

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

12 SUBCHAPTER B

13 INTERACTIVE GAMING AUTHORIZED

14 SEC.

15 13B11. AUTHORIZATION TO CONDUCT INTERACTIVE GAMING.

16 13B12. INTERACTIVE GAMING CERTIFICATE REQUIRED AND CONTENT OF
17 PETITION.

18 13B13. ISSUANCE OF INTERACTIVE GAMING CERTIFICATE.

19 13B14. INTERACTIVE GAMING OPERATORS.

20 13B15. INTERACTIVE GAMING CERTIFICATE AND INTERACTIVE GAMING
21 LICENSE.

22 13B16. TIMING OF INITIAL INTERACTIVE GAMING AUTHORIZATIONS.

23 § 13B11. AUTHORIZATION TO CONDUCT INTERACTIVE GAMING.

24 (A) AUTHORITY OF BOARD.--THE BOARD MAY AUTHORIZE A SLOT
25 MACHINE LICENSEE:

26 (1) TO CONDUCT INTERACTIVE GAMING DIRECTLY OR THROUGH AN
27 INTERACTIVE GAMING OPERATOR UNDER AN INTERACTIVE GAMING
28 AGREEMENT, INCLUDING CONTESTS AND TOURNAMENTS AND ANY OTHER
29 GAME WHICH IS DETERMINED BY THE BOARD TO BE SUITABLE FOR
30 INTERACTIVE GAMING.

1 (2) TO DEPLOY INTERACTIVE GAMING SKINS OR INTERACTIVE
2 GAMING WEBSITES TO FACILITATE THE CONDUCT OF INTERACTIVE
3 GAMING ACTIVITIES.

4 (A.1) ADDITIONAL AUTHORITY OF BOARD.--PURSUANT TO SECTION
5 13B12(A.1) (RELATING TO INTERACTIVE GAMING CERTIFICATE REQUIRED
6 AND CONTENT OF PETITION), THE BOARD MAY AUTHORIZE A QUALIFIED
7 GAMING ENTITY TO:

8 (1) CONDUCT INTERACTIVE GAMING DIRECTLY OR THROUGH AN
9 INTERACTIVE GAMING OPERATOR UNDER AN INTERACTIVE GAMING
10 AGREEMENT, INCLUDING CONTESTS AND TOURNAMENTS AND ANY OTHER
11 GAME WHICH IS DETERMINED BY THE BOARD TO BE SUITABLE FOR
12 INTERACTIVE GAMING.

13 (2) DEPLOY INTERACTIVE GAMING SKINS OR INTERACTIVE
14 GAMING WEBSITES TO FACILITATE THE CONDUCT OF INTERACTIVE
15 GAMING ACTIVITIES.

16 (A.2) CATEGORIZATION.--THE BOARD, IN THE BOARD'S SOLE
17 DISCRETION, SHALL CATEGORIZE EACH AUTHORIZED INTERACTIVE GAME AS
18 ONE OF THE FOLLOWING:

19 (1) A PEER-TO-PEER INTERACTIVE GAME.

20 (2) A NON-PEER-TO-PEER INTERACTIVE GAME WHICH SIMULATES
21 SLOT MACHINES.

22 (3) A NON-PEER-TO-PEER INTERACTIVE GAME WHICH SIMULATES
23 TABLE GAMES.

24 (B) AUTHORITY TO PLAY INTERACTIVE GAMES.--NOTWITHSTANDING
25 ANY OTHER PROVISION OF LAW, AN INDIVIDUAL WHO IS 21 YEARS OF AGE
26 OR OLDER IS HEREBY PERMITTED TO PARTICIPATE AS A REGISTERED
27 PLAYER IN INTERACTIVE GAMING AND WAGERING ASSOCIATED WITH
28 PLAYING AN AUTHORIZED INTERACTIVE GAME OFFERED BY AN INTERACTIVE
29 GAMING CERTIFICATE HOLDER IN ACCORDANCE WITH THIS CHAPTER AND
30 REGULATIONS OF THE BOARD. EXCEPT AS PROVIDED IN SUBCHAPTER G

1 (RELATING TO MISCELLANEOUS PROVISIONS), A REGISTERED PLAYER MUST
2 BE PHYSICALLY LOCATED WITHIN THIS COMMONWEALTH IN ORDER TO
3 PARTICIPATE IN INTERACTIVE GAMING.

4 § 13B12. INTERACTIVE GAMING CERTIFICATE REQUIRED AND CONTENT OF
5 PETITION.

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

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

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

26 (2) BETWEEN 90 DAYS AND 120 DAYS AFTER THE DATE THE
27 BOARD BEGINS ACCEPTING PETITIONS UNDER THIS CHAPTER, A SLOT
28 MACHINE LICENSEE MAY FILE A PETITION WITH THE BOARD FOR AN
29 INTERACTIVE GAMING CERTIFICATE. IF THE BOARD APPROVES A
30 PETITION FOR AN INTERACTIVE GAMING CERTIFICATE UNDER THIS

1 PARAGRAPH, THE BOARD SHALL AUTHORIZE THE INTERACTIVE GAMING
2 CERTIFICATE HOLDER TO OFFER THE CATEGORIES OF INTERACTIVE
3 GAMING IDENTIFIED IN THE SLOT MACHINE LICENSEE'S PETITION
4 UNDER PARAGRAPH (B) (4.1).

5 (3) ONE HUNDRED TWENTY DAYS AFTER THE DATE THE BOARD
6 BEGINS ACCEPTING PETITIONS UNDER THIS CHAPTER, A QUALIFIED
7 GAMING ENTITY MAY FILE A PETITION WITH THE BOARD FOR AN
8 INTERACTIVE GAMING CERTIFICATE. IF THE BOARD APPROVES A
9 PETITION FOR AN INTERACTIVE GAMING CERTIFICATE UNDER THIS
10 PARAGRAPH, THE BOARD SHALL AUTHORIZE THE INTERACTIVE GAMING
11 CERTIFICATE HOLDER TO OFFER THE CATEGORIES OF INTERACTIVE
12 GAMING IDENTIFIED IN THE SLOT MACHINE LICENSEE'S PETITION
13 UNDER PARAGRAPH (B) (4.1).

