EXPIRATION OF TEMPORARY REGULATIONS.--EXCEPT FOR
TEMPORARY REGULATIONS GOVERNING THE RULES FOR ISSUING
CERTIFICATES AND LICENSES UNDER THIS CHAPTER, FOR NEW
INTERACTIVE GAMES, FOR APPROVING INTERACTIVE GAMES OR VARIATIONS
THEREOF, INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT AND
FOR APPROVING MANUFACTURERS, SUPPLIERS AND OTHER PERSONS SEEKING
TO PROVIDE INTERACTIVE GAMES, INTERACTIVE GAMING DEVICES AND
ASSOCIATED EQUIPMENT, THE BOARD'S AUTHORITY TO ADOPT TEMPORARY
REGULATIONS UNDER SUBSECTION (A) SHALL EXPIRE TWO YEARS AFTER
PUBLICATION OF THE TEMPORARY REGULATIONS. REGULATIONS ADOPTED
AFTER THIS PERIOD SHALL BE PROMULGATED AS PROVIDED BY LAW.

SUBCHAPTER B
INTERACTIVE GAMING AUTHORIZED

SEC.

13B11. AUTHORIZATION TO CONDUCT INTERACTIVE GAMING.
13B12. INTERACTIVE GAMING CERTIFICATE REQUIRED AND CONTENT OF
PETITION.
13B13. ISSUANCE OF INTERACTIVE GAMING CERTIFICATE.
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13B15. INTERACTIVE GAMING CERTIFICATE AND INTERACTIVE GAMING
LICENSE.
13B16. TIMING OF INITIAL INTERACTIVE GAMING AUTHORIZATIONS.
§ 13B11. AUTHORIZATION TO CONDUCT INTERACTIVE GAMING.
(A) AUTHORITY OF BOARD.--THE BOARD MAY AUTHORIZE A SLOT
MACHINE LICENSEE:
(1) TO CONDUCT INTERACTIVE GAMING DIRECTLY OR THROUGH AN
INTERACTIVE GAMING OPERATOR UNDER AN INTERACTIVE GAMING
AGREEMENT, INCLUDING CONTESTS AND TOURNAMENTS AND ANY OTHER
GAME WHICH IS DETERMINED BY THE BOARD TO BE SUITABLE FOR
INTERACTIVE GAMING.
(2) To deploy interactive gaming skins or interactive gaming websites to facilitate the conduct of interactive gaming activities.

(A.1) Additional authority of board.—Pursuant to section 13B12(A.1) (relating to interactive gaming certificate required and content of petition), the board may authorize a qualified gaming entity to:

(1) Conduct interactive gaming directly or through an interactive gaming operator under an interactive gaming agreement, including contests and tournaments and any other game which is determined by the board to be suitable for interactive gaming.

(2) Deploy interactive gaming skins or interactive gaming websites to facilitate the conduct of interactive gaming activities.

(A.2) Categorization.—The board, in the board's sole discretion, shall categorize each authorized interactive game as one of the following:

(1) A peer-to-peer interactive game.

(2) A non-peer-to-peer interactive game which simulates slot machines.

(3) A non-peer-to-peer interactive game which simulates table games.

(B) Authority to play interactive games.—Notwithstanding any other provision of law, an individual who is 21 years of age or older is hereby permitted to participate as a registered player in interactive gaming and wagering associated with playing an authorized interactive game offered by an interactive gaming certificate holder in accordance with this chapter and regulations of the board. Except as provided in subchapter G...
(RELATING TO MISCELLANEOUS PROVISIONS), A REGISTERED PLAYER MUST
BE PHYSICALLY LOCATED WITHIN THIS COMMONWEALTH IN ORDER TO
PARTICIPATE IN INTERACTIVE GAMING.

§ 13B12. INTERACTIVE GAMING CERTIFICATE REQUIRED AND CONTENT OF
PETITION.

(A) CERTIFICATE REQUIRED.--NO PERSON SHALL OPERATE OR
CONDUCT OR ATTEMPT TO OPERATE OR CONDUCT INTERACTIVE GAMING,
EXCEPT FOR TEST PURPOSES AS APPROVED BY THE BOARD, OR OFFER
INTERACTIVE GAMING FOR PLAY BY THE PUBLIC IN THIS COMMONWEALTH
WITHOUT FIRST OBTAINING AN INTERACTIVE GAMING CERTIFICATE OR AN
INTERACTIVE GAMING LICENSE FROM THE BOARD. A SLOT MACHINE
LICENSEE MAY SEEK APPROVAL TO CONDUCT INTERACTIVE GAMING BY
FILING A PETITION FOR AN INTERACTIVE GAMING CERTIFICATE WITH THE
BOARD. THE BOARD SHALL PRESCRIBE THE FORM AND THE MANNER IN
WHICH IT SHALL BE FILED.

(A.1) TIMING OF PETITION AND ELIGIBILITY.--THE FOLLOWING
SHALL APPLY:

(1) NO LATER THAN 90 DAYS AFTER THE DATE THE BOARD
BEGINS ACCEPTING PETITIONS UNDER THIS CHAPTER, A SLOT MACHINE
LICENSEE MAY FILE A PETITION WITH THE BOARD FOR AN
INTERACTIVE GAMING CERTIFICATE. IF THE BOARD APPROVES A
PETITION FOR AN INTERACTIVE GAMING CERTIFICATE UNDER THIS
PARAGRAPH, THE BOARD SHALL AUTHORIZE THE INTERACTIVE GAMING
CERTIFICATE HOLDER TO OFFER ANY CATEGORY OF INTERACTIVE
GAMING.

(2) BETWEEN 90 DAYS AND 120 DAYS AFTER THE DATE THE
BOARD BEGINS ACCEPTING PETITIONS UNDER THIS CHAPTER, A SLOT
MACHINE LICENSEE MAY FILE A PETITION WITH THE BOARD FOR AN
INTERACTIVE GAMING CERTIFICATE. IF THE BOARD APPROVES A
PETITION FOR AN INTERACTIVE GAMING CERTIFICATE UNDER THIS
Paragraph, the board shall authorize the interactive gaming certificate holder to offer the categories of interactive gaming identified in the slot machine licensee's petition under paragraph (b)(4.1).

(3) One hundred twenty days after the date the board begins accepting petitions under this chapter, a qualified gaming entity may file a petition with the board for an interactive gaming certificate. If the board approves a petition for an interactive gaming certificate under this paragraph, the board shall authorize the interactive gaming certificate holder to offer the categories of interactive gaming identified in the slot machine licensee's petition under paragraph (b)(4.1).

(4) A qualified gaming entity which files a petition for an interactive gaming certificate under paragraph (3) shall be considered a slot machine licensee for the purposes of this subchapter.

(5) Any slot machine licensee who becomes licensed after the effective date of this section shall have 90 days from the date of licensure to submit a petition with the board for an interactive gaming certificate. If the board approves a petition for an interactive gaming certificate under this paragraph, the board shall authorize the interactive gaming certificate holder to offer any category of interactive gaming. After 90 days but before 120 days from the date of licensure, the slot machine licensee may file a petition with the board for an interactive gaming certificate. If the board approves a petition for an interactive gaming certificate under this paragraph, the board shall authorize the interactive gaming certificate holder to offer the categories
OF INTERACTIVE GAMING IDENTIFIED IN THE SLOT MACHINE LICENSEE'S PETITION UNDER PARAGRAPH (B)(4.1). AFTER 120 DAYS FROM THE DATE OF LICENSURE, A QUALIFIED GAMING ENTITY MAY FILE A PETITION WITH THE BOARD FOR AN INTERACTIVE GAMING CERTIFICATE IN THE CATEGORIES OF INTERACTIVE GAMES FOR WHICH THE SLOT MACHINE LICENSEE DID NOT SEEK AUTHORIZATION.

(6) FOR THE PURPOSES OF THIS SUBSECTION, A "QUALIFIED GAMING ENTITY" SHALL BE A GAMING ENTITY LICENSED IN ANY JURISDICTION WHICH HAS SATISFIED THE REQUIREMENTS OF THIS CHAPTER AND ANY OTHER CRITERIA ESTABLISHED BY THE BOARD, INCLUDING FINANCIAL AND CHARACTER SUITABILITY REQUIREMENTS.

(A.2) NUMBER OF INTERACTIVE GAMING CERTIFICATES AUTHORIZED.--

(1) THE BOARD MAY ISSUE A MAXIMUM NUMBER OF INTERACTIVE GAMING CERTIFICATES AS PROVIDED UNDER THIS SUBSECTION:

(I) AN AMOUNT NOT TO EXCEED ONE CERTIFICATE FOR PEER-TO-PEER INTERACTIVE GAMES PER CATEGORY 1, CATEGORY 2 OR CATEGORY 3 SLOT MACHINE LICENSE.

(II) AN AMOUNT NOT TO EXCEED ONE CERTIFICATE FOR NON-PEER-TO-PEER INTERACTIVE GAMES WHICH SIMULATE TABLE GAMES PER CATEGORY 1, CATEGORY 2 OR CATEGORY 3 SLOT MACHINE LICENSE.

(III) AN AMOUNT NOT TO EXCEED ONE CERTIFICATE FOR NON-PEER-TO-PEER INTERACTIVE GAMES WHICH SIMULATE SLOT MACHINES PER CATEGORY 1, CATEGORY 2 OR CATEGORY 3 SLOT MACHINE LICENSE.

(2) AN INTERACTIVE GAMING CERTIFICATE WHICH AUTHORIZES MULTIPLE CATEGORIES OF INTERACTIVE GAMES SHALL COUNT AS AN INTERACTIVE GAMING CERTIFICATE IN EACH CATEGORY OF INTERACTIVE GAME AUTHORIZED UNDER THIS SECTION.

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(B) CONTENT OF PETITION.--IN ADDITION TO INFORMATION AND
DOCUMENTATION DEMONSTRATING THAT THE SLOT MACHINE LICENSEE IS
QUALIFIED FOR AN INTERACTIVE GAMING CERTIFICATE UNDER THIS
CHAPTER, A PETITION FOR AN INTERACTIVE GAMING CERTIFICATE SHALL
INCLUDE THE FOLLOWING:

(1) THE NAME, BUSINESS ADDRESS AND CONTACT INFORMATION
OF THE SLOT MACHINE LICENSEE.

(2) THE NAME, BUSINESS ADDRESS AND CONTACT INFORMATION
OF ANY AFFILIATE OR OTHER PERSON THAT WILL BE A PARTY TO AN
AGREEMENT WITH THE SLOT MACHINE LICENSEE RELATED TO THE
OPERATION OF INTERACTIVE GAMING OR AN INTERACTIVE GAMING
SYSTEM ON BEHALF OF THE SLOT MACHINE LICENSEE, INCLUDING A
PERSON APPLYING FOR AN INTERACTIVE GAMING LICENSE.

(3) THE NAME AND BUSINESS ADDRESS, JOB TITLE AND A
PHOTOGRAPH OF EACH PRINCIPAL AND KEY EMPLOYEE OF THE SLOT
MACHINE LICENSEE WHO WILL BE INVOLVED IN THE CONDUCT OF
INTERACTIVE GAMING, WHETHER OR NOT THE PRINCIPAL OR KEY
EMPLOYEE IS CURRENTLY LICENSED BY THE BOARD, IF KNOWN.

(4) THE NAME AND BUSINESS ADDRESS, JOB TITLE AND A
PHOTOGRAPH OF EACH PRINCIPAL AND KEY EMPLOYEE OF THE
INTERACTIVE GAMING OPERATOR, IF ANY, WHO WILL CONDUCT
INTERACTIVE GAMING OR AN INTERACTIVE GAMING SYSTEM ON BEHALF
OF THE SLOT MACHINE LICENSEE, WHETHER OR NOT THE PRINCIPAL OR
KEY EMPLOYEE IS CURRENTLY LICENSED BY THE BOARD, IF KNOWN.

(4.1) A STATEMENT IDENTIFYING WHICH CATEGORIES OF
INTERACTIVE GAMES THE SLOT MACHINE LICENSEE INTENDS TO OFFER:

(I) PEER-TO-PEER INTERACTIVE GAMES;

(II) NON-PEER-TO-PEER INTERACTIVE GAMES WHICH
SIMULATE SLOT MACHINES; OR

(III) NON-PEER-TO-PEER INTERACTIVE GAMES WHICH
SIMULATE TABLE GAMES.

(5) AN ITEMIZED LIST OF THE INTERACTIVE GAMES, INCLUDING IDENTIFYING WHAT CATEGORY EACH INTERACTIVE GAME FALLS UNDER, AND ANY OTHER GAME OR GAMES THE SLOT MACHINE LICENSEE PLANS TO OFFER THROUGH THE SLOT MACHINE LICENSEE'S INTERACTIVE GAMING WEBSITE FOR WHICH AUTHORIZATION IS BEING SOUGHT. THE SLOT MACHINE LICENSEE SHALL, IN ACCORDANCE WITH REGULATIONS PROMULGATED BY THE BOARD, FILE WITH THE BOARD ANY CHANGES IN THE NUMBER OF AUTHORIZED INTERACTIVE GAMES OFFERED THROUGH INTERACTIVE GAMING.

(6) THE ESTIMATED NUMBER OF FULL-TIME AND PART-TIME EMPLOYMENT POSITIONS THAT WILL BE CREATED AT THE SLOT MACHINE LICENSEE'S LICENSED FACILITY OR AT ANY INTERACTIVE GAMING RESTRICTED AREA IF AN INTERACTIVE GAMING CERTIFICATE IS ISSUED AND AN UPDATED HIRING PLAN UNDER SECTION 1510(A) (RELATING TO LABOR HIRING PREFERENCES) WHICH OUTLINES THE SLOT MACHINE LICENSEE'S PLAN TO PROMOTE THE REPRESENTATION OF DIVERSE GROUPS AND COMMONWEALTH RESIDENTS IN THE EMPLOYMENT POSITIONS.

(7) A BRIEF DESCRIPTION OF THE ECONOMIC BENEFITS EXPECTED TO BE REALIZED BY THE COMMONWEALTH IF AN INTERACTIVE GAMING CERTIFICATE IS ISSUED.

(8) THE DETAILS OF ANY FINANCING OBTAINED OR THAT WILL BE OBTAINED TO FUND AN EXPANSION OR MODIFICATION OF THE SLOT MACHINE LICENSEE'S LICENSED FACILITY TO ACCOMMODATE INTERACTIVE GAMING AND TO OTHERWISE FUND THE COST OF COMMENCING INTERACTIVE GAMING.

(9) INFORMATION AND DOCUMENTATION CONCERNING FINANCIAL BACKGROUND AND RESOURCES, AS THE BOARD MAY REQUIRE, TO ESTABLISH BY CLEAR AND CONVINCING EVIDENCE THE FINANCIAL
STABILITY, INTEGRITY AND RESPONSIBILITY OF THE SLOT MACHINE LICENSEE, AND INFORMATION OR DOCUMENTATION CONCERNING ANY PERSON THAT WILL OPERATE INTERACTIVE GAMING OR AN INTERACTIVE GAMING SYSTEM ON BEHALF OF THE SLOT MACHINE LICENSEE AS AN INTERACTIVE GAMING OPERATOR, AS THE BOARD MAY REQUIRE. THE INTERACTIVE GAMING AGREEMENT WITH SUCH PERSON SHALL BE SUBJECT TO THE REVIEW AND APPROVAL OF THE BOARD.

