, the official PICK 5 winning numbers for the drawing, or \$2,500 if the player’s digits match, in any other order, the official PICK 5 winning numbers for the drawing.

3. A “Straight and 20-way box” play pays a winner \$26,250 if a player’s digits as printed on the player’s ticket match, in exact order, the official PICK 5 winning numbers for the drawing, or \$1,250 if the player’s digits match, in any other order, the official PICK 5 winning numbers for the drawing.

4. A “Straight and 30-way box” play pays a winner \$25,830 if a player’s digits as printed on the player’s ticket match, in exact order, the official PICK 5 winning numbers for the drawing, or \$830 if the player’s digits match, in any other order, the official PICK 5 winning numbers for the drawing.

5. A “Straight and 60-way box” play pays a winner \$25,415 if a player’s digits as printed on the player’s ticket match, in exact order, the official PICK 5 winning numbers for the drawing, or \$415 if the player’s digits match, in any other order, the official PICK 5 winning numbers for the drawing.

6. A “Straight and 120-way box” play pays a winner \$25,208 if a player’s digits as printed on the player’s ticket match, in exact order, the official PICK 5 winning numbers for the drawing, or \$208 if the player’s digits match, in any other order, the official PICK 5 winning numbers for the drawing.

(3) PICK 5 Base Game Odds of Winning.

The odds of winning in PICK 5 are:

- (a) Straight 1 in 100,000
- (b) Box 5-way 1 in 20,000
- (c) Box 10-way 1 in 10,000
- (d) Box 20-way 1 in 5,000
- (e) Box 30-way 1 in 3,333.33
- (f) Box 60-way 1 in 1,666.67
- (g) Box 120-way 1 in 833.33
- (h) Straight/Box 5-way 1 in 100,000 and 1 in 20,000
- (i) Straight/Box 10-way 1 in 100,000 and 1 in 10,000
- (j) Straight/Box 20-way 1 in 100,000 and 1 in 5,000
- (k) Straight/Box 30-way 1 in 100,000 and 1 in 3,333.33
- (l) Straight/Box 60-way 1 in 100,000 and 1 in 1,666.67
- (m) Straight/Box 120-way 1 in 100,000 and 1 in 833.33

(4) FIREBALL.

(a) FIREBALL is an add-on play option available in association with the PICK 5 game. The FIREBALL option cannot be played independently of PICK 5 base game play. Selecting FIREBALL will double the cost of all panels played. FIREBALL is available with both 50-cent and \$1.00 play amounts.

(b) Players can use the FIREBALL number to replace one of the five official PICK 5 winning numbers for that drawing to create five new FIREBALL winning combinations. Created FIREBALL winning combinations may be duplicative of the base play winning combinations as well as duplicative of each other. If the player’s numbers on his or her ticket match any of the created FIREBALL winning combinations for that drawing, the player shall be entitled to one or more FIREBALL prizes based on the numbers played, play type and play amount purchased. An example of a FIREBALL win follows:

Example	
Play Type: Straight	
Play Amount: \$1.00	

Player's Numbers: 2-3-4-5-6  
 Drawing Results: 1-3-4-5-6  
 FIREBALL Number: 2  
 FIREBALL Winning Combinations:  
 2-3-4-5-6; 1-2-4-5-6; 1-3-2-5-6; 1-3-4-2-6; 1-3-4-5-2  
 Player wins: one (1) FIREBALL prize of \$12,000

(c) The FIREBALL prizes and odds of winning are set forth in the table below.

PICK 5 with FIREBALL Prize Structure				
Play Type	FIREBALL Prize 50-cent Play	FIREBALL Prize \$1.00 Play	FIREBALL Odds of Winning 1:	Maximum Number of FIREBALL Wins
Straight	\$6,000	\$12,000	20,000	5
5-Way	\$1,200	\$2,400	4,000	5
10-Way	\$600	\$1,200	2,000	4
20-Way	\$300	\$600	1,000	4
30-Way	\$200	\$400	667	3
60-Way	\$100	\$200	333	3
120-Way	\$50	\$100	167	2
5-Way Straight/Box		\$7,200 & \$1,200	20,000 & 4,000	8
10-Way Straight/Box		\$6,600 & \$600	20,000 & 2,000	6
20-Way Straight/Box		\$6,300 & \$300	20,000 & 1,000	6
30-Way Straight/Box		\$6,200 & \$200	20,000 & 667	4
60-Way Straight/Box		\$6,100 & \$100	20,000 & 333	4
120-Way Straight/Box		\$6,050 & \$50	20,000 & 167	3

(d) Players can win a FIREBALL prize with or without winning a base game prize.

(e) For all play types, if a player wins the base game prize and the FIREBALL number is the same as one or more of the PICK 5 winning numbers, the player shall be entitled to one or more FIREBALL prizes (based on the play type, numbers played, winning numbers and play amount) in addition to the PICK 5 base game prize for the play amount purchased. The table above sets forth the maximum number of FIREBALL wins by play type.