14 (4) A QUALIFIED GAMING ENTITY WHICH FILES A PETITION FOR
15 AN INTERACTIVE GAMING CERTIFICATE UNDER PARAGRAPH (3) SHALL
16 BE CONSIDERED A SLOT MACHINE LICENSEE FOR THE PURPOSES OF
17 THIS SUBCHAPTER.

18 (5) ANY SLOT MACHINE LICENSEE WHO BECOMES LICENSED AFTER
19 THE EFFECTIVE DATE OF THIS SECTION SHALL HAVE 90 DAYS FROM
20 THE DATE OF LICENSURE TO SUBMIT A PETITION WITH THE BOARD FOR
21 AN INTERACTIVE GAMING CERTIFICATE. IF THE BOARD APPROVES A
22 PETITION FOR AN INTERACTIVE GAMING CERTIFICATE UNDER THIS
23 PARAGRAPH, THE BOARD SHALL AUTHORIZE THE INTERACTIVE GAMING
24 CERTIFICATE HOLDER TO OFFER ANY CATEGORY OF INTERACTIVE
25 GAMING. AFTER 90 DAYS BUT BEFORE 120 DAYS FROM THE DATE OF
26 LICENSURE, THE SLOT MACHINE LICENSEE MAY FILE A PETITION WITH
27 THE BOARD FOR AN INTERACTIVE GAMING CERTIFICATE. IF THE BOARD
28 APPROVES A PETITION FOR AN INTERACTIVE GAMING CERTIFICATE
29 UNDER THIS PARAGRAPH, THE BOARD SHALL AUTHORIZE THE
30 INTERACTIVE GAMING CERTIFICATE HOLDER TO OFFER THE CATEGORIES

1 OF INTERACTIVE GAMING IDENTIFIED IN THE SLOT MACHINE
2 LICENSEE'S PETITION UNDER PARAGRAPH (B) (4.1). AFTER 120 DAYS
3 FROM THE DATE OF LICENSURE, A QUALIFIED GAMING ENTITY MAY
4 FILE A PETITION WITH THE BOARD FOR AN INTERACTIVE GAMING
5 CERTIFICATE IN THE CATEGORIES OF INTERACTIVE GAMES FOR WHICH
6 THE SLOT MACHINE LICENSEE DID NOT SEEK AUTHORIZATION.

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

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

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

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

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

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

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

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

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

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

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

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

25 (4.1) A STATEMENT IDENTIFYING WHICH CATEGORIES OF
26 INTERACTIVE GAMES THE SLOT MACHINE LICENSEE INTENDS TO OFFER:

27 (I) PEER-TO-PEER INTERACTIVE GAMES;

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

30 (III) NON-PEER-TO-PEER INTERACTIVE GAMES WHICH

1 SIMULATE TABLE GAMES.

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

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

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

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

28 (9) INFORMATION AND DOCUMENTATION CONCERNING FINANCIAL
29 BACKGROUND AND RESOURCES, AS THE BOARD MAY REQUIRE, TO
30 ESTABLISH BY CLEAR AND CONVINCING EVIDENCE THE FINANCIAL

1 STABILITY, INTEGRITY AND RESPONSIBILITY OF THE SLOT MACHINE
2 LICENSEE, AND INFORMATION OR DOCUMENTATION CONCERNING ANY
3 PERSON THAT WILL OPERATE INTERACTIVE GAMING OR AN INTERACTIVE
4 GAMING SYSTEM ON BEHALF OF THE SLOT MACHINE LICENSEE AS AN
5 INTERACTIVE GAMING OPERATOR, AS THE BOARD MAY REQUIRE. THE
6 INTERACTIVE GAMING AGREEMENT WITH SUCH PERSON SHALL BE
7 SUBJECT TO THE REVIEW AND APPROVAL OF THE BOARD.

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

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

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

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

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

28 (II) THE SLOT MACHINE LICENSEE'S PROPOSED STANDARDS
29 TO PROTECT, WITH A REASONABLE DEGREE OF CERTAINTY, THE
30 PRIVACY AND SECURITY OF ITS REGISTERED PLAYERS.

1 (III) HOW THE SLOT MACHINE LICENSEE WILL FACILITATE
2 COMPLIANCE WITH ALL OF THE REQUIREMENTS SET FORTH IN THIS
3 CHAPTER AND IN SECTION 802(A) OF THE UNLAWFUL INTERNET
4 GAMBLING ENFORCEMENT ACT OF 2006 (PUBLIC LAW 109-347, 31
5 U.S.C. § 5362(10)(B)), INCLUDING, BUT NOT LIMITED TO, ALL
6 OF THE FOLLOWING:

7 (A) AGE, IDENTITY AND LOCATION VERIFICATION
8 REQUIREMENTS.

9 (B) APPROPRIATE DATA SECURITY STANDARDS TO
10 PREVENT UNAUTHORIZED ACCESS BY ANY PERSON WHOSE AGE,
11 IDENTITY OR LOCATION HAVE NOT BEEN VERIFIED OR CANNOT
12 BE VERIFIED IN ACCORDANCE WITH THIS CHAPTER AND
13 APPLICABLE REGULATIONS OF THE BOARD.

14 (C) EXCEPT AS PROVIDED IN SUBCHAPTER G (RELATING
15 TO MISCELLANEOUS PROVISIONS), THE REQUIREMENT THAT
16 ALL WAGERS MADE IN THE CONDUCT OF INTERACTIVE GAMING
17 BE INITIATED AND RECEIVED OR OTHERWISE MADE
18 EXCLUSIVELY WITHIN THIS COMMONWEALTH.

19 (IV) THE SLOT MACHINE LICENSEE'S PROPOSED AGE,
20 IDENTITY AND LOCATION VERIFICATION STANDARDS DESIGNED TO
21 BLOCK ACCESS TO PERSONS UNDER 21 YEARS OF AGE AND OTHER
22 PERSONS EXCLUDED OR PROHIBITED FROM PARTICIPATING IN
23 INTERACTIVE GAMING UNDER THIS CHAPTER.