(10) INFORMATION AND DOCUMENTATION, AS THE BOARD MAY REQUIRE, TO ESTABLISH BY CLEAR AND CONVINCING EVIDENCE THAT THE SLOT MACHINE LICENSEE HAS SUFFICIENT BUSINESS ABILITY AND EXPERIENCE TO CONDUCT A SUCCESSFUL INTERACTIVE GAMING OPERATION. IN MAKING THIS DETERMINATION, THE BOARD MAY CONSIDER THE RESULTS OF THE SLOT MACHINE LICENSEE'S SLOT MACHINE AND TABLE GAME OPERATIONS, INCLUDING FINANCIAL INFORMATION, EMPLOYMENT DATA AND CAPITAL INVESTMENT.

(11) INFORMATION AND DOCUMENTATION, AS THE BOARD MAY REQUIRE, TO ESTABLISH BY CLEAR AND CONVINCING EVIDENCE THAT THE SLOT MACHINE LICENSEE HAS OR WILL HAVE THE FINANCIAL ABILITY TO PAY THE INTERACTIVE GAMING AUTHORIZATION FEE.

(12) DETAILED SITE PLANS IDENTIFYING THE PROPOSED INTERACTIVE GAMING RESTRICTED AREA WHERE INTERACTIVE GAMING OPERATIONS WILL BE MANAGED, ADMINISTERED OR CONTROLLED AS APPROVED BY THE BOARD.

(13) A DETAILED DESCRIPTION OF ALL OF THE FOLLOWING:

(I) THE SLOT MACHINE LICENSEE'S INITIAL SYSTEM OF INTERNAL AND ACCOUNTING CONTROLS APPLICABLE TO INTERACTIVE GAMING.

(II) THE SLOT MACHINE LICENSEE'S PROPOSED STANDARDS TO PROTECT, WITH A REASONABLE DEGREE OF CERTAINTY, THE PRIVACY AND SECURITY OF ITS REGISTERED PLAYERS.
(III) How the slot machine licensee will facilitate compliance with all of the requirements set forth in this chapter and in section 802(A) of the unlawful internet gambling enforcement act of 2006 (Public Law 109-347, 31 U.S.C. § 5362(10)(B)), including, but not limited to, all of the following:

(A) Age, identity and location verification requirements.

(B) Appropriate data security standards to prevent unauthorized access by any person whose age, identity or location have not been verified or cannot be verified in accordance with this chapter and applicable regulations of the board.

(C) Except as provided in subchapter G (relating to miscellaneous provisions), the requirement that all wagers made in the conduct of interactive gaming be initiated and received or otherwise made exclusively within this commonwealth.

(IV) The slot machine licensee's proposed age, identity and location verification standards designed to block access to persons under 21 years of age and other persons excluded or prohibited from participating in interactive gaming under this chapter.

(V) The procedures the slot machine licensee will use to register individuals as registered players.

(VI) The procedures the slot machine licensee will use to establish interactive gaming accounts for registered players.

(VII) The interactive games and services the slot machine licensee proposes to offer to registered players.
(VIII) DOCUMENTATION AND INFORMATION RELATING TO
KNOWN PROPOSED CONTRACTORS OF THE SLOT MACHINE LICENSEE
AND SUBCONTRACTORS OF THE CONTRACTORS.

(14) THE INTERACTIVE GAMING DEVICES AND ASSOCIATED
EQUIPMENT AND INTERACTIVE GAMING SYSTEM OR SYSTEMS, THAT THE
SLOT MACHINE LICENSEE PLANS TO OR WILL UTILIZE TO MANAGE,
ADMINISTER OR CONTROL ITS INTERACTIVE GAMING OPERATIONS.

(15) COMPLIANCE CERTIFICATION OF THE SLOT MACHINE
LICENSEE’S PROPOSED INTERACTIVE GAMING DEVICES AND ASSOCIATED
EQUIPMENT, INCLUDING INTERACTIVE GAMING SOFTWARE AND
HARDWARE, BY A BOARD-APPROVED GAMING LABORATORY TO ENSURE
THAT THE GAMING SOFTWARE AND HARDWARE COMPLY WITH THE
REQUIREMENTS OF THIS CHAPTER AND REGULATIONS OF THE BOARD.

(16) DETAILED DESCRIPTION OF ACCOUNTING SYSTEMS,
INCLUDING, BUT NOT LIMITED TO, ACCOUNTING SYSTEMS FOR ALL OF
THE FOLLOWING:

   (I) INTERACTIVE GAMING ACCOUNTS.

   (II) PER-HAND CHARGES, IF APPLICABLE.

   (III) TRANSPARENCY AND REPORTING TO THE BOARD AND
   THE DEPARTMENT.

   (IV) DISTRIBUTION OF REVENUE TO THE COMMONWEALTH AND
   WINNINGS TO REGISTERED PLAYERS.

   (V) ONGOING AUDITING AND INTERNAL CONTROL COMPLIANCE
   REVIEWS.

(17) DETAILED INFORMATION ON SECURITY SYSTEMS TO PROTECT
THE INTERACTIVE GAMING SKINS OR INTERACTIVE GAMING WEBSITE
FROM INTERNAL AND EXTERNAL BREACHES AND THREATS.

(18) ANY OTHER INFORMATION THE BOARD MAY REQUIRE.

(C) CONFIDENTIALITY.--INFORMATION SUBMITTED TO THE BOARD
UNDER SUBSECTION (B) MAY BE CONSIDERED CONFIDENTIAL BY THE BOARD.
§ 13B13. ISSUANCE OF INTERACTIVE GAMING CERTIFICATE.

(A) REQUIREMENTS FOR APPROVAL OF PETITION.--

(1) THE BOARD MAY APPROVE A PETITION UNDER SECTION 13B12 (RELATING TO INTERACTIVE GAMING CERTIFICATE REQUIRED AND CONTENT OF PETITION) UPON FINDING CLEAR AND CONVINCING EVIDENCE OF ALL OF THE FOLLOWING:

(I) THE SLOT MACHINE LICENSEE'S PROPOSED CONDUCT OF INTERACTIVE GAMING COMPLIES IN ALL RESPECTS WITH THE REQUIREMENTS OF THIS CHAPTER AND REGULATIONS PROMULGATED BY THE BOARD.

(II) AGE, IDENTITY AND LOCATION VERIFICATION REQUIREMENTS DESIGNED TO BLOCK ACCESS TO INDIVIDUALS UNDER 21 YEARS OF AGE AND PERSONS OTHERWISE EXCLUDED OR PROHIBITED FROM ENGAGING IN INTERACTIVE GAMING IN ACCORDANCE WITH THIS CHAPTER, AS APPROVED BY THE BOARD, HAVE BEEN IMPLEMENTED BY THE SLOT MACHINE LICENSEE.

(III) THE SLOT MACHINE LICENSEE HAS IMPLEMENTED OR WILL IMPLEMENT APPROPRIATE DATA SECURITY STANDARDS TO PREVENT UNAUTHORIZED ACCESS BY ANY PERSON WHOSE AGE, IDENTITY AND LOCATION HAS NOT BEEN VERIFIED OR CANNOT BE VERIFIED IN ACCORDANCE WITH THE REGULATIONS PROMULGATED BY THE BOARD.

(IV) THE SLOT MACHINE LICENSEE HAS IMPLEMENTED OR WILL IMPLEMENT APPROPRIATE STANDARDS TO PROTECT THE PRIVACY AND SECURITY OF REGISTERED PLAYERS WITH A REASONABLE DEGREE OF CERTAINTY.

(V) THE SLOT MACHINE LICENSEE'S INITIAL SYSTEM OF INTERNAL AND ACCOUNTING CONTROLS APPLICABLE TO...
INTERACTIVE GAMING, AND THE SECURITY AND INTEGRITY OF ALL FINANCIAL TRANSACTIONS IN CONNECTION WITH THE SYSTEM, COMPLIES WITH THIS CHAPTER AND REGULATIONS PROMULGATED BY THE BOARD.

(VI) THE SLOT MACHINE LICENSEE IS IN GOOD STANDING WITH THE BOARD.

(VII) THE SLOT MACHINE LICENSEE AGREES THAT THE NUMBER OF SLOT MACHINES AND TABLE GAMES IN OPERATION AT ITS LICENSED FACILITY, AS OF THE EFFECTIVE DATE OF THIS SECTION, WILL NOT BE REDUCED AS A RESULT OF INTERACTIVE GAMING.

(2) IT SHALL BE AN EXPRESS CONDITION OF THE ISSUANCE AND CONTINUED VALIDITY OF AN INTERACTIVE GAMING CERTIFICATE THAT A SLOT MACHINE LICENSEE SHALL COLLECT, REPORT AND PAY ALL APPLICABLE TAXES AND FEES AND SHALL MAINTAIN ALL BOOKS, RECORDS AND DOCUMENTS PERTAINING TO THE SLOT MACHINE LICENSEE'S INTERACTIVE GAMING OPERATIONS IN A MANNER AND LOCATION WITHIN THIS COMMONWEALTH AS APPROVED BY THE BOARD. ALL BOOKS, RECORDS AND DOCUMENTS SHALL BE IMMEDIATELY AVAILABLE FOR INSPECTION BY THE BOARD AND THE DEPARTMENT DURING ALL HOURS OF OPERATION IN ACCORDANCE WITH THE REGULATIONS OF THE BOARD AND SHALL BE MAINTAINED IN A MANNER AND DURING PERIODS OF TIME AS THE BOARD SHALL REQUIRE.

(B) ISSUANCE OF INTERACTIVE GAMING CERTIFICATE.--

(1) UPON APPROVAL OF A PETITION FOR AN INTERACTIVE GAMING CERTIFICATE, THE BOARD SHALL ISSUE AN INTERACTIVE GAMING CERTIFICATE TO THE SLOT MACHINE LICENSEE. THE ISSUANCE OF AN INTERACTIVE GAMING CERTIFICATE PRIOR TO THE FULL PAYMENT OF THE AUTHORIZATION FEE REQUIRED UNDER SECTION 13B51 (RELATING TO INTERACTIVE GAMING AUTHORIZATION FEE) SHALL NOT
RELIEVE THE SLOT MACHINE LICENSEE FROM THE OBLIGATION TO PAY
THE AUTHORIZATION FEE IN ACCORDANCE WITH THE REQUIREMENTS OF
SECTION 13B51.

(2) UPON ISSUING AN INTERACTIVE GAMING CERTIFICATE, THE
BOARD SHALL AMEND THE SLOT MACHINE LICENSEE'S STATEMENT OF
CONDITIONS TO INCLUDE CONDITIONS PERTAINING TO THE
REQUIREMENTS OF THIS CHAPTER.

(C) TERM OF INTERACTIVE GAMING CERTIFICATE.--SUBJECT TO THE
POWER OF THE BOARD TO DENY, REVOKE OR SUSPEND AN INTERACTIVE
GAMING CERTIFICATE, AN INTERACTIVE GAMING CERTIFICATE SHALL BE
VALID FOR FIVE YEARS FROM THE DATE OF ISSUANCE AND MAY BE
RENEWED IN ACCORDANCE WITH THE REQUIREMENTS OF SECTION 1326
(RELATING TO RENEWALS).

(D) SANCTIONS.--AN INTERACTIVE GAMING CERTIFICATE HOLDER
THAT FAILS TO ABIDE BY THE REQUIREMENTS OF THIS CHAPTER OR
REGULATIONS OF THE BOARD OR ANY CONDITION CONTAINED IN THE
INTERACTIVE GAMING CERTIFICATE HOLDER'S STATEMENT OF CONDITIONS
GOVERNING THE OPERATION OF INTERACTIVE GAMING SHALL BE SUBJECT
TO BOARD-IMPOSED ADMINISTRATIVE SANCTIONS OR OTHER PENALTIES
AUTHORIZED UNDER THIS PART.

(E) BACKGROUND INVESTIGATIONS.--EACH PETITION FOR AN
INTERACTIVE GAMING CERTIFICATE SHALL BE ACCOMPANIED BY A
NONREFUNDABLE FEE ESTABLISHED BY THE BOARD TO COVER THE COST OF
BACKGROUND INVESTIGATIONS. THE BOARD SHALL DETERMINE BY
REGULATION THE PERSONS WHO SHALL BE SUBJECT TO BACKGROUND
INVESTIGATION. ANY ADDITIONAL COSTS AND EXPENSES INCURRED IN ANY
BACKGROUND INVESTIGATION OR OTHER INVESTIGATION OR PROCEEDING
UNDER THIS CHAPTER SHALL BE REIMBURSED TO THE BOARD BY THE
PETITIONER.

§ 13B14. INTERACTIVE GAMING OPERATORS.
(A) LICENSE REQUIRED.--No person shall serve or attempt to serve as an interactive gaming operator without first obtaining an interactive gaming license from the board. A person may seek approval to serve as an interactive gaming operator by filing an application with the board. The board shall prescribe the form of the application and the manner in which it shall be filed.

The board shall:

(1) determine suitability of the person filing an application under this section, the board shall determine suitability in accordance with the same requirements of this part applicable to the determination of suitability of the issuance of an interactive gaming certificate to a slot machine licensee. Notwithstanding the provisions of this paragraph, the board may consider a holder of a valid license, permit, registration, certificate or other authorization approved and issued under this part, which is in good standing, as suitable under this section without additional investigation. The consideration shall not relieve the applicant for an interactive gaming license from payment of all fees imposed under this chapter.

(2) provide for the approval of the terms and conditions of all agreements entered into by or between an interactive gaming certificate holder and a person applying for an interactive gaming license.

(B) CLASSIFICATION AND APPROVAL OF EMPLOYEES.--

(1) The board shall establish a classification system for employees of interactive gaming operators or other persons who provide products or services associated with or related to interactive gaming, interactive gaming platforms and interactive gaming systems.
(2) THE BOARD SHALL PROVIDE FOR THE LICENSURE, PERMITTING, REGISTRATION OR CERTIFICATION, AS IT DEEMS APPROPRIATE, OF EMPLOYEES IN EACH EMPLOYEE CLASSIFICATION ESTABLISHED BY IT IN ACCORDANCE WITH PARAGRAPH (1).

(C) APPLICABILITY OF CERTAIN PROVISIONS.--INTERACTIVE GAMING OPERATORS SHALL BE SUBJECT TO THE APPLICABLE PROVISIONS OF THIS PART THAT APPLY TO INTERACTIVE GAMING CERTIFICATE HOLDERS, AS DETERMINED BY THE BOARD, INCLUDING THE PROVISIONS OF SECTION 13B13(D) (RELATING TO ISSUANCE OF INTERACTIVE GAMING CERTIFICATE).

(D) TERM OF INTERACTIVE GAMING LICENSE.--SUBJECT TO THE POWER OF THE BOARD TO DENY, REVOKE OR SUSPEND AN INTERACTIVE GAMING LICENSE, AN INTERACTIVE GAMING LICENSE SHALL BE VALID FOR FIVE YEARS FROM THE DATE OF ISSUANCE AND MAY BE RENEWED IN ACCORDANCE WITH THE REQUIREMENTS OF SECTION 1326 (RELATING TO RENEWALS).

(E) INTERACTIVE GAMING LICENSE AND CONDITIONAL AUTHORIZATION.--

(1) THE FOLLOWING SHALL APPLY:

(I) DURING THE FIRST 18 MONTHS AFTER THE EFFECTIVE DATE OF THIS SECTION, THE BOARD MAY ISSUE CONDITIONAL AUTHORIZATION TO A PERSON APPLYING FOR AN INTERACTIVE GAMING LICENSE.