Examples of winning in both the base game and with FIREBALL follow:

Example A	Example B
Play Type: Straight Play Amount: \$1.00 Player's Numbers: 1-2-3-4-5 Drawing Results: 1-2-3-4-5 FIREBALL Number: 1 FIREBALL Winning Combinations: 1-2-3-4-5; 1-1-3-4-5; 1-2-1-4-5; 1-2-3-1-5; 1-2-3-4-1 Player wins: base prize of \$50,000 + one (1) FIREBALL prize of \$12,000 = \$62,000.	Play Type: Straight Play Amount: \$1.00 Player's Numbers: 1-1-2-3-4 Drawing Results: 1-1-2-3-4 FIREBALL Number: 1 FIREBALL Winning Combinations: 1-1-2-3-4; 1-1-2-3-4; 1-1-1-3-4; 1-1-2-1-4; 1-1-2-3-1 Player wins: base prize of \$50,000 + two (2 ) FIREBALL prizes of \$12,000 each = \$74,000.

(5) On occasion, increases in the prize amounts set forth in subsection (2) will be offered for promotional purposes. In such event, the increased prize amounts will be available at [floridalottery.com](http://floridalottery.com), Lottery district offices and retailer locations.

(6) A liability limit of \$7 million is established for PICK 5. When the play of a five-digit number for a drawing

reaches the Florida Lottery's PICK 5 liability limit of \$7 million, no further ticket sales for any type of play that would involve that five-digit number will be allowed for that drawing.

(7) PICK 5 Base Game Drawings.

(a) PICK 5 base game drawings are conducted twice daily by the Florida Lottery.

(b) The equipment for the PICK 5 base game drawing shall be configured so that one ball is drawn from each of five units of balls numbered zero (0) through nine (9).

(c) Five balls will be selected in the drawing, one each into five separate display devices. The numbers shown on the five balls, after certification by the Draw Manager and the Accountant, shall be the official PICK 5 winning numbers for the drawing.

(d) FIREBALL Drawing.

1. FIREBALL drawings are conducted twice daily by the Florida Lottery.

2. After all four PICK Daily Games™ (PICK 2™, PICK 3™, PICK 4™ and PICK5™) drawings have been conducted for the draw time (either mid-day or evening) and date, the FIREBALL drawing will be conducted to select the FIREBALL number. The FIREBALL number drawn shall apply to all four PICK Daily Games.

3. The equipment for the FIREBALL drawing shall be configured so that one ball is drawn from one unit of balls numbered zero (0) through nine (9).

4. In the drawing, one ball will be drawn from the single unit of balls into a single display device. The number shown on the ball after certification by the Draw Manager and the Accountant shall be the official winning FIREBALL number for that drawing.

(e) The Florida Lottery shall not be responsible for incorrect circulation, publication or broadcast of official winning numbers.

(8) PICK 5 Rules and Prohibitions.

(a) By purchasing a PICK 5 ticket a player agrees to comply with and abide by all rules and regulations of the Florida Lottery.

(b) PICK 5 prize payments shall be made in accordance with rules of the Florida Lottery governing payment of prizes. A copy of the current rule can be obtained from the Florida Lottery, Office of the General Counsel, 250 Marriott Drive, Tallahassee, Florida 32399-4011.

(c) Subject to a retailer's hours of operation and gaming system availability, PICK 5 lottery tickets are available for purchase daily between the hours of 6:00 a.m. and midnight, Eastern Time (ET).

(d) The scheduled time for the daily PICK 5 drawing is approximately 1:30 p.m. (ET) for the midday draw and approximately 9:45 p.m. (ET) for the evening draw. Ticket sales for a specific PICK 5 drawing will close approximately twelve minutes prior to that drawing. Any ticket sold after the close of game will be printed with the next available PICK 5 draw date and time unless the player specifies another PICK 5 draw date and time within the selection parameters.

(e) Retailer cancellations of PICK 5 tickets can only be performed by the retailer who sold the ticket, using the selling terminal's optical mark reader, and within two hours after printing, except that no PICK 5 ticket shall be canceled after close of game for the related drawing. The two-hour ticket cancellation period may be reduced due to the selling retailer's hours of business operation; the cut off time for daily sales (12:00 midnight (ET)); gaming system availability; or the time of the related PICK 5 close of game for the related drawing. Ticket cancellations cannot be processed through a vending machine. If a player desires to cancel a ticket purchased through a vending machine, the player must present the ticket to the retailer where the ticket was purchased for processing within the timeframe described above.

(f) It is the player's responsibility to make sure his or her ticket(s) are printed exactly as requested before leaving the retailer, including verifying the number of ticket(s) printed, and to determine the accuracy of the selected panels of numbers, draw date(s), draw times, play amount and play type on tickets. In the event that a ticket given to the player by the retailer contains selections that are not consistent with the player's selections, it shall be the responsibility of the player to immediately advise the retailer of that fact. In such event and upon request of a player, the retailer shall make a good faith effort to cancel the ticket.

(9) This emergency rule replaces Emergency Rule 53ER22-39.

(10) The effective date of this emergency rule is December 18, 2024.

*Rulemaking Authority 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.109(1), 24.115(1) FS; Law Implemented 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.124 FS. History—New 12-18-2024, Replaces 53ER22-39.*

The official rule for PICK 5 is effective as of December 18, 2024 and can be obtained from the Florida Administrative Code at [www.flrules.org](http://www.flrules.org) on or soon after December 18, 2024. In the event of a conflict between a provision of this rule version and the official rule, the official rule shall govern.