24 (V) THE PROCEDURES THE SLOT MACHINE LICENSEE WILL
25 USE TO REGISTER INDIVIDUALS AS REGISTERED PLAYERS.

26 (VI) THE PROCEDURES THE SLOT MACHINE LICENSEE WILL
27 USE TO ESTABLISH INTERACTIVE GAMING ACCOUNTS FOR
28 REGISTERED PLAYERS.

29 (VII) THE INTERACTIVE GAMES AND SERVICES THE SLOT
30 MACHINE LICENSEE PROPOSES TO OFFER TO REGISTERED PLAYERS.

1 (VIII) DOCUMENTATION AND INFORMATION RELATING TO
2 KNOWN PROPOSED CONTRACTORS OF THE SLOT MACHINE LICENSEE
3 AND SUBCONTRACTORS OF THE CONTRACTORS.

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

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

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

17 (I) INTERACTIVE GAMING ACCOUNTS.

18 (II) PER-HAND CHARGES, IF APPLICABLE.

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

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

23 (V) ONGOING AUDITING AND INTERNAL CONTROL COMPLIANCE
24 REVIEWS.

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

28 (18) ANY OTHER INFORMATION THE BOARD MAY REQUIRE.

29 (C) CONFIDENTIALITY.--INFORMATION SUBMITTED TO THE BOARD
30 UNDER SUBSECTION (B) MAY BE CONSIDERED CONFIDENTIAL BY THE BOARD

1 IF THE INFORMATION WOULD BE CONFIDENTIAL UNDER SECTION 1206(F)
2 (RELATING TO BOARD MINUTES AND RECORDS).

3 § 13B13. ISSUANCE OF INTERACTIVE GAMING CERTIFICATE.

4 (A) REQUIREMENTS FOR APPROVAL OF PETITION.--

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

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

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

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

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

29 (V) THE SLOT MACHINE LICENSEE'S INITIAL SYSTEM OF
30 INTERNAL AND ACCOUNTING CONTROLS APPLICABLE TO

1 INTERACTIVE GAMING, AND THE SECURITY AND INTEGRITY OF ALL
2 FINANCIAL TRANSACTIONS IN CONNECTION WITH THE SYSTEM,
3 COMPLIES WITH THIS CHAPTER AND REGULATIONS PROMULGATED BY
4 THE BOARD.

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

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

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

24 (B) ISSUANCE OF INTERACTIVE GAMING CERTIFICATE.--

25 (1) UPON APPROVAL OF A PETITION FOR AN INTERACTIVE
26 GAMING CERTIFICATE, THE BOARD SHALL ISSUE AN INTERACTIVE
27 GAMING CERTIFICATE TO THE SLOT MACHINE LICENSEE. THE ISSUANCE
28 OF AN INTERACTIVE GAMING CERTIFICATE PRIOR TO THE FULL
29 PAYMENT OF THE AUTHORIZATION FEE REQUIRED UNDER SECTION 13B51
30 (RELATING TO INTERACTIVE GAMING AUTHORIZATION FEE) SHALL NOT

1 RELIEVE THE SLOT MACHINE LICENSEE FROM THE OBLIGATION TO PAY
2 THE AUTHORIZATION FEE IN ACCORDANCE WITH THE REQUIREMENTS OF
3 SECTION 13B51.

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

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

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

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

30 § 13B14. INTERACTIVE GAMING OPERATORS.

1 (A) LICENSE REQUIRED.--NO PERSON SHALL SERVE OR ATTEMPT TO
2 SERVE AS AN INTERACTIVE GAMING OPERATOR WITHOUT FIRST OBTAINING
3 AN INTERACTIVE GAMING LICENSE FROM THE BOARD. A PERSON MAY SEEK
4 APPROVAL TO SERVE AS AN INTERACTIVE GAMING OPERATOR BY FILING AN
5 APPLICATION WITH THE BOARD. THE BOARD SHALL PRESCRIBE THE FORM
6 OF THE APPLICATION AND THE MANNER IN WHICH IT SHALL BE FILED.
7 THE BOARD SHALL:

8 (1) DETERMINE SUITABILITY OF THE PERSON FILING AN
9 APPLICATION UNDER THIS SECTION. THE BOARD SHALL DETERMINE
10 SUITABILITY IN ACCORDANCE WITH THE SAME REQUIREMENTS OF THIS
11 PART APPLICABLE TO THE DETERMINATION OF SUITABILITY OF THE
12 ISSUANCE OF AN INTERACTIVE GAMING CERTIFICATE TO A SLOT
13 MACHINE LICENSEE. NOTWITHSTANDING THE PROVISIONS OF THIS
14 PARAGRAPH, THE BOARD MAY CONSIDER A HOLDER OF A VALID
15 LICENSE, PERMIT, REGISTRATION, CERTIFICATE OR OTHER
16 AUTHORIZATION APPROVED AND ISSUED UNDER THIS PART, WHICH IS
17 IN GOOD STANDING, AS SUITABLE UNDER THIS SECTION WITHOUT
18 ADDITIONAL INVESTIGATION. THE CONSIDERATION SHALL NOT RELIEVE
19 THE APPLICANT FOR AN INTERACTIVE GAMING LICENSE FROM PAYMENT
20 OF ALL FEES IMPOSED UNDER THIS CHAPTER.

21 (2) PROVIDE FOR THE APPROVAL OF THE TERMS AND CONDITIONS
22 OF ALL AGREEMENTS ENTERED INTO BY OR BETWEEN AN INTERACTIVE
23 GAMING CERTIFICATE HOLDER AND A PERSON APPLYING FOR AN
24 INTERACTIVE GAMING LICENSE.

25 (B) CLASSIFICATION AND APPROVAL OF EMPLOYEES.--

26 (1) THE BOARD SHALL ESTABLISH A CLASSIFICATION SYSTEM
27 FOR EMPLOYEES OF INTERACTIVE GAMING OPERATORS OR OTHER
28 PERSONS WHO PROVIDE PRODUCTS OR SERVICES ASSOCIATED WITH OR
29 RELATED TO INTERACTIVE GAMING, INTERACTIVE GAMING PLATFORMS
30 AND INTERACTIVE GAMING SYSTEMS.