(II) CONDITIONAL AUTHORIZATION ISSUED UNDER THIS SUBSECTION SHALL REMAIN IN EFFECT UNTIL THE EARLIER OF THE DATE OCCurring 12 MONTHS AFTER THE ISSUANCE OF THE AUTHORIZATION OR THE DATE UPON WHICH THE BOARD MAKES A FINAL DETERMINATION ON THE PERSON'S APPLICATION.

(III) THE EFFECTIVENESS OF A CONDITIONAL AUTHORIZATION MAY BE EXTENDED BY THE BOARD NOT MORE THAN
ONCE, UPON A SHOWING OF GOOD CAUSE.

(IV) CONDITIONAL AUTHORIZATION SHALL ALLOW AN
APPLICANT FOR AN INTERACTIVE GAMING LICENSE TO ENGAGE IN
ALL OF THE FUNCTIONS OF A LICENSED INTERACTIVE GAMING
OPERATOR FOR THE DURATION OF THE CONDITIONAL
AUTHORIZATION.

(2) A CONDITIONAL AUTHORIZATION MAY NOT BE ISSUED UNLESS:

(I) THE APPLICANT HAS SUBMITTED A COMPLETE
APPLICATION FOR AN INTERACTIVE GAMING LICENSE TO THE
BOARD.

(II) THE APPLICANT AGREES TO PAY OR HAS PAID THE FEE
PRESCRIBED IN SECTION 13B51 (RELATING TO INTERACTIVE
GAMING AUTHORIZATION FEE) PRIOR TO THE ISSUANCE OF
CONDITIONAL AUTHORIZATION.

(III) THE BUREAU HAS NO OBJECTION TO THE ISSUANCE OF
A CONDITIONAL AUTHORIZATION TO THE APPLICANT.

(3) WITHIN 45 DAYS OF THE DATE THAT THE BUREAU RECEIVES
THE COMPLETED APPLICATION FOR AN INTERACTIVE GAMING LICENSE
FROM AN APPLICANT FOR INVESTIGATION, THE BUREAU SHALL CONDUCT
A PRELIMINARY INVESTIGATION OF THE APPLICANT AND ANY EMPLOYEE
OF THE APPLICANT DETERMINED BY THE BOARD TO BE INCLUDED IN
THE INVESTIGATION, WHICH SHALL INCLUDE A CRIMINAL BACKGROUND
INVESTIGATION.

(4) IF THE BUREAU'S PRELIMINARY INVESTIGATION DISCLOSES
NO ADVERSE INFORMATION THAT WOULD IMPACT SUITABILITY FOR
LICENSURE, THE BUREAU SHALL PROVIDE THE BOARD WITH A
STATEMENT OF NO OBJECTION TO THE ISSUANCE OF CONDITIONAL
AUTHORIZATION TO THE APPLICANT.

(5) IF THE BUREAU'S PRELIMINARY INVESTIGATION DISCLOSES
ADVERSE INFORMATION THAT WOULD IMPACT SUITABILITY FOR
LICENSURE, IT SHALL REGISTER AN OBJECTION, AND A CONDITIONAL
AUTHORIZATION MAY NOT BE ISSUED UNTIL THE BUREAU'S CONCERNS
ARE RESOLVED.

(6) A CONDITIONAL AUTHORIZATION APPROVED AND ISSUED TO
AN APPLICANT FOR AN INTERACTIVE GAMING LICENSE UNDER THIS
SUBSECTION MAY BE SUSPENDED OR WITHDRAWN BY THE BOARD UPON A
SHOWING OF GOOD CAUSE BY THE BUREAU.

§ 13B15. INTERACTIVE GAMING CERTIFICATE AND INTERACTIVE GAMING
LICENSE.

THE FOLLOWING SHALL APPLY:

(1) AN INTERACTIVE GAMING CERTIFICATE AND AN INTERACTIVE
GAMING LICENSE ISSUED TO AN INTERACTIVE GAMING OPERATOR
CONDUCTING INTERACTIVE GAMING OR AN INTERACTIVE GAMING SYSTEM
ON BEHALF OF THE INTERACTIVE GAMING CERTIFICATE HOLDER SHALL
BE VALID UNLESS NOT RENEWED IN ACCORDANCE WITH THE PROVISIONS
OF THIS CHAPTER OR:

(I) THE CERTIFICATE OR LICENSE IS SUSPENDED OR
REVOKED BY THE BOARD AS PERMITTED BY THIS PART AND
REGULATIONS OF THE BOARD.

(II) THE INTERACTIVE GAMING CERTIFICATE HOLDER'S
SLOT MACHINE LICENSE IS SUSPENDED, REVOKED OR NOT RENEWED
BY THE BOARD AS PERMITTED BY THIS PART AND REGULATIONS OF
THE BOARD.

(III) THE INTERACTIVE GAMING CERTIFICATE HOLDER SLOT
MACHINE LICENSEE RELINQUISHES OR DOES NOT SEEK RENEWAL OF
ITS SLOT MACHINE LICENSE.

(IV) THE INTERACTIVE GAMING CERTIFICATE HOLDER DOES
NOT SEEK RENEWAL OF ITS INTERACTIVE GAMING CERTIFICATE.

(2) THE INTERACTIVE GAMING CERTIFICATE MAY INCLUDE AN
INITIAL ITEMIZED LIST BY NUMBER AND TYPE OF AUTHORIZED INTERACTIVE GAMES TO BE CONDUCTED BY THE INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR. THE INTERACTIVE GAMING CERTIFICATE HOLDER MAY INCREASE OR DECREASE THE NUMBER OF INTERACTIVE GAMES AUTHORIZED FOR PLAY ON ITS INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE OR CHANGE THE TYPE OF AUTHORIZED INTERACTIVE GAMES PLAYED ON ITS INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE CONSISTENT WITH THE TYPES OF INTERACTIVE GAMES AUTHORIZED BY THE INTERACTIVE GAMING CERTIFICATE ISSUED BY THE BOARD, UPON NOTICE, IF REQUIRED BY THE BOARD, TO THE BOARD AND APPROVAL BY THE BOARD OR A DESIGNATED EMPLOYEE OF THE BOARD. UNLESS APPROVED BY THE BOARD OR A DESIGNATED EMPLOYEE OF THE BOARD, THE TOTAL NUMBER AND TYPE OF AUTHORIZED INTERACTIVE GAMES OFFERED FOR PLAY BY AN INTERACTIVE GAMING CERTIFICATE HOLDER MAY NOT DIFFER FROM THE NUMBER AND TYPE APPROVED BY THE BOARD AND AUTHORIZED IN THE INTERACTIVE GAMING CERTIFICATE.

(3) A SLOT MACHINE LICENSEE SHALL BE REQUIRED TO UPDATE THE INFORMATION IN ITS PETITION FOR AN INTERACTIVE GAMING CERTIFICATE AT TIMES AND IN THE FORM AND MANNER PRESCRIBED BY THE BOARD.

(4) A VALID INTERACTIVE GAMING CERTIFICATE OR INTERACTIVE GAMING LICENSE MAY BE RENEWED IN ACCORDANCE WITH THE PROCEDURES SET FORTH IN SECTION 1326 (RELATING TO RENEWALS) AND UPON THE PAYMENT OF THE APPLICABLE RENEWAL FEE REQUIRED BY SECTION 13B51(C) (RELATING TO INTERACTIVE GAMING AUTHORIZATION FEE).

§ 13B16. TIMING OF INITIAL INTERACTIVE GAMING AUTHORIZATIONS.

THE BOARD SHALL PRESCRIBE THE DATE ON WHICH INITIAL PETITIONS FOR AN INTERACTIVE GAMING CERTIFICATE AND APPLICATIONS FOR AN
INTERACTIVE GAMING LICENSE MUST BE FILED WITH THE BOARD AND SHALL APPROVE OR DENY A PETITION OR APPLICATION WITHIN 90 DAYS FOLLOWING RECEIPT.

SUBCHAPTER B.1
MULTI-USE COMPUTING DEVICES

SEC.

13B20. AUTHORIZATION.

13B20.1. (RESERVED).

13B20.2. (RESERVED).

13B20.3. FEE.

13B20.4. MULTI-USE GAMING DEVICE TAX.

13B20.5. MULTI-USE GAMING DEVICE LOCAL SHARE ASSESSMENT.

13B20.6. REGULATIONS.

13B20.7. CONSTRUCTION.

$ 13B20. AUTHORIZATION.

(A) AUTHORITY.--THE BOARD MAY AUTHORIZE AN INTERACTIVE GAMING CERTIFICATE HOLDER TO PROVIDE FOR THE CONDUCT OF INTERACTIVE GAMING, EITHER DIRECTLY OR THROUGH AN INTERACTIVE GAMING OPERATOR UNDER AN INTERACTIVE GAMING AGREEMENT, AT A QUALIFIED AIRPORT THROUGH THE USE OF MULTI-USE COMPUTING DEVICES BY ELIGIBLE PASSENGERS IN ACCORDANCE WITH THIS SUBCHAPTER AND THE REGULATIONS OF THE BOARD. THE FOLLOWING SHALL APPLY:

(1) IF THE INTERACTIVE GAMING CERTIFICATE HOLDER INTENDS TO OPERATE INTERACTIVE GAMING UNDER AN INTERACTIVE GAMING AGREEMENT, THE INTERACTIVE GAMING OPERATOR THAT IS A PARTY TO THE INTERACTIVE GAMING AGREEMENT SHALL HAVE BEEN ISSUED AN INTERACTIVE GAMING LICENSE OR WILL BE ISSUED AN INTERACTIVE GAMING LICENSE PRIOR TO THE COMMENCEMENT OF OPERATIONS UNDER THE INTERACTIVE GAMING AGREEMENT. THE INTERACTIVE GAMING AGREEMENT SHALL BE SUBJECT TO THE REVIEW AND APPROVAL OF THE
(2) AS FOLLOWS:

(I) THE INTERACTIVE GAMING CERTIFICATE HOLDER OR THE
INTERACTIVE GAMING OPERATOR, AS APPROPRIATE, SHALL ENTER
INTO A WRITTEN AGREEMENT FOR THE CONDUCT OF INTERACTIVE
GAMING THROUGH THE USE OF MULTI-USE COMPUTING DEVICES
WITHIN THE AIRPORT GAMING AREA AS FOLLOWS:

(A) FOR THE CONDUCT OF INTERACTIVE GAMING AT A
QUALIFIED AIRPORT WHICH IS LOCATED PARTIALLY IN A
COUNTY OF THE FIRST CLASS AND PARTIALLY IN A COUNTY
CONTIGUOUS TO A COUNTY OF THE FIRST CLASS, THE
WRITTEN AGREEMENT SHALL BE WITH EITHER THE AIRPORT
AUTHORITY OR ITS DESIGNEE OR A CONCESSION OPERATOR,
EXCEPT THAT, IF THE WRITTEN AGREEMENT IS WITH A
CONCESSION OPERATOR, THE AIRPORT AUTHORITY OR ITS
DESIGNEE MUST HAVE APPROVED OR CONSENTED TO LAWFUL
GAMING WITHIN THE AIRPORT GAMING AREA THROUGH THE
CONCESSION OPERATOR'S CONCESSION CONTRACT AND THE
AIRPORT AUTHORITY MUST HAVE RECEIVED A COPY OF THE
WRITTEN AGREEMENT WITH THE CERTIFICATE HOLDER OR THE
INTERACTIVE GAMING OPERATOR.

(B) FOR THE CONDUCT OF INTERACTIVE GAMING AT A
QUALIFIED AIRPORT WHICH IS NOT LOCATED PARTIALLY
WITHIN A COUNTY OF THE FIRST CLASS AND PARTIALLY IN A
COUNTY CONTIGUOUS TO A COUNTY OF THE FIRST CLASS, THE
WRITTEN AGREEMENT SHALL BE WITH THE AIRPORT AUTHORITY
OR ITS DESIGNEE.

(II) THE WRITTEN AGREEMENT SHALL BE SUBJECT TO THE
REVIEW AND APPROVAL OF THE BOARD.

(3) NOTWITHSTANDING ANY PROVISION TO THE CONTRARY
CONTAINED IN THIS PART OR REGULATION OF THE BOARD, AN
ELIGIBLE PASSENGER DOES NOT NEED TO BE A REGISTERED PLAYER AS
PROVIDED FOR IN SECTION 13B22 (RELATING TO ESTABLISHMENT OF
INTERACTIVE GAMING ACCOUNTS).

(B) PETITION.--AN INTERACTIVE GAMING CERTIFICATE HOLDER
DESIRING TO PROVIDE INTERACTIVE GAMING AT A QUALIFIED AIRPORT
UNDER SUBSECTION (A) SHALL SUBMIT A PETITION FOR APPROVAL TO THE
BOARD. THE PETITION SHALL BE IN THE FORM AND SUBMITTED IN THE
MANNER PRESCRIBED BY THE BOARD.

(C) REQUIREMENTS.--THE PETITION FILED UNDER SUBSECTION (B)
SHALL INCLUDE THE FOLLOWING:

(1) THE NAME, BUSINESS ADDRESS AND CONTACT INFORMATION
OF THE INTERACTIVE GAMING CERTIFICATE HOLDER AND THE NAME,
BUSINESS ADDRESS AND CONTACT INFORMATION OF THE INTERACTIVE
GAMING OPERATOR, IF APPLICABLE.

(2) THE NAME AND BUSINESS ADDRESS, JOB TITLE AND A
PHOTOGRAPH OF EACH PRINCIPAL AND KEY EMPLOYEE, IF KNOWN, OF
THE INTERACTIVE GAMING CERTIFICATE HOLDER AND THE INTERACTIVE
GAMING OPERATOR, IF APPLICABLE, WHO WILL BE DIRECTLY INVOLVED
IN THE CONDUCT OF THE AUTHORIZED INTERACTIVE GAMES AT THE
QUALIFIED AIRPORT AND WHO ARE NOT CURRENTLY LICENSED BY THE
BOARD.

(3) THE NAME AND JOB TITLE OF THE PERSON OR PERSONS WHO
WILL BE RESPONSIBLE FOR ENSURING THE OPERATION AND INTEGRITY
OF THE CONDUCT OF INTERACTIVE GAMING AT THE QUALIFIED AIRPORT
AND FOR REVIEWING REPORTS OF SUSPICIOUS TRANSACTIONS.

(4) A COPY OF THE INTERACTIVE GAMING AGREEMENT, IF
APPLICABLE.

(5) THE LOCATION OF THE QUALIFIED AIRPORT TOGETHER WITH
DETAILED SITE PLANS INDICATING THE LOCATION OF THE PROPOSED
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AIRPORT GAMING AREA.


(7) IF THE USE AND CONTROL OF THE QUALIFIED AIRPORT IS REGULATED BY A CITY OF THE FIRST CLASS, AN IDENTIFICATION OF THE MUNICIPAL AGENCY WITH PRIMARY OVERSIGHT IN THE CITY OF THE FIRST CLASS.

(8) COPIES OF THE AGREEMENTS REQUIRED UNDER SUBSECTION (A)(2).

(9) THE BRAND NAME OF THE MULTI-USE COMPUTING DEVICES THAT WILL BE PLACED IN OPERATION AT THE QUALIFIED AIRPORT AND ANY INFORMATION REQUIRED BY THE BOARD, IN ITS DISCRETION, REGARDING PERSONS THAT MANUFACTURE OR WILL SUPPLY THE MULTI-USE COMPUTING DEVICES AS IT DEEMS NECESSARY.