1 (2) THE BOARD SHALL PROVIDE FOR THE LICENSURE,
2 PERMITTING, REGISTRATION OR CERTIFICATION, AS IT DEEMS
3 APPROPRIATE, OF EMPLOYEES IN EACH EMPLOYEE CLASSIFICATION
4 ESTABLISHED BY IT IN ACCORDANCE WITH PARAGRAPH (1).

5 (C) APPLICABILITY OF CERTAIN PROVISIONS.--INTERACTIVE GAMING
6 OPERATORS SHALL BE SUBJECT TO THE APPLICABLE PROVISIONS OF THIS
7 PART THAT APPLY TO INTERACTIVE GAMING CERTIFICATE HOLDERS, AS
8 DETERMINED BY THE BOARD, INCLUDING THE PROVISIONS OF SECTION
9 13B13(D) (RELATING TO ISSUANCE OF INTERACTIVE GAMING
10 CERTIFICATE).

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

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

19 (1) THE FOLLOWING SHALL APPLY:

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

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

29 (III) THE EFFECTIVENESS OF A CONDITIONAL
30 AUTHORIZATION MAY BE EXTENDED BY THE BOARD NOT MORE THAN

1 ONCE, UPON A SHOWING OF GOOD CAUSE.

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

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

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

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

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

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

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

30 (5) IF THE BUREAU'S PRELIMINARY INVESTIGATION DISCLOSES

1 ADVERSE INFORMATION THAT WOULD IMPACT SUITABILITY FOR
2 LICENSURE, IT SHALL REGISTER AN OBJECTION, AND A CONDITIONAL
3 AUTHORIZATION MAY NOT BE ISSUED UNTIL THE BUREAU'S CONCERNS
4 ARE RESOLVED.

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

9 § 13B15. INTERACTIVE GAMING CERTIFICATE AND INTERACTIVE GAMING
10 LICENSE.

11 THE FOLLOWING SHALL APPLY:

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

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

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

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

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

30 (2) THE INTERACTIVE GAMING CERTIFICATE MAY INCLUDE AN

1 INITIAL ITEMIZED LIST BY NUMBER AND TYPE OF AUTHORIZED
2 INTERACTIVE GAMES TO BE CONDUCTED BY THE INTERACTIVE GAMING
3 CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR. THE
4 INTERACTIVE GAMING CERTIFICATE HOLDER MAY INCREASE OR
5 DECREASE THE NUMBER OF INTERACTIVE GAMES AUTHORIZED FOR PLAY
6 ON ITS INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE
7 OR CHANGE THE TYPE OF AUTHORIZED INTERACTIVE GAMES PLAYED ON
8 ITS INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE
9 CONSISTENT WITH THE TYPES OF INTERACTIVE GAMES AUTHORIZED BY
10 THE INTERACTIVE GAMING CERTIFICATE ISSUED BY THE BOARD, UPON
11 NOTICE, IF REQUIRED BY THE BOARD, TO THE BOARD AND APPROVAL
12 BY THE BOARD OR A DESIGNATED EMPLOYEE OF THE BOARD. UNLESS
13 APPROVED BY THE BOARD OR A DESIGNATED EMPLOYEE OF THE BOARD,
14 THE TOTAL NUMBER AND TYPE OF AUTHORIZED INTERACTIVE GAMES
15 OFFERED FOR PLAY BY AN INTERACTIVE GAMING CERTIFICATE HOLDER
16 MAY NOT DIFFER FROM THE NUMBER AND TYPE APPROVED BY THE BOARD
17 AND AUTHORIZED IN THE INTERACTIVE GAMING CERTIFICATE.

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

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

28 § 13B16. TIMING OF INITIAL INTERACTIVE GAMING AUTHORIZATIONS.

29 THE BOARD SHALL PRESCRIBE THE DATE ON WHICH INITIAL PETITIONS
30 FOR AN INTERACTIVE GAMING CERTIFICATE AND APPLICATIONS FOR AN

1 INTERACTIVE GAMING LICENSE MUST BE FILED WITH THE BOARD AND
2 SHALL APPROVE OR DENY A PETITION OR APPLICATION WITHIN 90 DAYS
3 FOLLOWING RECEIPT.

4 SUBCHAPTER B.1

5 MULTI-USE COMPUTING DEVICES

6 SEC.

7 13B20. AUTHORIZATION.

8 13B20.1. (RESERVED).

9 13B20.2. (RESERVED).

10 13B20.3. FEE.

11 13B20.4. MULTI-USE GAMING DEVICE TAX.

12 13B20.5. MULTI-USE GAMING DEVICE LOCAL SHARE ASSESSMENT.

13 13B20.6. REGULATIONS.

14 13B20.7. CONSTRUCTION.

15 § 13B20. AUTHORIZATION.

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

23 (1) IF THE INTERACTIVE GAMING CERTIFICATE HOLDER INTENDS
24 TO OPERATE INTERACTIVE GAMING UNDER AN INTERACTIVE GAMING
25 AGREEMENT, THE INTERACTIVE GAMING OPERATOR THAT IS A PARTY TO
26 THE INTERACTIVE GAMING AGREEMENT SHALL HAVE BEEN ISSUED AN
27 INTERACTIVE GAMING LICENSE OR WILL BE ISSUED AN INTERACTIVE
28 GAMING LICENSE PRIOR TO THE COMMENCEMENT OF OPERATIONS UNDER
29 THE INTERACTIVE GAMING AGREEMENT. THE INTERACTIVE GAMING
30 AGREEMENT SHALL BE SUBJECT TO THE REVIEW AND APPROVAL OF THE

1 BOARD.

2 (2) AS FOLLOWS:

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

8 (A) FOR THE CONDUCT OF INTERACTIVE GAMING AT A
9 QUALIFIED AIRPORT WHICH IS LOCATED PARTIALLY IN A
10 COUNTY OF THE FIRST CLASS AND PARTIALLY IN A COUNTY
11 CONTIGUOUS TO A COUNTY OF THE FIRST CLASS, THE
12 WRITTEN AGREEMENT SHALL BE WITH EITHER THE AIRPORT
13 AUTHORITY OR ITS DESIGNEE OR A CONCESSION OPERATOR,
14 EXCEPT THAT, IF THE WRITTEN AGREEMENT IS WITH A
15 CONCESSION OPERATOR, THE AIRPORT AUTHORITY OR ITS
16 DESIGNEE MUST HAVE APPROVED OR CONSENTED TO LAWFUL
17 GAMING WITHIN THE AIRPORT GAMING AREA THROUGH THE
18 CONCESSION OPERATOR'S CONCESSION CONTRACT AND THE
19 AIRPORT AUTHORITY MUST HAVE RECEIVED A COPY OF THE
20 WRITTEN AGREEMENT WITH THE CERTIFICATE HOLDER OR THE
21 INTERACTIVE GAMING OPERATOR.

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

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

30 (3) NOTWITHSTANDING ANY PROVISION TO THE CONTRARY

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

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

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

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

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

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

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

29 (5) THE LOCATION OF THE QUALIFIED AIRPORT TOGETHER WITH
30 DETAILED SITE PLANS INDICATING THE LOCATION OF THE PROPOSED

1 AIRPORT GAMING AREA.

2 (6) EXCEPT AS PROVIDED IN PARAGRAPH (7), THE NAME AND
3 BUSINESS ADDRESS OF THE AIRPORT AUTHORITY GOVERNING THE
4 QUALIFIED AIRPORT AND THE NAMES OF THE MEMBERS OF THE
5 GOVERNING BODY OF THE AIRPORT AUTHORITY.

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

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

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

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

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

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

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

1 TO FEE).

2 (14) ANY OTHER INFORMATION REQUIRED BY THE BOARD.

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

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

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

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

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

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

27 § 13B20.1. (RESERVED).

28 § 13B20.2. (RESERVED).

29 § 13B20.3. FEE.

30 (A) REQUIRED FEE.--

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

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

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

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

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

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

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

23 § 13B20.4. MULTI-USE GAMING DEVICE TAX.

24 (A) IMPOSITION.--

25 (1) EACH INTERACTIVE GAMING CERTIFICATE HOLDER
26 AUTHORIZED TO CONDUCT INTERACTIVE GAMING AT A QUALIFIED
27 AIRPORT IN ACCORDANCE WITH THE PROVISIONS OF THIS SUBCHAPTER
28 SHALL REPORT TO THE DEPARTMENT AND PAY FROM ITS DAILY GROSS
29 INTERACTIVE AIRPORT GAMING REVENUE GENERATED FROM THE CONDUCT
30 OF INTERACTIVE GAMING THROUGH MULTI-USE COMPUTING DEVICES AT

1 THE QUALIFIED AIRPORT, ON A FORM AND IN THE MANNER PRESCRIBED
2 BY THE DEPARTMENT, A TAX EQUAL TO THE TAX IMPOSED UNDER
3 SECTION 13B52(A) (RELATING TO INTERACTIVE GAMING TAX) OF ITS
4 DAILY GROSS INTERACTIVE AIRPORT GAMING REVENUE GENERATED FROM
5 MULTI-USE COMPUTING DEVICES AT THE QUALIFIED AIRPORT.

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

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

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

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

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

29 (2) REQUIRED TO REMAIN AT THE QUALIFIED AIRPORT PURSUANT
30 TO FEDERAL REQUIREMENTS RELATING TO FEDERAL AVIATION

1 ADMINISTRATION FUNDS.

2 § 13B20.5. MULTI-USE GAMING DEVICE LOCAL SHARE ASSESSMENT.

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

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

24 (1) EXCEPT AS PROVIDED UNDER PARAGRAPH (2), 50% SHALL BE
25 DEPOSITED INTO A RESTRICTED RECEIPT ACCOUNT TO BE ESTABLISHED
26 IN THE COMMONWEALTH FINANCING AUTHORITY TO BE USED
27 EXCLUSIVELY FOR GRANTS IN THE PUBLIC INTEREST IN A COUNTY
28 HOSTING THE QUALIFIED AIRPORT. IF A QUALIFIED AIRPORT IS
29 LOCATED IN MORE THAN ONE COUNTY, THE GRANTS SHALL BE
30 DISTRIBUTED EQUALLY TO EACH COUNTY HOSTING THE QUALIFIED

1 AIRPORT.

2 (2) FOR AN INTERNATIONAL AIRPORT LOCATED PARTIALLY IN A
3 COUNTY OF THE FIRST CLASS AND PARTIALLY IN A COUNTY
4 CONTIGUOUS TO A COUNTY OF THE FIRST CLASS, 50% SHALL BE
5 DISTRIBUTED AS FOLLOWS:

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

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

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

16 § 13B20.6. REGULATIONS.

17 THE BOARD SHALL PROMULGATE REGULATIONS RELATED TO THE
18 OPERATION OF AUTHORIZED INTERACTIVE GAMES THROUGH THE USE OF
19 MULTI-USE COMPUTING DEVICES AT QUALIFIED AIRPORTS, INCLUDING,
20 BUT NOT LIMITED TO:

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

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

27 (3) IN CONSULTATION WITH THE DEPARTMENT, PROCEDURES TO
28 GOVERN FINANCIAL TRANSACTIONS BETWEEN AN INTERACTIVE GAMING
29 CERTIFICATE HOLDER, AN INTERACTIVE GAMING OPERATOR OR OTHER
30 PERSONS THAT RELATES TO THE REPORTING OF GROSS INTERACTIVE

1 AIRPORT GAMING REVENUE GENERATED THROUGH THE USE OF MULTI-USE
2 COMPUTING DEVICES AT QUALIFIED AIRPORTS.

3 § 13B20.7. CONSTRUCTION.