(10) THE INTERACTIVE GAMES THE INTERACTIVE GAMING CERTIFICATE HOLDER OR THE INTERACTIVE GAMING OPERATOR, AS APPLICABLE, INTENDS TO OFFER FOR PLAY AT THE QUALIFIED AIRPORT.

(11) INFORMATION, AS THE BOARD MAY REQUIRE, ON ANY COMPUTER APPLICATIONS, INCLUDING GAMING APPLICATIONS, THAT CAN BE ACCESSED ON THE MULTI-USE COMPUTING DEVICES TO BE PLACED INTO OPERATION AT THE QUALIFIED AIRPORT.

(12) INFORMATION AND DOCUMENTATION EVIDENCING THE FINANCIAL STABILITY, INTEGRITY AND RESPONSIBILITY OF THE INTERACTIVE GAMING CERTIFICATE HOLDER AND THE INTERACTIVE GAMING OPERATOR, IF APPLICABLE.

(13) THE AGREEMENT OF THE INTERACTIVE GAMING CERTIFICATE HOLDER TO PAY THE FEE REQUIRED BY SECTION 13B20.3 (RELATING

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(14) ANY OTHER INFORMATION REQUIRED BY THE BOARD.

(D) CONFIDENTIALITY.--INFORMATION SUBMITTED TO THE BOARD UNDER SUBSECTION (C) MAY BE CONSIDERED CONFIDENTIAL BY THE BOARD IF THE INFORMATION WOULD BE CONFIDENTIAL UNDER SECTION 1206(F) (RELATING TO BOARD MINUTES AND RECORDS).

(E) APPROVAL.--THE BOARD SHALL APPROVE THE PETITION SUBMITTED UNDER SUBSECTION (B) UPON REVIEW AND APPROVAL OF THE INFORMATION SUBMITTED UNDER SUBSECTION (C) AND A DETERMINATION BY THE BOARD BY CLEAR AND CONVINCING EVIDENCE THAT:

(1) THE INTERACTIVE GAMING CERTIFICATE HOLDER AND THE INTERACTIVE GAMING OPERATOR, IF APPLICABLE, HAVE PAID ALL REQUIRED FEES AND TAXES PAYABLE UNDER PROVISIONS OF THIS PART OTHER THAN THIS SUBCHAPTER TO THE DATE OF SUBMISSION OF THE PETITION.

(2) THE INTERACTIVE GAMING CERTIFICATE HOLDER, OR THE INTERACTIVE GAMING OPERATOR, AS THE CASE MAY BE, POSSESSES THE NECESSARY FUNDS OR HAS SECURED ADEQUATE FINANCING TO COMMENCE THE CONDUCT OF INTERACTIVE GAMING AT THE QUALIFIED AIRPORT.

(3) THE PROPOSED INTERNAL AND EXTERNAL SECURITY AND SURVEILLANCE MEASURES AT THE QUALIFIED AIRPORT AND WITHIN THE AIRPORT GAMING AREA ARE ADEQUATE.

(4) INTERACTIVE GAMING AT THE QUALIFIED AIRPORT WILL BE CONDUCTED AND OPERATED IN ACCORDANCE WITH THIS PART AND REGULATIONS OF THE BOARD.

§ 13B20.1. (RESERVED).

§ 13B20.2. (RESERVED).

§ 13B20.3. FEE.

(A) REQUIRED FEE.--
AN INTERACTIVE GAMING CERTIFICATE HOLDER SHALL PAY A ONE-TIME, NONREFUNDABLE FEE UPON THE AUTHORIZATION TO CONDUCT INTERACTIVE GAMING AT A QUALIFIED AIRPORT THROUGH THE USE OF MULTI-USE COMPUTING DEVICES IN ACCORDANCE WITH THIS SUBCHAPTER.

(2) THE AMOUNT OF THE FEE SHALL BE AS FOLLOWS:

(I) IF THE AIRPORT IS AN INTERNATIONAL AIRPORT LOCATED PARTIALLY IN A COUNTY OF THE FIRST CLASS AND PARTIALLY IN A COUNTY CONTIGUOUS TO A COUNTY OF THE FIRST CLASS, THE AMOUNT OF THE FEE SHALL BE $2,500,000.

(II) IF THE AIRPORT IS AN INTERNATIONAL AIRPORT LOCATED IN A COUNTY OF THE SECOND CLASS, THE AMOUNT OF THE FEE SHALL BE $1,250,000.

(III) IF THE AIRPORT IS AN INTERNATIONAL AIRPORT LOCATED IN A COUNTY OTHER THAN A COUNTY OF THE FIRST OR SECOND CLASS, THE AMOUNT OF THE FEE SHALL BE $500,000.

(IV) IF THE AIRPORT IS A QUALIFIED AIRPORT THAT HAS NOT BEEN DESIGNATED AN INTERNATIONAL AIRPORT, THE AMOUNT OF THE FEE SHALL BE $125,000.

(B) DEPOSIT OF FEES.--NOTWITHSTANDING SECTION 1208 (RELATING TO COLLECTION OF FEES AND FINES), ALL FEES RECEIVED BY THE BOARD UNDER THIS SUBCHAPTER SHALL BE DEPOSITED IN THE GENERAL FUND.

§ 13B20.4. MULTI-USE GAMING DEVICE TAX.

(A) IMPOSITION.--

(1) EACH INTERACTIVE GAMING CERTIFICATE HOLDER AUTHORIZED TO CONDUCT INTERACTIVE GAMING AT A QUALIFIED AIRPORT IN ACCORDANCE WITH THE PROVISIONS OF THIS SUBCHAPTER SHALL REPORT TO THE DEPARTMENT AND PAY FROM ITS DAILY GROSS INTERACTIVE AIRPORT GAMING REVENUE GENERATED FROM THE CONDUCT OF INTERACTIVE GAMING THROUGH MULTI-USE COMPUTING DEVICES AT...
THE QUALIFIED AIRPORT, ON A FORM AND IN THE MANNER PRESCRIBED
BY THE DEPARTMENT, A TAX EQUAL TO THE TAX IMPOSED UNDER
SECTION 13B52(A) (RELATING TO INTERACTIVE GAMING TAX) OF ITS
DAILY GROSS INTERACTIVE AIRPORT GAMING REVENUE GENERATED FROM
MULTI-USE COMPUTING DEVICES AT THE QUALIFIED AIRPORT.

(2) THE TAX IMPOSED UNDER PARAGRAPH (1) SHALL BE PAYABLE
TO THE DEPARTMENT ON A WEEKLY BASIS AND SHALL BE BASED UPON
THE GROSS INTERACTIVE AIRPORT GAMING REVENUE GENERATED FROM
MULTI-USE COMPUTING DEVICES AT THE QUALIFIED AIRPORT DERIVED
DURING THE PREVIOUS WEEK.

(3) ALL FUNDS OWED TO THE COMMONWEALTH UNDER THIS
SECTION SHALL BE HELD IN TRUST FOR THE COMMONWEALTH BY THE
INTERACTIVE GAMING CERTIFICATE HOLDER UNTIL THE FUNDS ARE
PAID TO THE DEPARTMENT. AN INTERACTIVE GAMING CERTIFICATE
HOLDER SHALL ESTABLISH A SEPARATE BANK ACCOUNT INTO WHICH
GROSS INTERACTIVE AIRPORT GAMING REVENUE FROM MULTI-USE
COMPUTING DEVICES AT A QUALIFIED AIRPORT SHALL BE DEPOSITED
AND MAINTAINED UNTIL SUCH TIME AS THE FUNDS ARE PAID TO THE
DEPARTMENT UNDER THIS SECTION.

(4) THE DEPARTMENT SHALL TRANSFER THE FUNDS COLLECTED
UNDER THIS SECTION TO THE GENERAL FUND.

(B) CREDIT AGAINST TAX IMPOSED.--A CREDIT AGAINST THE TAX
IMPOSED UNDER SUBSECTION (A) SHALL BE GRANTED IN AN AMOUNT
DETERMINED BY THE DEPARTMENT WITH RESPECT TO AN AMOUNT WHICH IS:

(1) PAID BY A CONCESSION OPERATOR OR AIRPORT AUTHORITY
ON THE DAILY GROSS INTERACTIVE GAMING REVENUE GENERATED FROM
THE CONDUCT OF INTERACTIVE GAMING THROUGH MULTI-USE COMPUTING
DEVICES AT THE QUALIFIED AIRPORT; AND

(2) REQUIRED TO REMAIN AT THE QUALIFIED AIRPORT PURSUANT
TO FEDERAL REQUIREMENTS RELATING TO FEDERAL AVIATION
ADMINISTRATION FUNDS.

§ 13B20.5. MULTI-USE GAMING DEVICE LOCAL SHARE ASSESSMENT.

(A) REQUIRED PAYMENT.--IN ADDITION TO THE TAX IMPOSED UNDER SECTION 13B20.4 (RELATING TO MULTI-USE GAMING DEVICE TAX), EACH INTERACTIVE GAMING CERTIFICATE HOLDER AUTHORIZED TO CONDUCT INTERACTIVE GAMING AT A QUALIFIED AIRPORT SHALL REPORT TO THE DEPARTMENT AND PAY, ON A FORM AND IN A MANNER PRESCRIBED BY THE DEPARTMENT, A LOCAL SHARE ASSESSMENT EQUAL TO THE LOCAL SHARE ASSESSMENT IMPOSED UNDER SECTION 13B53 (RELATING TO LOCAL SHARE ASSESSMENT) OF THE INTERACTIVE GAMING CERTIFICATE HOLDER'S DAILY GROSS INTERACTIVE AIRPORT GAMING REVENUE FROM MULTI-USE DEVICES AT THE QUALIFIED AIRPORT. THE FUNDS SHALL BE PAYABLE TO THE DEPARTMENT ON A WEEKLY BASIS AND SHALL BE BASED UPON THE REVENUE GENERATED DURING THE PREVIOUS WEEK. THE FUNDS SHALL BE PAID INTO A RESTRICTED RECEIPTS ACCOUNT ESTABLISHED BY THE DEPARTMENT IN THE FUND. ALL FUNDS OWED TO THE COMMONWEALTH UNDER THIS SECTION SHALL BE HELD IN TRUST BY THE INTERACTIVE GAMING CERTIFICATE HOLDER UNTIL THE FUNDS ARE PAID TO THE DEPARTMENT. FUNDS IN THE ACCOUNT ARE HEREBY APPROPRIATED TO THE DEPARTMENT ON A CONTINUING BASIS FOR THE PURPOSES SET FORTH IN THIS SECTION.

(B) DISTRIBUTION.--THE DEPARTMENT SHALL MAKE QUARTERLY DISTRIBUTIONS FROM THE LOCAL SHARE ASSESSMENTS IMPOSED UNDER SUBSECTION (A) AS FOLLOWS:

(1) EXCEPT AS PROVIDED UNDER PARAGRAPH (2), 50% SHALL BE DEPOSITED INTO A RESTRICTED RECEIPT ACCOUNT TO BE ESTABLISHED IN THE COMMONWEALTH FINANCING AUTHORITY TO BE USED EXCLUSIVELY FOR GRANTS IN THE PUBLIC INTEREST IN A COUNTY HOSTING THE QUALIFIED AIRPORT. IF A QUALIFIED AIRPORT IS LOCATED IN MORE THAN ONE COUNTY, THE GRANTS SHALL BE DISTRIBUTED EQUALLY TO EACH COUNTY HOSTING THE QUALIFIED
(2) FOR AN INTERNATIONAL AIRPORT LOCATED PARTIALLY IN A COUNTY OF THE FIRST CLASS AND PARTIALLY IN A COUNTY CONTIGUOUS TO A COUNTY OF THE FIRST CLASS, 50% SHALL BE DISTRIBUTED AS FOLLOWS:

(I) FIFTY PERCENT TO A SCHOOL DISTRICT OF THE FIRST CLASS.

(II) FIFTY PERCENT SHALL BE DEPOSITED INTO A RESTRICTED RECEIPT ACCOUNT TO BE ESTABLISHED IN THE COMMONWEALTH FINANCING AUTHORITY TO BE USED EXCLUSIVELY FOR GRANTS IN THE PUBLIC INTEREST IN A COUNTY CONTIGUOUS TO A COUNTY OF THE FIRST CLASS AND IN WHICH AN INTERNATIONAL AIRPORT IS PARTIALLY LOCATED.

(3) FIFTY PERCENT SHALL BE ADDED TO AND DISTRIBUTED WITH THE FUNDS DISTRIBUTED UNDER SECTION 13B53(B)(2).

§ 13B20.6. REGULATIONS.

THE BOARD SHALL PROMULGATE REGULATIONS RELATED TO THE OPERATION OF AUTHORIZED INTERACTIVE GAMES THROUGH THE USE OF MULTI-USE COMPUTING DEVICES AT QUALIFIED AIRPORTS, INCLUDING,

(1) PROCEDURES FOR THE CREATION OF TEMPORARY OR PROVISIONAL INTERACTIVE GAMING ACCOUNTS THAT TAKE INTO CONSIDERATION THE NATURE OF INTERACTIVE GAMING THROUGH MULTI-USE COMPUTING DEVICES AT QUALIFIED AIRPORTS.

(2) PROCEDURES TO GOVERN CREDITS, DEBITS, DEPOSITS AND PAYMENTS TO INTERACTIVE GAMING ACCOUNTS.

(3) IN CONSULTATION WITH THE DEPARTMENT, PROCEDURES TO GOVERN FINANCIAL TRANSACTIONS BETWEEN AN INTERACTIVE GAMING CERTIFICATE HOLDER, AN INTERACTIVE GAMING OPERATOR OR OTHER PERSONS THAT RELATES TO THE REPORTING OF GROSS INTERACTIVE
AIRPORT GAMING REVENUE GENERATED THROUGH THE USE OF MULTI-USE COMPUTING DEVICES AT QUALIFIED AIRPORTS.

§ 13B20.7. CONSTRUCTION.

NOTHING IN THIS SUBCHAPTER SHALL BE CONSTRUED TO:

(1) CREATE A SEPARATE LICENSE GOVERNING THE USE OF MULTI-USE COMPUTING DEVICES FOR THE CONDUCT OF INTERACTIVE GAMES AT QUALIFIED AIRPORTS BY INTERACTIVE GAMING CERTIFICATE HOLDERS WITHIN THIS COMMONWEALTH.

(2) LIMIT THE BOARD'S AUTHORITY TO DETERMINE THE SUITABILITY OF ANY PERSON WHO MAY BE DIRECTLY OR INDIRECTLY INVOLVED IN OR ASSOCIATED WITH THE OPERATION OF INTERACTIVE GAMING AT A QUALIFIED AIRPORT OR TO ENSURE THE INTEGRITY OF INTERACTIVE GAMING AND PROTECT THE PUBLIC INTEREST.

SUBCHAPTER C

CONDUCT OF INTERACTIVE GAMING

SEC.

13B21. SITUS OF INTERACTIVE GAMING OPERATIONS.

13B22. ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS.

13B23. INTERACTIVE GAMING ACCOUNT CREDITS, DEBITS, DEPOSITS AND PAYMENTS.

13B24. ACCEPTANCE OF WAGERS.

13B25. DORMANT INTERACTIVE GAMING ACCOUNTS.

13B26. LOG-IN PROCEDURE REQUIRED.

13B27. INFORMATION PROVIDED AT LOGIN.

13B28. PROHIBITIONS.

13B29. COMMENCEMENT OF INTERACTIVE GAMING OPERATIONS.

§ 13B21. SITUS OF INTERACTIVE GAMING OPERATIONS.

EXCEPT AS PROVIDED IN SUBCHAPTER G (RELATING TO MISCELLANEOUS PROVISIONS), ALL WAGERS MADE THROUGH INTERACTIVE GAMING SHALL BE DEEMED TO BE INITIATED, RECEIVED OR OTHERWISE MADE WITHIN THE
GEOGRAPHIC BOUNDARIES OF THIS COMMONWEALTH. THE INTERMEDIATE
ROUTING OF ELECTRONIC DATA ASSOCIATED OR IN CONNECTION WITH
INTERACTIVE GAMING SHALL NOT DETERMINE THE LOCATION OR LOCATIONS
IN WHICH A BET OR WAGER IS INITIATED, RECEIVED OR OTHERWISE
MADE.

§ 13B22. ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS.

(A) REGISTRATION RESTRICTIONS.--ONLY A REGISTERED PLAYER WHO
HAS FIRST ESTABLISHED AN INTERACTIVE GAMING ACCOUNT SHALL BE
PERMITTED TO PLAY AN AUTHORIZED INTERACTIVE GAME OR PLACE A
WAGER ASSOCIATED WITH AN AUTHORIZED INTERACTIVE GAMES. THE
INTERACTIVE GAMING ACCOUNT SHALL BE IN THE NAME OF A REGISTERED
PLAYER AND MAY NOT BE IN THE NAME OF ANY BENEFICIARY, CUSTODIAN,
JOINT TRUST, CORPORATION, PARTNERSHIP OR OTHER ORGANIZATION OR
ENTITY. AN ELIGIBLE PASSENGER IS NOT REQUIRED TO COMPLY WITH
THIS SECTION IN ORDER TO PLAY OR PLACE A WAGER ASSOCIATED WITH
AN INTERACTIVE GAME THROUGH THE USE OF A MULTI-USE COMPUTING
DEVICE AT A QUALIFIED AIRPORT.

(B) ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS.--

(1) AN INTERACTIVE GAMING ACCOUNT MAY BE ESTABLISHED IN
PERSON, PROVIDED THAT THE BOARD SHALL, THROUGH REGULATIONS,
PROVIDE PROCEDURES FOR THE ESTABLISHMENT OF INTERACTIVE
GAMING ACCOUNTS OVER THE INTERNET THROUGH THE INTERACTIVE
GAMING CERTIFICATE HOLDER'S INTERACTIVE GAMING SKIN OR
INTERACTIVE GAMING WEBSITE. EACH INTERACTIVE GAMING ACCOUNT
SHALL COMPLY WITH THE INTERNAL CONTROLS OF THE INTERACTIVE
GAMING CERTIFICATE HOLDER THAT, AT A MINIMUM, REQUIRE THE
FOLLOWING:

(I) THE FILING AND EXECUTION OF AN INTERACTIVE
GAMING ACCOUNT APPLICATION, THE FORM OF WHICH HAS BEEN
PREAPPROVED BY THE BOARD.
(II) PROOF OF AGE, IDENTITY AND PHYSICAL ADDRESS OF
THE PRINCIPAL RESIDENCE OF THE PROSPECTIVE INTERACTIVE
GAMING ACCOUNT HOLDER IN A METHOD APPROVED BY THE BOARD
THROUGH REGULATION.

(iii) ELECTRONIC MAIL ADDRESS AND OTHER CONTACT
INFORMATION OF THE PROSPECTIVE ACCOUNT HOLDER, AS THE
BOARD OR INTERACTIVE GAMING CERTIFICATE HOLDER MAY
REQUIRE.

(iv) PASSWORD OR OTHER SECURED IDENTIFICATION
PROVIDED BY THE INTERACTIVE GAMING CERTIFICATE HOLDER TO
ACCESS THE INTERACTIVE GAMING ACCOUNT OR SOME OTHER
MECHANISM APPROVED BY THE BOARD TO AUTHENTICATE THE
REGISTERED PLAYER AS THE HOLDER TO THE INTERACTIVE GAMING
ACCOUNT.

(v) AN ACKNOWLEDGMENT UNDER PENALTY OF PERJURY THAT
FALSE OR MISLEADING STATEMENTS MADE IN REGARD TO AN
APPLICATION FOR AN INTERACTIVE GAMING ACCOUNT MAY SUBJECT
THE APPLICANT TO CIVIL AND CRIMINAL PENALTIES.

(2) THE INTERACTIVE GAMING CERTIFICATE HOLDER MAY ACCEPT
OR REJECT AN APPLICATION AFTER RECEIPT AND REVIEW OF THE
APPLICATION AND VERIFICATION OF AGE, IDENTITY AND PHYSICAL
ADDRESS FOR COMPLIANCE WITH THE PROVISIONS OF THIS CHAPTER.
THE INTERACTIVE GAMING CERTIFICATE HOLDER SHALL HAVE THE
RIGHT, AT ANY TIME WITH OR WITHOUT CAUSE, TO SUSPEND OR CLOSE
ANY INTERACTIVE GAMING ACCOUNT AT ITS SOLE DISCRETION.

(3) THE ADDRESS PROVIDED BY THE APPLICANT IN THE
APPLICATION FOR AN INTERACTIVE GAMING ACCOUNT SHALL BE DEEMED
THE ADDRESS OF RECORD FOR THE PURPOSES OF MAILING CHECKS,
ACCOUNT WITHDRAWALS, NOTICES AND OTHER MATERIALS TO THE
PROSPECTIVE INTERACTIVE GAMING ACCOUNT HOLDER.
(4) AN INTERACTIVE GAMING ACCOUNT SHALL BE A NONINTEREST
BEARING ACCOUNT AND SHALL NOT BE ASSIGNABLE OR OTHERWISE
TRANSFERABLE.

(C) PASSWORD REQUIRED.--AS PART OF THE APPLICATION PROCESS,
THE INTERACTIVE GAMING CERTIFICATE HOLDER SHALL PROVIDE THE
PROSPECTIVE INTERACTIVE GAMING ACCOUNT HOLDER WITH A PASSWORD TO
ACCESS THE INTERACTIVE GAMING ACCOUNT OR SHALL ESTABLISH SOME
OTHER METHOD APPROVED BY THE BOARD TO AUTHENTICATE THE
REGISTERED PLAYER AS THE HOLDER OF THE INTERACTIVE GAMING
ACCOUNT AND ALLOW THE REGISTERED PLAYER ACCESS TO THE
INTERACTIVE GAMING ACCOUNT.

(D) GROUNDS FOR REJECTION.--ANY INDIVIDUAL WHO PROVIDES
FALSE OR MISLEADING INFORMATION IN THE APPLICATION FOR AN
INTERACTIVE GAMING ACCOUNT MAY BE SUBJECT TO REJECTION OF THE
APPLICATION OR CANCELLATION OF THE ACCOUNT BY THE INTERACTIVE
GAMING CERTIFICATE HOLDER.

(E) SUSPENSION OF INTERACTIVE GAMING ACCOUNT.--THE
INTERACTIVE GAMING CERTIFICATE HOLDER SHALL HAVE THE RIGHT TO
SUSPEND OR CLOSE ANY INTERACTIVE GAMING ACCOUNT OR DECLARE ALL
OR ANY PART OF AN INTERACTIVE GAMING ACCOUNT CLOSED FOR WAGERING
AT ITS DISCRETION.

(F) PERSONS PROHIBITED FROM ESTABLISHING OR MAINTAINING AN
INTERACTIVE GAMING ACCOUNT.--THE FOLLOWING PERSONS SHALL NOT BE
ENTITLED TO ESTABLISH OR MAINTAIN AN INTERACTIVE GAMING ACCOUNT:

(1) A PERSON UNDER 21 YEARS OF AGE.

(2) A PERSON ON THE LIST OF PERSONS WHO ARE OR WILL BE
EXCLUDED OR EJECTED FROM OR DENIED ACCESS TO ANY LICENSED
FACILITY UNDER SECTION 1514 (RELATING TO REGULATION REQUIRING
EXCLUSION, EJECTION OR DENIAL OF ACCESS OF CERTAIN PERSONS),
1515 (RELATING TO REPEAT OFFENDERS EXCLUDABLE FROM LICENSED
GAMING FACILITY) OR 1516 (RELATING TO LIST OF PERSONS SELF
EXCLUDED FROM GAMING ACTIVITIES).

(3) A GAMING EMPLOYEE, KEY EMPLOYEE OR PRINCIPAL
EMPLOYEE OF A SLOT MACHINE LICENSEE AND ANY EMPLOYEE OR KEY
EMPLOYEE OF AN INTERACTIVE GAMING OPERATOR.

§ 13B23. INTERACTIVE GAMING ACCOUNT CREDITS, DEBITS, DEPOSITS
AND PAYMENTS.

(A) DUTY OF BOARD.--THE BOARD SHALL, BY REGULATION, DEVELOP
PROCEDURES TO GOVERN CREDITS, DEBITS AND DEPOSITS TO INTERACTIVE
GAMING ACCOUNTS. NOTWITHSTANDING ANY PROVISION OF THIS PART TO
THE CONTRARY, ALL CREDITS, DEBITS AND DEPOSITS TO INTERACTIVE
GAMING ACCOUNTS SHALL BE MADE IN ACCORDANCE WITH REGULATIONS
PROMULGATED BY THE BOARD, IN CONSULTATION WITH THE DEPARTMENT,
AND ALL PAYMENTS OF WINNINGS SHALL BE MADE IN ACCORDANCE WITH
THE RULES OF EACH AUTHORIZED INTERACTIVE GAME.

(B) RIGHTS OF INTERACTIVE GAMING CERTIFICATE HOLDER.--AN
INTERACTIVE GAMING CERTIFICATE HOLDER SHALL HAVE THE RIGHT TO:

(1) CREDIT AN INTERACTIVE GAMING ACCOUNT AS PART OF A
PROMOTION.

(2) REFUSE ALL OR PART OF ANY WAGER OR DEPOSIT TO THE
INTERACTIVE GAMING ACCOUNT OF A REGISTERED PLAYER.

§ 13B24. ACCEPTANCE OF WAGERS.

(A) ACCEPTANCE.--AN INTERACTIVE GAMING CERTIFICATE HOLDER
MAY ACCEPT WAGERS ONLY AS FOLLOWS:

(1) THE WAGER SHALL BE PLACED DIRECTLY WITH THE
INTERACTIVE GAMING CERTIFICATE HOLDER BY THE REGISTERED
PLAYER, AFTER THE INTERACTIVE GAMING CERTIFICATE HOLDER HAS
VERIFIED THE IDENTITY OF THE INDIVIDUAL SEEKING TO PLACE THE
WAGER.

(2) THE REGISTERED PLAYER PROVIDES THE INTERACTIVE
GAMING CERTIFICATE HOLDER WITH THE CORRECT PASSWORD OR OTHER
AUTHENTICATION INFORMATION FOR ACCESS TO THE INTERACTIVE
GAMING ACCOUNT.

(B) NONACCEPTANCE.--AN INTERACTIVE GAMING CERTIFICATE HOLDER
MAY NOT ACCEPT A WAGER IN AN AMOUNT IN EXCESS OF FUNDS ON
DEPOSIT IN THE INTERACTIVE GAMING ACCOUNT OF THE REGISTERED
PLAYER PLACING THE WAGER. FUNDS ON DEPOSIT INCLUDE AMOUNTS
CREDITED TO A REGISTERED PLAYER'S INTERACTIVE GAMING ACCOUNT IN
ACCORDANCE WITH REGULATIONS OF THE BOARD AND ANY FUNDS IN THE
ACCOUNT AT THE TIME THE WAGER IS PLACED.

§ 13B25. DORMANT INTERACTIVE GAMING ACCOUNTS.
BEFORE CLOSING A DORMANT INTERACTIVE GAMING ACCOUNT, THE
INTERACTIVE GAMING CERTIFICATE HOLDER SHALL ATTEMPT TO CONTACT
THE INTERACTIVE GAMING ACCOUNT HOLDER BY MAIL, PHONE AND E-MAIL
TO INFORM THE ACCOUNT HOLDER THAT THE INTERACTIVE GAMING ACCOUNT
IS INACTIVE AND MAY BE SUBJECT TO TERMINATION. THE TIME AND
MANNER OF TERMINATING A DORMANT INTERACTIVE GAMING ACCOUNT SHALL
BE PRESCRIBED BY REGULATION OF THE BOARD.

§ 13B26. LOG-IN PROCEDURE REQUIRED.
EACH INTERACTIVE GAMING CERTIFICATE HOLDER SHALL ESTABLISH A
LOG-IN PROCEDURE FOR A REGISTERED PLAYER TO ACCESS INTERACTIVE
GAMING. THE LOG-IN PROCEDURE SHALL INCLUDE THE PROVISION OF THE
APPROPRIATE AUTHENTICATION INFORMATION BY THE REGISTERED PLAYER
FOR ACCESS TO THE REGISTERED PLAYER'S INTERACTIVE GAMING
ACCOUNT. THE INTERACTIVE GAMING CERTIFICATE HOLDER SHALL NOT
ALLOW A REGISTERED PLAYER TO LOG IN AND ACCESS AN INTERACTIVE
GAMING ACCOUNT UNLESS THE CORRECT PASSWORD OR OTHER
AUTHENTICATION INFORMATION IS PROVIDED.

§ 13B27. INFORMATION PROVIDED AT LOGIN.
THE INTERACTIVE GAMING CERTIFICATE HOLDER SHALL CONFIGURE ITS
INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE TO INCLUDE A LINK THAT, UPON LOGIN, WILL ALLOW A REGISTERED PLAYER TO ACCESS ALL OF THE FOLLOWING INFORMATION:

(1) THE CURRENT AMOUNT OF FUNDS IN THE REGISTERED PLAYER'S INTERACTIVE GAMING ACCOUNT.

(2) THE WINS AND LOSSES SINCE THE REGISTERED PLAYER'S INTERACTIVE GAMING ACCOUNT WAS ESTABLISHED.


(4) THE COMPLETE TEXT IN SEARCHABLE FORMAT OF THE RULES OF EACH AUTHORIZED INTERACTIVE GAME OFFERED BY THE INTERACTIVE GAMING CERTIFICATE HOLDER AND ANY OTHER INFORMATION AS THE BOARD MAY REQUIRE.

§ 13B28. PROHIBITIONS.
EXCEPT AS PROVIDED IN THIS PART, NO INTERACTIVE GAMING CERTIFICATE HOLDER OR ANY PERSON LICENSED UNDER THIS PART TO OPERATE INTERACTIVE GAMING OR AN INTERACTIVE GAMING SYSTEM AND NO PERSON ACTING ON BEHALF OF, OR UNDER ANY ARRANGEMENT WITH, AN INTERACTIVE GAMING CERTIFICATE HOLDER OR OTHER PERSON LICENSED UNDER THIS PART SHALL:

(1) MAKE ANY LOAN TO ANY PERSON FOR THE PURPOSE OF CREDITING AN INTERACTIVE GAMING ACCOUNT.