4 NOTHING IN THIS SUBCHAPTER SHALL BE CONSTRUED TO:

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

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

14 SUBCHAPTER C

15 CONDUCT OF INTERACTIVE GAMING

16 SEC.

17 13B21. SITUS OF INTERACTIVE GAMING OPERATIONS.

18 13B22. ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS.

19 13B23. INTERACTIVE GAMING ACCOUNT CREDITS, DEBITS, DEPOSITS AND
20 PAYMENTS.

21 13B24. ACCEPTANCE OF WAGERS.

22 13B25. DORMANT INTERACTIVE GAMING ACCOUNTS.

23 13B26. LOG-IN PROCEDURE REQUIRED.

24 13B27. INFORMATION PROVIDED AT LOGIN.

25 13B28. PROHIBITIONS.

26 13B29. COMMENCEMENT OF INTERACTIVE GAMING OPERATIONS.

27 § 13B21. SITUS OF INTERACTIVE GAMING OPERATIONS.

28 EXCEPT AS PROVIDED IN SUBCHAPTER G (RELATING TO MISCELLANEOUS
29 PROVISIONS), ALL WAGERS MADE THROUGH INTERACTIVE GAMING SHALL BE
30 DEEMED TO BE INITIATED, RECEIVED OR OTHERWISE MADE WITHIN THE

1 GEOGRAPHIC BOUNDARIES OF THIS COMMONWEALTH. THE INTERMEDIATE
2 ROUTING OF ELECTRONIC DATA ASSOCIATED OR IN CONNECTION WITH
3 INTERACTIVE GAMING SHALL NOT DETERMINE THE LOCATION OR LOCATIONS
4 IN WHICH A BET OR WAGER IS INITIATED, RECEIVED OR OTHERWISE
5 MADE.

6 § 13B22. ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS.

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

18 (B) ESTABLISHMENT OF INTERACTIVE GAMING ACCOUNTS.--

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

28 (I) THE FILING AND EXECUTION OF AN INTERACTIVE
29 GAMING ACCOUNT APPLICATION, THE FORM OF WHICH HAS BEEN
30 PREAPPROVED BY THE BOARD.

1 (II) PROOF OF AGE, IDENTITY AND PHYSICAL ADDRESS OF
2 THE PRINCIPAL RESIDENCE OF THE PROSPECTIVE INTERACTIVE
3 GAMING ACCOUNT HOLDER IN A METHOD APPROVED BY THE BOARD
4 THROUGH REGULATION.

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

9 (IV) PASSWORD OR OTHER SECURED IDENTIFICATION
10 PROVIDED BY THE INTERACTIVE GAMING CERTIFICATE HOLDER TO
11 ACCESS THE INTERACTIVE GAMING ACCOUNT OR SOME OTHER
12 MECHANISM APPROVED BY THE BOARD TO AUTHENTICATE THE
13 REGISTERED PLAYER AS THE HOLDER TO THE INTERACTIVE GAMING
14 ACCOUNT.

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

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

26 (3) THE ADDRESS PROVIDED BY THE APPLICANT IN THE
27 APPLICATION FOR AN INTERACTIVE GAMING ACCOUNT SHALL BE DEEMED
28 THE ADDRESS OF RECORD FOR THE PURPOSES OF MAILING CHECKS,
29 ACCOUNT WITHDRAWALS, NOTICES AND OTHER MATERIALS TO THE
30 PROSPECTIVE INTERACTIVE GAMING ACCOUNT HOLDER.

1 (4) AN INTERACTIVE GAMING ACCOUNT SHALL BE A NONINTEREST
2 BEARING ACCOUNT AND SHALL NOT BE ASSIGNABLE OR OTHERWISE
3 TRANSFERABLE.

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

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

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

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

25 (1) A PERSON UNDER 21 YEARS OF AGE.

26 (2) A PERSON ON THE LIST OF PERSONS WHO ARE OR WILL BE
27 EXCLUDED OR EJECTED FROM OR DENIED ACCESS TO ANY LICENSED
28 FACILITY UNDER SECTION 1514 (RELATING TO REGULATION REQUIRING
29 EXCLUSION, EJECTION OR DENIAL OF ACCESS OF CERTAIN PERSONS),
30 1515 (RELATING TO REPEAT OFFENDERS EXCLUDABLE FROM LICENSED

1 GAMING FACILITY) OR 1516 (RELATING TO LIST OF PERSONS SELF
2 EXCLUDED FROM GAMING ACTIVITIES).

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

6 § 13B23. INTERACTIVE GAMING ACCOUNT CREDITS, DEBITS, DEPOSITS
7 AND PAYMENTS.

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

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

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

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

22 § 13B24. ACCEPTANCE OF WAGERS.

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

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

30 (2) THE REGISTERED PLAYER PROVIDES THE INTERACTIVE

1 GAMING CERTIFICATE HOLDER WITH THE CORRECT PASSWORD OR OTHER
2 AUTHENTICATION INFORMATION FOR ACCESS TO THE INTERACTIVE
3 GAMING ACCOUNT.

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

11 § 13B25. DORMANT INTERACTIVE GAMING ACCOUNTS.

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

19 § 13B26. LOG-IN PROCEDURE REQUIRED.

20 EACH INTERACTIVE GAMING CERTIFICATE HOLDER SHALL ESTABLISH A
21 LOG-IN PROCEDURE FOR A REGISTERED PLAYER TO ACCESS INTERACTIVE
22 GAMING. THE LOG-IN PROCEDURE SHALL INCLUDE THE PROVISION OF THE
23 APPROPRIATE AUTHENTICATION INFORMATION BY THE REGISTERED PLAYER
24 FOR ACCESS TO THE REGISTERED PLAYER'S INTERACTIVE GAMING
25 ACCOUNT. THE INTERACTIVE GAMING CERTIFICATE HOLDER SHALL NOT
26 ALLOW A REGISTERED PLAYER TO LOG IN AND ACCESS AN INTERACTIVE
27 GAMING ACCOUNT UNLESS THE CORRECT PASSWORD OR OTHER
28 AUTHENTICATION INFORMATION IS PROVIDED.