(2) RELEASE OR DISCHARGE ANY DEBT, EITHER IN WHOLE OR IN PART, OR MAKE ANY LOAN WHICH REPRESENTS ANY LOSSES INCURRED BY ANY REGISTERED PLAYER WHILE PLAYING AN AUTHORIZED INTERACTIVE GAME WITHOUT MAINTAINING A WRITTEN RECORD THEREOF IN ACCORDANCE WITH REGULATIONS OF THE BOARD.

§ 13B29. COMMENCEMENT OF INTERACTIVE GAMING OPERATIONS.
AN INTERACTIVE GAMING CERTIFICATE HOLDER MAY NOT OPERATE OR
OFFER INTERACTIVE GAMES FOR PLAY ON ITS INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE UNTIL THE BOARD DETERMINES THAT:

(1) THE INTERACTIVE GAMING CERTIFICATE HOLDER IS IN COMPLIANCE WITH THE REQUIREMENTS OF THIS CHAPTER.

(2) THE INTERACTIVE GAMING CERTIFICATE HOLDER'S INTERNAL, ADMINISTRATIVE AND ACCOUNTING CONTROLS ARE SUFFICIENT TO MEET THE REQUIREMENTS OF SECTION 13B32 (RELATING TO INTERNAL, ADMINISTRATIVE AND ACCOUNTING CONTROLS) AND HAVE BEEN IMPLEMENTED.

(3) THE INTERACTIVE GAMING CERTIFICATE HOLDER'S INTERACTIVE GAMING EMPLOYEES, WHERE APPLICABLE, ARE LICENSED, PERMITTED, REGISTERED, CERTIFIED OR OTHERWISE AUTHORIZED BY THE BOARD TO PERFORM THEIR RESPECTIVE DUTIES.

(4) THE EMPLOYEES OF THE INTERACTIVE GAMING OPERATOR, IF ANY, THAT IS CONDUCTING INTERACTIVE GAMING ON BEHALF OF THE INTERACTIVE GAMING CERTIFICATE HOLDER ARE, WHERE APPLICABLE, LICENSED, PERMITTED OR OTHERWISE AUTHORIZED BY THE BOARD TO PERFORM THEIR DUTIES.

(5) THE INTERACTIVE GAMING CERTIFICATE HOLDER IS PREPARED IN ALL RESPECTS TO OFFER INTERACTIVE GAMING TO THE PUBLIC OVER ITS INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE.

(6) THE INTERACTIVE GAMING CERTIFICATE HOLDER HAS IMPLEMENTED NECESSARY SECURITY ARRANGEMENTS AND SURVEILLANCE SYSTEMS FOR THE OPERATION OF INTERACTIVE GAMING.

(7) THE INTERACTIVE GAMING CERTIFICATE HOLDER IS IN COMPLIANCE WITH OR WILL COMPLY WITH SECTION 13B31 (RELATING TO RESPONSIBILITIES OF INTERACTIVE GAMING CERTIFICATE HOLDER).

(8) THE BOARD HAS APPROVED THE INTERACTIVE GAMING
AGREEMENT BETWEEN THE INTERACTIVE GAMING CERTIFICATE HOLDER
AND THE INTERACTIVE GAMING OPERATOR, IF APPLICABLE.

SUBCHAPTER D

FACILITIES AND EQUIPMENT

SEC.

13B31. RESPONSIBILITIES OF INTERACTIVE GAMING CERTIFICATE
HOLDER.

13B32. INTERNAL, ADMINISTRATIVE AND ACCOUNTING CONTROLS.

§ 13B31. RESPONSIBILITIES OF INTERACTIVE GAMING CERTIFICATE
HOLDER.

(A) FACILITIES AND EQUIPMENT.--ALL FACILITIES AND
INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT SHALL:

(1) BE ARRANGED IN A MANNER PROMOTING APPROPRIATE
SECURITY FOR INTERACTIVE GAMING.

(2) INCLUDE A CLOSED-CIRCUIT VIDEO MONITORING SYSTEM
ACCORDING TO RULES OR SPECIFICATIONS APPROVED BY THE BOARD,
WITH BOARD ABSOLUTE ACCESS TO THE INTERACTIVE GAMING
CERTIFICATE HOLDER'S INTERACTIVE GAMING SKIN, INTERACTIVE
GAMING WEBSITE AND INTERACTIVE GAMING PLATFORM, SIGNAL OR
TRANSMISSION USED IN CONNECTION WITH INTERACTIVE GAMING.

(3) NOT BE DESIGNED IN ANY WAY THAT MIGHT INTERFERE WITH
OR IMPEDE THE BOARD IN ITS REGULATION OF INTERACTIVE GAMING.

(4) COMPLY IN ALL RESPECTS WITH REGULATIONS OF THE
BOARD.

(B) LOCATION OF EQUIPMENT AND INTERACTIVE GAMING RESTRICTED
AREAS.--

(1) ALL INTERACTIVE GAMING DEVICES AND ASSOCIATED
EQUIPMENT USED BY AN INTERACTIVE GAMING CERTIFICATE HOLDER OR
AN INTERACTIVE GAMING LICENSEE TO CONDUCT INTERACTIVE GAMING
MAY BE LOCATED, WITH THE PRIOR APPROVAL OF THE BOARD, IN AN
INTERACTIVE GAMING RESTRICTED AREA ON THE PREMISES OF THE LICENSED FACILITY, IN AN INTERACTIVE GAMING RESTRICTED AREA WITHIN THE GEOGRAPHIC LIMITS OF THE COUNTY IN THIS COMMONWEALTH WHERE THE LICENSED FACILITY IS SITUATED OR IN ANY OTHER AREA APPROVED BY THE BOARD.

(2) ALL WAGERS ASSOCIATED WITH INTERACTIVE GAMING SHALL BE DEEMED TO BE PLACED, INITIATED AND RECEIVED WHEN RECEIVED BY THE INTERACTIVE GAMING CERTIFICATE HOLDER.

§ 13B32. INTERNAL, ADMINISTRATIVE AND ACCOUNTING CONTROLS.

(A) SUBMISSIONS TO BOARD.--NOTWITHSTANDING ANY PROVISION OF THIS PART, EACH SLOT MACHINE LICENSEE WHO HOLDS OR HAS APPLIED FOR AN INTERACTIVE GAMING CERTIFICATE IN ACCORDANCE WITH THIS CHAPTER SHALL SUBMIT A DESCRIPTION OF ITS SYSTEM OF INTERNAL PROCEDURES AND ADMINISTRATIVE AND ACCOUNTING CONTROLS FOR INTERACTIVE GAMING TO THE BOARD, INCLUDING PROVISIONS THAT PROVIDE FOR REAL-TIME MONITORING, RECORDATION OR STORAGE OF ALL INTERACTIVE GAMES AND A DESCRIPTION OF ANY CHANGES TO ITS PROCEDURES AND CONTROLS. THE SUBMISSION SHALL BE MADE AT LEAST 90 DAYS BEFORE INTERACTIVE GAMING IS TO COMMENCE OR AT LEAST 90 DAYS BEFORE ANY CHANGE IN THOSE PROCEDURES OR CONTROLS IS TO TAKE EFFECT, UNLESS OTHERWISE DIRECTED BY THE BOARD.

(B) FILING.--NOTWITHSTANDING SUBSECTION (A), THE PROCEDURES AND CONTROLS MAY BE IMPLEMENTED BY AN INTERACTIVE GAMING CERTIFICATE HOLDER UPON THE FILING OF THE PROCEDURES AND CONTROLS WITH THE BOARD. EACH PROCEDURE OR CONTROL SUBMISSION SHALL CONTAIN BOTH NARRATIVE AND DIAGRAMMATIC REPRESENTATIONS OF THE SYSTEM TO BE UTILIZED AND SHALL INCLUDE BUT NEED NOT BE LIMITED TO:

(1) ACCOUNTING CONTROLS, INCLUDING THE STANDARDIZATION OF FORMS AND DEFINITION OF TERMS TO BE UTILIZED IN THE
INTERACTIVE GAMING OPERATIONS.

(2) PROCEDURES, FORMS AND, WHERE APPROPRIATE, FORMULAS TO GOVERN THE FOLLOWING:

(I) CALCULATION OF HOLD PERCENTAGES;

(II) REVENUE DROPS;

(III) EXPENSE AND OVERHEAD SCHEDULES;

(IV) COMPLIMENTARY SERVICES; AND

(V) CASH-EQUIVALENT TRANSACTIONS.

(3) JOB DESCRIPTIONS AND THE SYSTEM OF PERSONNEL AND CHAIN OF COMMAND, ESTABLISHING A DIVERSITY OF RESPONSIBILITY AMONG EMPLOYEES ENGAGED IN INTERACTIVE GAMING OPERATIONS, INCLUDING EMPLOYEES OF AN INTERACTIVE GAMING OPERATOR, AND IDENTIFYING PRIMARY AND SECONDARY MANAGEMENT AND SUPERVISORY POSITIONS FOR AREAS OF RESPONSIBILITY, SALARY STRUCTURE AND PERSONNEL PRACTICES.

(4) PROCEDURES FOR THE REGISTRATION OF PLAYERS AND ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS, INCLUDING A PROCEDURE FOR AUTHENTICATING THE AGE, IDENTITY AND PHYSICAL ADDRESS OF AN APPLICANT FOR AN INTERACTIVE GAMING ACCOUNT AND WHETHER THE APPLICANT IS A PERSON PROHIBITED FROM ESTABLISHING OR MAINTAINING AN ACCOUNT UNDER SECTION 13B22 (RELATING TO ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS).

(5) PROCEDURES FOR TERMINATING A REGISTERED PLAYER'S INTERACTIVE GAMING ACCOUNT AND THE RETURN OF ANY FUNDS REMAINING IN THE INTERACTIVE GAMING ACCOUNT TO THE REGISTERED PLAYER.

(6) PROCEDURES FOR SUSPENDING OR TERMINATING A DORMANT INTERACTIVE GAMING ACCOUNT AND THE RETURN OF ANY FUNDS REMAINING IN THE DORMANT INTERACTIVE GAMING ACCOUNT TO THE REGISTERED PLAYER.
(7) Procedures for the logging in and authentication of a registered player in order to enable the player to commence interactive gaming and the logging off of the registered player when the player has completed play, including a procedure to automatically log a registered player out of the player's interactive gaming account after a specified period of inactivity.

(8) Procedures for the crediting and debiting of a registered player's interactive gaming account.

(9) Procedures for cashing checks, receiving electronic negotiable instruments and for redeeming chips, tokens or other cash equivalents.

(10) Procedures for withdrawing funds from an interactive gaming account by the registered player.

(11) Procedures for the protection of a registered player's funds, including the segregation of a registered player's funds from operating funds of the interactive gaming certificate holder.

(12) Procedures for recording transactions pertaining to interactive gaming.

(13) Procedures for the security and sharing of personal identifiable information of a registered player, funds in an interactive gaming account and other information as required by the board. The procedures shall include the means by which an interactive gaming certificate holder or interactive gaming operator will provide notice to a registered player related to the sharing of personal identifiable information. For the purpose of this paragraph, "personal identifiable information" shall mean any data or information that can be used, on its own or with other data or information, to
IDENTIFY, CONTACT OR OTHERWISE LOCATE A REGISTERED PLAYER,
INCLUDING A REGISTERED PLAYER'S NAME, ADDRESS, DATE OF BIRTH
AND SOCIAL SECURITY NUMBER.

(14) PROCEDURES AND SECURITY FOR THE CALCULATION AND
RECORDEATION OF REVENUE.

(15) PROCEDURES FOR THE SECURITY OF INTERACTIVE GAMING
DEVICES AND ASSOCIATED EQUIPMENT.

(16) PROCEDURES AND SECURITY STANDARDS AS TO RECEIPT,
HANDLING AND STORAGE OF INTERACTIVE GAMING DEVICES AND
ASSOCIATED EQUIPMENT.

(17) PROCEDURES AND SECURITY STANDARDS TO PROTECT THE
INTERACTIVE GAMING CERTIFICATE HOLDER'S INTERACTIVE GAMING
SKIN OR INTERACTIVE GAMING WEBSITE AND INTERACTIVE GAMING
DEVICES AND ASSOCIATED EQUIPMENT FROM HACKING OR TAMPERING BY
ANY PERSON.

(18) PROCEDURES FOR RESPONDING TO SUSPECTED OR ACTUAL
HACKING OR TAMPERING WITH AN INTERACTIVE GAMING CERTIFICATE
HOLDER'S INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING
WEBSITE AND INTERACTIVE GAMING DEVICES AND ASSOCIATED
EQUIPMENT, INCLUDING PARTIAL OR COMPLETE SUSPENSION OF
INTERACTIVE GAMING OR THE SUSPENSION OF ANY OR ALL
INTERACTIVE GAMING ACCOUNTS WHEN WARRANTED.

(19) PROCEDURES TO VERIFY EACH REGISTERED PLAYER'S
PHYSICAL LOCATION EACH TIME A REGISTERED PLAYER Logs INTO HIS
OR HER INTERACTIVE GAMING ACCOUNT AND AT APPROPRIATE
INTERVALS THEREAFTER AS DETERMINED BY THE BOARD.

(20) PROCEDURES TO ENSURE THAT THE INTERACTIVE GAMES ARE
FAIR AND HONEST AND THAT APPROPRIATE MEASURES ARE IN PLACE TO
DETER, DETECT AND, TO THE EXTENT POSSIBLE, TO PREVENT
CHEATING, INCLUDING COLLUSION, AND USE OF CHEATING DEVICES,
INCLUDING THE USE OF SOFTWARE PROGRAMS THAT MAKE WAGERS
ACCORDING TO ALGORITHMS.

(21) PROCEDURES TO ASSIST PROBLEM AND COMPULSIVE
GAMBLERS, INCLUDING PROCEDURES INTENDED TO PREVENT A PERSON
FROM PARTICIPATING IN AUTHORIZED INTERACTIVE GAMING IN
ACCORDANCE WITH SECTIONS 1514 (RELATING TO REGULATION
REQUIRING EXCLUSION, EJECTION OR DENIAL OF ACCESS OF CERTAIN
PERSONS), 1515 (RELATING TO REPEAT OFFENDERS EXCLUDABLE FROM
LICENSED GAMING FACILITY) AND 1516 (RELATING TO LIST OF
PERSONS SELF EXCLUDED FROM GAMING ACTIVITIES).

(22) PROCEDURES TO GOVERN EMERGENCIES, INCLUDING
SUSPECTED OR ACTUAL CYBER ATTACKS, HACKING OR TAMPERING WITH
THE INTERACTIVE GAMING CERTIFICATE HOLDER'S INTERACTIVE
GAMING SKIN, INTERACTIVE GAMING PLATFORM OR INTERACTIVE
GAMING WEBSITE. THE PROCEDURES SHALL INCLUDE THE PROCESS FOR
THE RECONCILIATION OR REPAYMENT OF A REGISTERED PLAYER'S
INTERACTIVE GAMING ACCOUNT.

(C) REVIEW OF SUBMISSIONS.--

(1) THE BOARD SHALL REVIEW EACH SUBMISSION REQUIRED BY
SUBSECTIONS (A) AND (B) AND SHALL DETERMINE WHETHER THE
SUBMISSION CONFORMS TO THE REQUIREMENTS OF THIS CHAPTER AND
REGULATIONS PROMULGATED BY THE BOARD AND WHETHER THE SYSTEM
SUBMITTED PROVIDES ADEQUATE AND EFFECTIVE CONTROLS FOR
INTERACTIVE GAMING OF THE INTERACTIVE GAMING CERTIFICATE
HOLDER MAKING THE SUBMISSION.

(2) IF THE BOARD DETERMINES THAT THE SUBMISSION IS NOT
SUFFICIENT, IT SHALL SPECIFY THE INSUFFICIENCIES IN WRITING
TO THE INTERACTIVE GAMING CERTIFICATE HOLDER, WHO SHALL MAKE
APPROPRIATE ALTERATIONS TO ENSURE COMPLIANCE WITH THE
REQUIREMENTS OF THIS CHAPTER AND REGULATIONS OF THE BOARD.
WHEN THE BOARD DETERMINES A SUBMISSION TO BE ADEQUATE IN ALL RESPECTS, IT SHALL NOTIFY THE INTERACTIVE GAMING CERTIFICATE HOLDER.

(3) EXCEPT AS OTHERWISE PROVIDED IN SUBSECTION (A) OR AN EMERGENCY SITUATION THREATENING THE INTEGRITY OF THE INTERACTIVE GAMING PLATFORM, NO INTERACTIVE GAMING CERTIFICATE HOLDER, INTERACTIVE GAMING OPERATOR OR OTHER PERSON SHALL COMMENCE OR ALTER INTERACTIVE GAMING OPERATIONS UNLESS AND UNTIL THE SYSTEM OF PROCEDURES, CONTROLS AND ALTERNATIONS IS SUBMITTED TO AND APPROVED BY THE BOARD.

SUBCHAPTER E
TESTING AND CERTIFICATION

SEC.
13B41. INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT TESTING AND CERTIFICATION STANDARDS.

§ 13B41. INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT TESTING AND CERTIFICATION STANDARDS.

(A) TESTING REQUIRED.—

(1) NO INTERACTIVE GAME OR INTERACTIVE GAMING DEVICE OR ASSOCIATED EQUIPMENT SHALL BE USED TO CONDUCT INTERACTIVE GAMING UNLESS IT HAS BEEN TESTED AND CERTIFIED BY THE BOARD. THE BOARD MAY, IN ITS DISCRETION AND FOR THE PURPOSE OF EXPEDITING THE APPROVAL PROCESS, REFER TESTING TO ANY TESTING LABORATORY AS APPROVED BY THE BOARD.

(2) THE BOARD SHALL ESTABLISH, BY REGULATION, TECHNICAL STANDARDS FOR APPROVAL OF INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT, INCLUDING STANDARDS TO GOVERN MECHANICAL, ELECTRICAL OR PROGRAM RELIABILITY AND
SECURITY AGAINST TAMPERING AND THREATS, AS IT MAY DEEM NECESSARY TO PROTECT A REGISTERED PLAYER FROM FRAUD OR DECEPTION AND TO ENSURE THE INTEGRITY OF INTERACTIVE GAMING.

(B) COST OF TESTING AND CERTIFICATION.—ANY COSTS ASSOCIATED WITH THE BOARD'S TESTING AND CERTIFICATION UNDER THIS SECTION SHALL BE ASSESSED ON PERSONS AUTHORIZED BY THE BOARD TO MANUFACTURE, SUPPLY, DISTRIBUTE OR OTHERWISE PROVIDE INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT TO INTERACTIVE GAMING CERTIFICATE HOLDERS OR TO INTERACTIVE GAMING OPERATORS IN THIS COMMONWEALTH. THE COSTS SHALL BE ASSESSED IN ACCORDANCE WITH A SCHEDULE ADOPTED BY THE BOARD.

(C) USE OF OTHER STATE STANDARDS.—THE BOARD MAY DETERMINE WHETHER THE TESTING AND CERTIFICATION STANDARDS FOR INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT AS ADOPTED BY ANOTHER JURISDICTION WITHIN THE UNITED STATES ARE COMPREHENSIVE AND THOROUGH AND PROVIDE SIMILAR AND ADEQUATE SAFEGUARDS AS THOSE REQUIRED BY THIS CHAPTER AND REGULATIONS OF THE BOARD. IF THE BOARD MAKES THAT DETERMINATION, IT MAY PERMIT THE PERSON AUTHORIZED TO MANUFACTURE, SUPPLY, DISTRIBUTE OR OTHERWISE PROVIDE INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES OR ASSOCIATED EQUIPMENT THAT HAVE MET THE TESTING AND CERTIFICATION STANDARD IN SUCH OTHER JURISDICTION TO FURNISH INTERACTIVE GAMES OR INTERACTIVE GAMING DEVICES AND ASSOCIATED EQUIPMENT TO INTERACTIVE GAMING CERTIFICATE HOLDERS IN THIS COMMONWEALTH WITHOUT UNDERGOING THE FULL TESTING AND CERTIFICATION UNDER THIS SECTION.

SUBCHAPTER F

TAXES AND FEES

SEC.

13B51. INTERACTIVE GAMING AUTHORIZATION FEE.
§ 13B51. INTERACTIVE GAMING AUTHORIZATION FEE.

(A) AMOUNT OF AUTHORIZATION FEE.—

(1) EACH SLOT MACHINE LICENSEE THAT IS ISSUED AN INTERACTIVE GAMING CERTIFICATE TO CONDUCT INTERACTIVE GAMING IN ACCORDANCE WITH SECTION 13B11 (RELATING TO AUTHORIZATION TO CONDUCT INTERACTIVE GAMING) SHALL PAY A ONE-TIME NONREFUNDABLE AUTHORIZATION FEE IN THE FOLLOWING AMOUNT:

(Ⅰ) $10,000,000 IF THE SLOT MACHINE LICENSEE FILED A PETITION UNDER 13B12 (RELATING TO INTERACTIVE GAMING CERTIFICATE REQUIRED AND CONTENT OF PETITION) WITHIN 90 DAYS AFTER THE DATE THE BOARD BEGINS ACCEPTING PETITIONS UNDER THIS CHAPTER, OR FOR A SLOT MACHINE LICENSEE LICENSED AFTER THE EFFECTIVE DATE OF THIS SECTION, WITHIN 90 DAYS OF THE ISSUANCE OF THE SLOT MACHINE LICENSE.

(Ⅱ) $4,000,000 FOR EACH CATEGORY OF INTERACTIVE GAME AUTHORIZED BY THE BOARD IF THE SLOT MACHINE LICENSEE FILED A PETITION UNDER 13B12 MORE THAN 90 DAYS BUT NOT MORE THAN 120 DAYS AFTER THE DATE THE BOARD BEGINS ACCEPTING PETITIONS UNDER THIS CHAPTER, OR FOR A SLOT MACHINE LICENSEE LICENSED AFTER THE EFFECTIVE DATE OF THIS SECTION, MORE THAN 90 DAYS BUT NOT MORE THAN 120 DAYS AFTER THE ISSUANCE OF THE SLOT MACHINE LICENSE.

(2) EACH QUALIFIED GAMING ENTITY THAT IS ISSUED AN INTERACTIVE GAMING CERTIFICATE TO CONDUCT INTERACTIVE GAMING IN ACCORDANCE WITH SECTION 13B11 SHALL PAY A ONE-TIME NONREFUNDABLE AUTHORIZATION FEE IN THE AMOUNT OF $4,000,000
FOR EACH CATEGORY OF INTERACTIVE GAME AUTHORIZED BY THE
BOARD.

(3) EACH INTERACTIVE GAMING OPERATOR SHALL PAY A ONE-
time nonrefundable authorization fee in the amount of
$1,000,000.

(B) PAYMENT OF FEE.--PERSONS REQUIRED TO PAY THE
authorization fee under subsection (A) shall remit the fee to
the board within 60 days of the board's approval of its
petition, license or conditional authorization.

(C) RENEWAL FEE.--

(1) Notwithstanding any other provision of this chapter,
an interactive gaming certificate holder shall pay a renewal
fee in the amount of $250,000 upon the renewal of its
interactive gaming certificate.

(2) Each interactive gaming operator shall pay a renewal
fee of $100,000 upon the renewal of its interactive gaming
license.

(D) DEPOSIT OF FEES.--THE FEES IMPOSED AND COLLECTED UNDER
THIS SECTION SHALL BE DEPOSITED IN THE GENERAL FUND.

§ 13B52. INTERACTIVE GAMING TAX.

(A) IMPOSITION OF TAX.--EACH INTERACTIVE GAMING CERTIFICATE
HOLDER THAT CONDUCTS INTERACTIVE GAMING SHALL REPORT TO THE
DEPARTMENT AND PAY FROM ITS DAILY GROSS INTERACTIVE GAMING
REVENUE, ON A FORM AND IN THE MANNER PRESCRIBED BY THE
DEPARTMENT, A TAX OF:

(1) 14% OF ITS DAILY GROSS INTERACTIVE GAMING REVENUE
FROM PEER-TO-PEER INTERACTIVE GAMES;

(2) 14% OF ITS DAILY GROSS INTERACTIVE GAMING REVENUE
FROM NON-PEER-TO-PEER INTERACTIVE GAMES WHICH SIMULATE TABLE
GAMES; AND
(3) 52% of its daily gross interactive gaming revenue from non-peer-to-peer interactive games which simulate slot machines.

(B) Deposits and Distributions.--

(1) The tax imposed under subsection (A) shall be payable to the department on a weekly basis and shall be based upon gross interactive gaming revenue derived during the previous week.

(2) An interactive gaming certificate holder shall establish a separate bank account into which gross interactive gaming revenue shall be deposited and maintained until such time as the funds are paid to the department under this section.

(C) Taxes on out-of-state wagering.--The tax rate which shall be assessed and collected by the department with respect to wagers placed by registered players located in this Commonwealth with an interactive gaming operator located outside of this Commonwealth, but authorized under an interactive gaming reciprocal agreement, shall be governed by the agreement but may not be less than the tax imposed under subsection (A).

(D) Deposit of funds.--From the tax imposed under subsections (A) and (C) the following shall apply:

(1) Taxes imposed under subsection (A)(1) and (2) shall be deposited into the general fund.

(2) Taxes imposed under subsection (A)(3) shall be distributed as follows:

(I) Sixty-five percent shall be deposited into the property tax relief fund established under section 1409 (relating to property tax relief fund).

(II) Ten percent shall be deposited into a
RESTRICTED RECEIPT ACCOUNT WITHIN THE STATE TREASURY.

MONEY IN THE RESTRICTED RECEIPT ACCOUNT IS APPROPRIATED TO THE DEPARTMENT ON A CONTINUING BASIS FOR THE PURPOSES UNDER THIS PARAGRAPH. BEGINNING IN FISCAL YEAR 2018-2019 AND EACH FISCAL YEAR THEREAFTER, DISTRIBUTIONS FROM THE RESTRICTED RECEIPT ACCOUNT SHALL BE AS FOLLOWS:

(A) THE DEPARTMENT SHALL DETERMINE WHETHER A COUNTY HOSTING A LICENSED FACILITY RECEIVED LESS THAN THE AMOUNT THE COUNTY RECEIVED DURING FISCAL YEAR 2017-2018 UNDER SECTION 1403(C) (RELATING TO ESTABLISHMENT OF STATE GAMING FUND AND NET SLOT MACHINE REVENUE DISTRIBUTION). IF THE DEPARTMENT DETERMINES THAT THE COUNTY HOSTING A LICENSED FACILITY RECEIVED LESS THAN THE AMOUNT THE COUNTY RECEIVED DURING FISCAL YEAR 2017-2018 UNDER SECTION 1403(C), THE DEPARTMENT SHALL CALCULATE THE DIFFERENCE.

(B) THE DEPARTMENT SHALL MAKE DISTRIBUTIONS FROM THE RESTRICTED RECEIPT ACCOUNT TO ANY COUNTY DETERMINED UNDER CLAUSE (A) TO RECEIVE LESS IN THE CURRENT FISCAL YEAR THAN THE COUNTY DID IN FISCAL YEAR 2017-2018. THE AMOUNT DISTRIBUTED TO A COUNTY UNDER THIS PARAGRAPH MAY NOT EXCEED THE DIFFERENCE BETWEEN THE AMOUNT RECEIVED UNDER 1403(C) IN THE CURRENT FISCAL YEAR AND THE AMOUNT RECEIVED UNDER 1403(C) IN FISCAL YEAR 2017-2018.

(C) IF MORE THAN ONE COUNTY IS OWED FUNDS UNDER CLAUSE (B) AND THERE ARE INSUFFICIENT FUNDS IN THE ACCOUNT TO PAY EACH COUNTY THE ENTIRE AMOUNT OF THE DECREASE EXPERIENCED BY THAT COUNTY, EACH COUNTY
SHALL RECEIVE FUNDS IN PROPORTION OF THAT COUNTY'S DECREASE TO THE TOTAL AMOUNT OF ALL DECREASES.

(D) THE DEPARTMENT SHALL MAKE DISTRIBUTIONS REQUIRED UNDER THIS PARAGRAPH NO LATER THAN WITHIN 60 DAYS AFTER THE END OF THE FISCAL YEAR.

(E) UNDISTRIBUTED FUNDS SHALL REMAIN IN THE ACCOUNT AND NOT LAPSE.

(3) TWENTY-FIVE PERCENT SHALL BE DEPOSITED INTO A RESTRICTED RECEIPTS ACCOUNT TO BE ESTABLISHED IN THE COMMONWEALTH FINANCING AUTHORITY TO BE USED EXCLUSIVELY FOR GRANTS FOR PROJECTS IN THE PUBLIC INTEREST IN THE COMMONWEALTH.

§ 13B53. LOCAL SHARE ASSESSMENT.

(A) REQUIRED PAYMENT.--IN ADDITION TO THE TAX IMPOSED UNDER SECTION 13B52 (RELATING TO INTERACTIVE GAMING TAX), EACH INTERACTIVE GAMING CERTIFICATE HOLDER THAT CONDUCTS INTERACTIVE GAMING SHALL PAY ON A WEEKLY BASIS, ON A FORM AND IN A MANNER PRESCRIBED BY THE DEPARTMENT, A LOCAL SHARE ASSESSMENT EQUAL TO 2% OF THE INTERACTIVE GAMING CERTIFICATE HOLDER'S DAILY GROSS INTERACTIVE GAMING REVENUE.

(B) DEPOSIT AND DISTRIBUTION.--THE DEPARTMENT SHALL, ON A QUARTERLY BASIS, DEPOSIT THE LOCAL SHARE ASSESSMENT IMPOSED UNDER SUBSECTION (A) AS FOLLOWS:

(1) THE FOLLOWING SHALL APPLY:

(I) EXCEPT AS PROVIDED UNDER SUBPARAGRAPHS (II), (III) AND (IV), 50% SHALL BE ADDED TO AND DISTRIBUTED ACCORDING TO THE COUNTY CLASSIFICATION OF THE HOST COUNTY AND THE SLOT MACHINE LICENSE CATEGORY OF THE INTERACTIVE GAMING CERTIFICATE HOLDER UNDER SECTION 1403(C)(2) (RELATING TO ESTABLISHMENT OF STATE GAMING FUND AND NET
SLOT MACHINE REVENUE DISTRIBUTION).

(II) IF A HOST COUNTY IS BOTH A COUNTY OF THE FIRST CLASS AND A CITY OF THE FIRST CLASS WHICH IS COTERMINOUS, 50% SHALL BE DISTRIBUTED TO A SCHOOL DISTRICT OF THE FIRST CLASS.