29 § 13B27. INFORMATION PROVIDED AT LOGIN.

30 THE INTERACTIVE GAMING CERTIFICATE HOLDER SHALL CONFIGURE ITS

1 INTERACTIVE GAMING SKIN OR INTERACTIVE GAMING WEBSITE TO INCLUDE
2 A LINK THAT, UPON LOGIN, WILL ALLOW A REGISTERED PLAYER TO
3 ACCESS ALL OF THE FOLLOWING INFORMATION:

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

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

8 (3) THE WINS AND LOSSES AT THE BEGINNING OF THE CURRENT
9 GAMING SESSION AND THE WINS AND LOSSES AT THE END OF THE
10 CURRENT GAMING SESSION.

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

15 § 13B28. PROHIBITIONS.

16 EXCEPT AS PROVIDED IN THIS PART, NO INTERACTIVE GAMING
17 CERTIFICATE HOLDER OR ANY PERSON LICENSED UNDER THIS PART TO
18 OPERATE INTERACTIVE GAMING OR AN INTERACTIVE GAMING SYSTEM AND
19 NO PERSON ACTING ON BEHALF OF, OR UNDER ANY ARRANGEMENT WITH, AN
20 INTERACTIVE GAMING CERTIFICATE HOLDER OR OTHER PERSON LICENSED
21 UNDER THIS PART SHALL:

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

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

29 § 13B29. COMMENCEMENT OF INTERACTIVE GAMING OPERATIONS.

30 AN INTERACTIVE GAMING CERTIFICATE HOLDER MAY NOT OPERATE OR

1 OFFER INTERACTIVE GAMES FOR PLAY ON ITS INTERACTIVE GAMING SKIN
2 OR INTERACTIVE GAMING WEBSITE UNTIL THE BOARD DETERMINES THAT:

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

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

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

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

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

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

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

30 (8) THE BOARD HAS APPROVED THE INTERACTIVE GAMING

1 AGREEMENT BETWEEN THE INTERACTIVE GAMING CERTIFICATE HOLDER
2 AND THE INTERACTIVE GAMING OPERATOR, IF APPLICABLE.

3 SUBCHAPTER D

4 FACILITIES AND EQUIPMENT

5 SEC.

6 13B31. RESPONSIBILITIES OF INTERACTIVE GAMING CERTIFICATE
7 HOLDER.

8 13B32. INTERNAL, ADMINISTRATIVE AND ACCOUNTING CONTROLS.

9 § 13B31. RESPONSIBILITIES OF INTERACTIVE GAMING CERTIFICATE
10 HOLDER.

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

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

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

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

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

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

27 (1) ALL INTERACTIVE GAMING DEVICES AND ASSOCIATED
28 EQUIPMENT USED BY AN INTERACTIVE GAMING CERTIFICATE HOLDER OR
29 AN INTERACTIVE GAMING LICENSEE TO CONDUCT INTERACTIVE GAMING
30 MAY BE LOCATED, WITH THE PRIOR APPROVAL OF THE BOARD, IN AN

1 INTERACTIVE GAMING RESTRICTED AREA ON THE PREMISES OF THE
2 LICENSED FACILITY, IN AN INTERACTIVE GAMING RESTRICTED AREA
3 WITHIN THE GEOGRAPHIC LIMITS OF THE COUNTY IN THIS
4 COMMONWEALTH WHERE THE LICENSED FACILITY IS SITUATED OR IN
5 ANY OTHER AREA APPROVED BY THE BOARD.

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

9 § 13B32. INTERNAL, ADMINISTRATIVE AND ACCOUNTING CONTROLS.

10 (A) SUBMISSIONS TO BOARD.--NOTWITHSTANDING ANY PROVISION OF
11 THIS PART, EACH SLOT MACHINE LICENSEE WHO HOLDS OR HAS APPLIED
12 FOR AN INTERACTIVE GAMING CERTIFICATE IN ACCORDANCE WITH THIS
13 CHAPTER SHALL SUBMIT A DESCRIPTION OF ITS SYSTEM OF INTERNAL
14 PROCEDURES AND ADMINISTRATIVE AND ACCOUNTING CONTROLS FOR
15 INTERACTIVE GAMING TO THE BOARD, INCLUDING PROVISIONS THAT
16 PROVIDE FOR REAL-TIME MONITORING, RECORDATION OR STORAGE OF ALL
17 INTERACTIVE GAMES AND A DESCRIPTION OF ANY CHANGES TO ITS
18 PROCEDURES AND CONTROLS. THE SUBMISSION SHALL BE MADE AT LEAST
19 90 DAYS BEFORE INTERACTIVE GAMING IS TO COMMENCE OR AT LEAST 90
20 DAYS BEFORE ANY CHANGE IN THOSE PROCEDURES OR CONTROLS IS TO
21 TAKE EFFECT, UNLESS OTHERWISE DIRECTED BY THE BOARD.

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

29 (1) ACCOUNTING CONTROLS, INCLUDING THE STANDARDIZATION
30 OF FORMS AND DEFINITION OF TERMS TO BE UTILIZED IN THE

1 INTERACTIVE GAMING OPERATIONS.

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

4 (I) CALCULATION OF HOLD PERCENTAGES;

5 (II) REVENUE DROPS;

6 (III) EXPENSE AND OVERHEAD SCHEDULES;

7 (IV) COMPLIMENTARY SERVICES; AND

8 (V) CASH-EQUIVALENT TRANSACTIONS.

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

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

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

27 (6) PROCEDURES FOR SUSPENDING OR TERMINATING A DORMANT
28 INTERACTIVE GAMING ACCOUNT AND THE RETURN OF ANY FUNDS
29 REMAINING IN THE DORMANT INTERACTIVE GAMING ACCOUNT TO THE
30 REGISTERED PLAYER.