(III) IF A HOST COUNTY OF THE INTERACTIVE GAMING CERTIFICATE HOLDER IS A HOME RULE COUNTY OF THE SECOND CLASS A WHERE A CATEGORY 1 SLOT MACHINE LICENSEE IS LOCATED AT A HARNESS RACETRACK, 50% SHALL BE DISTRIBUTED TO AN AUTHORITY CREATED BY THE HOST COUNTY UNDER 53 PA.C.S. CH. 56 (RELATING TO MUNICIPAL AUTHORITIES), TO BE USED FOR GRANTS WITHIN THE INTERACTIVE GAMING CERTIFICATE HOLDER'S HOST COUNTY. GRANTS AWARDED BY THE AUTHORITY SHALL BE USED FOR ECONOMIC DEVELOPMENT, MUNICIPAL POLICE AND EMERGENCY SERVICES AND OTHER PURPOSES IN THE PUBLIC INTEREST.

(IV) IF AN INTERACTIVE GAMING CERTIFICATE HOLDER DOES NOT HAVE A LICENSED GAMING FACILITY LOCATED IN THIS COMMONWEALTH, 50% SHALL BE ADDED TO AND DISTRIBUTED WITH THE AMOUNT DEPOSITED UNDER SUBSECTION (B)(2).

(2) FIFTY PERCENT SHALL BE DEPOSITED INTO A RESTRICTED RECEIPTS ACCOUNT TO BE ESTABLISHED IN THE COMMONWEALTH FINANCING AUTHORITY TO BE USED EXCLUSIVELY FOR GRANTS FOR PROJECTS IN THE PUBLIC INTEREST IN THE COMMONWEALTH.

§ 13B54. COMPULSIVE AND PROBLEM GAMBLING.

THE FOLLOWING SHALL APPLY:

(1) EACH YEAR, FROM THE TAX IMPOSED IN SECTION 13B52 (RELATING TO INTERACTIVE GAMING TAX), AN AMOUNT EQUAL TO .002 MULTIPLIED BY THE TOTAL GROSS INTERACTIVE GAMING REVENUE OF ALL ACTIVE AND OPERATING INTERACTIVE GAMING CERTIFICATE...
HOLDERS SHALL BE TRANSFERRED INTO THE COMPULSIVE AND PROBLEM GAMBLING TREATMENT FUND ESTABLISHED IN SECTION 1509 (RELATING TO COMPULSIVE AND PROBLEM GAMBLING PROGRAM).

(2) EACH YEAR, FROM THE TAX IMPOSED IN SECTION 13B52, AN AMOUNT EQUAL TO .002 MULTIPLIED BY THE TOTAL GROSS INTERACTIVE GAMING REVENUE OF ALL ACTIVE AND OPERATING INTERACTIVE GAMING CERTIFICATE HOLDERS SHALL BE TRANSFERRED TO THE DEPARTMENT OF DRUG AND ALCOHOL PROGRAMS OR SUCCESSOR AGENCY TO BE USED FOR DRUG AND ALCOHOL ADDICTION TREATMENT SERVICES, INCLUDING TREATMENT FOR DRUG AND ALCOHOL ADDICTION RELATED TO COMPULSIVE AND PROBLEM GAMBLING, AS SET FORTH IN SECTION 1509.1 (RELATING TO DRUG AND ALCOHOL TREATMENT).

§ 13B55. CERTIFICATE HOLDER DEPOSITS.

(A) DEPOSITS.--

(1) THE DEPARTMENT SHALL DETERMINE THE APPROPRIATE ASSESSMENT AMOUNT FOR EACH INTERACTIVE GAMING CERTIFICATE HOLDER, WHICH AMOUNT SHALL BE A PERCENTAGE ASSESSED ON THE INTERACTIVE GAMING CERTIFICATE HOLDER'S GROSS INTERACTIVE GAMING REVENUES. EACH INTERACTIVE GAMING CERTIFICATE HOLDER SHALL DEPOSIT FUNDS INTO ITS ACCOUNT UNDER SECTION 1401 (RELATING TO SLOT MACHINE LICENSEE DEPOSITS) ON A WEEKLY BASIS.

(2) THE PERCENTAGE ASSESSED SHALL NOT EXCEED AN AMOUNT NECESSARY TO RECOVER COSTS OR EXPENSES INCURRED BY THE BOARD AND THE DEPARTMENT IN CARRYING OUT POWERS AND DUTIES UNDER THIS CHAPTER BASED ON A BUDGET SUBMITTED BY THE BOARD AND THE DEPARTMENT UNDER SUBSECTION (B).

(B) ITEMIZED BUDGET REPORTING.--

(1) THE BOARD AND THE DEPARTMENT SHALL PREPARE AND ANNUALLY SUBMIT TO THE CHAIRPERSON AND MINORITY CHAIRPERSON
OF THE APPROPRIATIONS COMMITTEE OF THE SENATE AND THE
CHAIRPERSON AND MINORITY CHAIRPERSON OF THE APPROPRIATIONS
COMMITTEE OF THE HOUSE OF REPRESENTATIVES AN ITEMIZED BUDGET
CONSISTING OF AMOUNTS TO BE APPROPRIATED OUT OF THE ACCOUNTS
ESTABLISHED UNDER THIS SECTION AS NECESSARY TO ADMINISTER
THIS CHAPTER.

(2) THE ITEMIZED BUDGET REQUIRED UNDER PARAGRAPH (1)
SHALL BE SUBMITTED IN CONJUNCTION WITH THE BUDGET REQUIRED TO
BE SUBMITTED UNDER SECTION 1202(B)(28) (RELATING TO GENERAL
AND SPECIFIC POWERS).

(C) APPROPRIATION.—COSTS AND EXPENSES FROM ACCOUNTS
ESTABLISHED UNDER SECTION 1401 SHALL ONLY BE DISBURSED UPON
APPROPRIATION BY THE GENERAL ASSEMBLY.

(D) PENALTY.—

(1) AN INTERACTIVE GAMING CERTIFICATE HOLDER THAT FAILS
TO TIMELY REMIT TO THE DEPARTMENT AMOUNTS REQUIRED UNDER THIS
SECTION SHALL BE SUBJECT TO, IN ADDITION TO LIABILITY IMPOSED
IN THIS CHAPTER, A PENALTY OF 5% PER MONTH UP TO A MAXIMUM OF
25% OF THE AMOUNTS ULTIMATELY FOUND TO BE DUE. THE PENALTY
SHALL BE RECOVERED BY THE DEPARTMENT.

(2) PENALTIES IMPOSED UNDER THIS SUBSECTION SHALL BE
DEPOSITED INTO THE GENERAL FUND.

SUBCHAPTER G
MISCELLANEOUS PROVISIONS

SEC.

13B61. PARTICIPATION IN INTERACTIVE GAMING OUTSIDE
COMMONWEALTH.

13B62. INSTITUTIONAL INVESTORS.

13B63. INTERNET CAFES AND PROHIBITION.

§ 13B61. PARTICIPATION IN INTERACTIVE GAMING OUTSIDE
COMMONWEALTH.

NOTWITHSTANDING ANY OTHER PROVISION OF THIS CHAPTER TO THE CONTRARY, AN INTERACTIVE GAMING CERTIFICATE HOLDER MAY ACCEPT INTERACTIVE GAMING WAGERS FROM A PERSON WHO IS NOT PHYSICALLY LOCATED IN THIS COMMONWEALTH OR MAY ACCEPT INTERACTIVE GAMING WAGERS FROM A PERSON PHYSICALLY PRESENT IN THIS COMMONWEALTH AND TRANSMIT SUCH WAGERS TO AN INTERACTIVE GAMING PLATFORM OPERATED BY ONE OR MORE OPERATORS LICENSED IN A FOREIGN JURISDICTION WHERE INTERACTIVE GAMING IS PERMITTED, IF THE BOARD DETERMINES THE FOLLOWING:

(1) PARTICIPATION IN INTERACTIVE GAMING AND ACCEPTANCE OF WAGERS ASSOCIATED WITH INTERACTIVE GAMING FROM A PERSON NOT PHYSICALLY LOCATED IN THIS COMMONWEALTH OR ACCEPTING INTERACTIVE GAMING WAGERS FROM A PERSON PHYSICALLY PRESENT IN THIS COMMONWEALTH AND TRANSMITTING SUCH WAGERS TO AN INTERACTIVE GAMING PLATFORM OPERATED BY ONE OR MORE OPERATORS LICENSED IN A FOREIGN JURISDICTION WHERE INTERACTIVE GAMING IS PERMITTED IS NOT INCONSISTENT WITH FEDERAL LAW OR REGULATION OR THE LAW OR REGULATION OF THE STATE OR JURISDICTION IN WHICH THE PERSON OR OPERATOR IS LOCATED; AND

(2) PARTICIPATION IN INTERACTIVE GAMING IS CONDUCTED PURSUANT TO AN INTERACTIVE GAMING RECIPROCAL AGREEMENT WITH THE STATE OR JURISDICTION WHERE THE PERSON IS LOCATED AND THE INTERACTIVE GAMING RECIPROCAL AGREEMENT IS NOT INCONSISTENT WITH FEDERAL LAW OR REGULATION.

§ 13B62. INSTITUTIONAL INVESTORS.

(A) DECLARATION OF INVESTMENT INTENT.--NOTWITHSTANDING ANY OTHER PROVISION OF THIS PART, THE FOLLOWING SHALL APPLY:

(1) AN INSTITUTIONAL INVESTOR HOLDING 20% OR LESS OF THE EQUITY SECURITIES OF AN INTERACTIVE GAMING CERTIFICATE
HOLDER'S, INTERACTIVE GAMING OPERATOR'S OR APPLICANT'S
HOLDING, SUBSIDIARY OR INTERMEDIARY COMPANIES SHALL BE
GRANTED A WAIVER OF ANY INVESTIGATION OF SUITABILITY OR OTHER
REQUIREMENT IF THE SECURITIES ARE THOSE OF A CORPORATION,
WHETHER PUBLICLY TRADED OR PRIVATELY HELD, AND THE HOLDINGS
OF THE SECURITIES WERE PURCHASED FOR INVESTMENT PURPOSES
ONLY. THE INSTITUTIONAL INVESTOR SHALL FILE A CERTIFIED
STATEMENT THAT IT HAS NO INTENTION OF INFLUENCING OR
AFFECTING THE AFFAIRS OF THE INTERACTIVE GAMING CERTIFICATE
HOLDER, INTERACTIVE GAMING OPERATOR, APPLICANT OR ANY
HOLDING, SUBSIDIARY OR INTERMEDIARY COMPANY OF AN INTERACTIVE
GAMING CERTIFICATE HOLDER, INTERACTIVE GAMING OPERATOR OR
APPLICANT. HOWEVER, AN INSTITUTIONAL INVESTOR SHALL BE
PERMITTED TO VOTE ON MATTERS PUT TO THE VOTE OF THE
OUTSTANDING SECURITY HOLDERS.

(2) THE BOARD MAY GRANT A WAIVER TO AN INSTITUTIONAL
INVESTOR HOLDING A HIGHER PERCENTAGE OF SECURITIES UPON A
SHOWING OF GOOD CAUSE AND IF THE OTHER CONDITIONS SPECIFIED
IN PARAGRAPH (1) ARE MET.

(3) AN INSTITUTIONAL INVESTOR GRANTED A WAIVER UNDER
THIS SUBSECTION WHO SUBSEQUENTLY DECIDES TO INFLUENCE OR
AFFECT THE AFFAIRS OF AN INTERACTIVE GAMING CERTIFICATE
HOLDER, INTERACTIVE GAMING OPERATOR OR APPLICANT'S HOLDING,
SUBSIDIARY OR INTERMEDIARY COMPANY OF AN INTERACTIVE GAMING
CERTIFICATE HOLDER, INTERACTIVE GAMING OPERATOR OR APPLICANT
SHALL PROVIDE NOT LESS THAN 30 DAYS' NOTICE OF INTENT AND
shall file with the board a request for determination of
suitability before taking any action that may influence or
affect such affairs. AN INSTITUTIONAL INVESTOR SHALL BE
PERMITTED TO VOTE ON MATTERS PUT TO THE VOTE OF THE
OUTSTANDING SECURITY HOLDERS.

(4) IF AN INSTITUTIONAL INVESTOR CHANGES ITS INVESTMENT INTENT OR IF THE BOARD FINDS REASONABLE CAUSE TO BELIEVE THAT THE INSTITUTIONAL INVESTOR MAY BE FOUND UNSUITABLE, NO ACTION OTHER THAN DIVESTITURE SHALL BE TAKEN BY THE INSTITUTIONAL INVESTOR WITH RESPECT TO ITS SECURITY HOLDINGS UNTIL THERE HAS BEEN COMPLIANCE WITH ANY REQUIREMENTS ESTABLISHED BY THE BOARD, WHICH MAY INCLUDE THE EXECUTION OF A TRUST AGREEMENT IN ACCORDANCE WITH SECTION 1332 (RELATING TO APPOINTMENT OF TRUSTEE).

(5) THE INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR OR APPLICANT OR ANY HOLDING, INTERMEDIARY OR SUBSIDIARY COMPANY OF AN INTERACTIVE GAMING CERTIFICATE HOLDER, INTERACTIVE GAMING OPERATOR OR APPLICANT SHALL NOTIFY THE BOARD IMMEDIATELY OF ANY INFORMATION ABOUT, OR ACTIONS OF, AN INSTITUTIONAL INVESTOR HOLDING ITS EQUITY SECURITIES WHERE THE INFORMATION OR ACTION MAY IMPACT THE ELIGIBILITY OF THE INSTITUTIONAL INVESTOR FOR A WAIVER UNDER THIS SUBSECTION.

(B) FAILURE TO DECLARE.--IF THE BOARD FINDS:

(1) THAT AN INSTITUTIONAL INVESTOR HOLDING ANY SECURITY OF A HOLDING OR INTERMEDIARY COMPANY OF AN INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR OR APPLICANT, WHERE RELEVANT, OF ANOTHER SUBSIDIARY COMPANY OF A HOLDING OR INTERMEDIARY COMPANY OF AN INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR OR APPLICANT WHICH IS RELATED IN ANY WAY TO THE FINANCING OF THE INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR OR APPLICANT, FAILS TO COMPLY WITH THE PROVISIONS OF SUBSECTION (A); OR
(2) By reason of the extent or nature of its holdings, an institutional investor is in a position to exercise such a substantial impact upon the controlling interests of an interactive gaming certificate holder or interactive gaming operator or applicant that investigation and determination of suitability of the institutional investor is necessary to protect the public interest;

then the board may take any necessary action otherwise authorized under this chapter to protect the public interest.

§ 13B63. Internet cafes and prohibition.

(A) General rule.--No person shall operate a place of public accommodation, club, including a club or association limited to dues-paying members or similar restricted groups, or similar establishment in which computer terminals or similar access devices are advertised or made available to be used principally for the purpose of accessing authorized interactive games. No interactive gaming certificate holder or interactive gaming operator shall offer or make available computer terminals or similar access devices to be used principally for the purpose of accessing interactive games within a licensed facility.

(B) Construction.--Nothing in this section shall be construed to require the owner or operator of a hotel or motel or other public place of general use in this Commonwealth to prohibit or block guests from playing authorized interactive games on their own computers or other devices.

(C) Computer access.--An interactive gaming certificate holder or interactive gaming operator shall prevent registered players within a licensed facility from accessing authorized interactive games on the registered player's own computers or other devices.