1 (7) PROCEDURES FOR THE LOGGING IN AND AUTHENTICATION OF
2 A REGISTERED PLAYER IN ORDER TO ENABLE THE PLAYER TO COMMENCE
3 INTERACTIVE GAMING AND THE LOGGING OFF OF THE REGISTERED
4 PLAYER WHEN THE PLAYER HAS COMPLETED PLAY, INCLUDING A
5 PROCEDURE TO AUTOMATICALLY LOG A REGISTERED PLAYER OUT OF THE
6 PLAYER'S INTERACTIVE GAMING ACCOUNT AFTER A SPECIFIED PERIOD
7 OF INACTIVITY.

8 (8) PROCEDURES FOR THE CREDITING AND DEBITING OF A
9 REGISTERED PLAYER'S INTERACTIVE GAMING ACCOUNT.

10 (9) PROCEDURES FOR CASHING CHECKS, RECEIVING ELECTRONIC
11 NEGOTIABLE INSTRUMENTS AND FOR REDEEMING CHIPS, TOKENS OR
12 OTHER CASH EQUIVALENTS.

13 (10) PROCEDURES FOR WITHDRAWING FUNDS FROM AN
14 INTERACTIVE GAMING ACCOUNT BY THE REGISTERED PLAYER.

15 (11) PROCEDURES FOR THE PROTECTION OF A REGISTERED
16 PLAYER'S FUNDS, INCLUDING THE SEGREGATION OF A REGISTERED
17 PLAYER'S FUNDS FROM OPERATING FUNDS OF THE INTERACTIVE GAMING
18 CERTIFICATE HOLDER.

19 (12) PROCEDURES FOR RECORDING TRANSACTIONS PERTAINING TO
20 INTERACTIVE GAMING.

21 (13) PROCEDURES FOR THE SECURITY AND SHARING OF PERSONAL
22 IDENTIFIABLE INFORMATION OF A REGISTERED PLAYER, FUNDS IN AN
23 INTERACTIVE GAMING ACCOUNT AND OTHER INFORMATION AS REQUIRED
24 BY THE BOARD. THE PROCEDURES SHALL INCLUDE THE MEANS BY WHICH
25 AN INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE
26 GAMING OPERATOR WILL PROVIDE NOTICE TO A REGISTERED PLAYER
27 RELATED TO THE SHARING OF PERSONAL IDENTIFIABLE INFORMATION.
28 FOR THE PURPOSE OF THIS PARAGRAPH, "PERSONAL IDENTIFIABLE
29 INFORMATION" SHALL MEAN ANY DATA OR INFORMATION THAT CAN BE
30 USED, ON ITS OWN OR WITH OTHER DATA OR INFORMATION, TO

1 IDENTIFY, CONTACT OR OTHERWISE LOCATE A REGISTERED PLAYER,
2 INCLUDING A REGISTERED PLAYER'S NAME, ADDRESS, DATE OF BIRTH
3 AND SOCIAL SECURITY NUMBER.

4 (14) PROCEDURES AND SECURITY FOR THE CALCULATION AND
5 RECORDATION OF REVENUE.

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

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

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

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

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

27 (20) PROCEDURES TO ENSURE THAT THE INTERACTIVE GAMES ARE
28 FAIR AND HONEST AND THAT APPROPRIATE MEASURES ARE IN PLACE TO
29 DETER, DETECT AND, TO THE EXTENT POSSIBLE, TO PREVENT
30 CHEATING, INCLUDING COLLUSION, AND USE OF CHEATING DEVICES,

1 INCLUDING THE USE OF SOFTWARE PROGRAMS THAT MAKE WAGERS
2 ACCORDING TO ALGORITHMS.

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

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

18 (C) REVIEW OF SUBMISSIONS.--

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

26 (2) IF THE BOARD DETERMINES THAT THE SUBMISSION IS NOT
27 SUFFICIENT, IT SHALL SPECIFY THE INSUFFICIENCIES IN WRITING
28 TO THE INTERACTIVE GAMING CERTIFICATE HOLDER, WHO SHALL MAKE
29 APPROPRIATE ALTERATIONS TO ENSURE COMPLIANCE WITH THE
30 REQUIREMENTS OF THIS CHAPTER AND REGULATIONS OF THE BOARD.

1 WHEN THE BOARD DETERMINES A SUBMISSION TO BE ADEQUATE IN ALL
2 RESPECTS, IT SHALL NOTIFY THE INTERACTIVE GAMING CERTIFICATE
3 HOLDER.

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

11 SUBCHAPTER E

12 TESTING AND CERTIFICATION

13 SEC.

14 13B41. INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES AND
15 ASSOCIATED EQUIPMENT TESTING AND CERTIFICATION
16 STANDARDS.

17 § 13B41. INTERACTIVE GAMES AND INTERACTIVE GAMING DEVICES AND
18 ASSOCIATED EQUIPMENT TESTING AND CERTIFICATION
19 STANDARDS.

20 (A) TESTING REQUIRED.--

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

27 (2) THE BOARD SHALL ESTABLISH, BY REGULATION, TECHNICAL
28 STANDARDS FOR APPROVAL OF INTERACTIVE GAMES AND INTERACTIVE
29 GAMING DEVICES AND ASSOCIATED EQUIPMENT, INCLUDING STANDARDS
30 TO GOVERN MECHANICAL, ELECTRICAL OR PROGRAM RELIABILITY AND

1 SECURITY AGAINST TAMPERING AND THREATS, AS IT MAY DEEM
2 NECESSARY TO PROTECT A REGISTERED PLAYER FROM FRAUD OR
3 DECEPTION AND TO ENSURE THE INTEGRITY OF INTERACTIVE GAMING.

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

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

27 SUBCHAPTER F

28 TAXES AND FEES

29 SEC.

30 13B51. INTERACTIVE GAMING AUTHORIZATION FEE.

1 13B52. INTERACTIVE GAMING TAX.

2 13B53. LOCAL SHARE ASSESSMENT.

3 13B54. COMPULSIVE AND PROBLEM GAMBLING.

4 13B55. CERTIFICATE HOLDER DEPOSITS.

5 § 13B51. INTERACTIVE GAMING AUTHORIZATION FEE.

6 (A) AMOUNT OF AUTHORIZATION FEE.--

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

12 (I) \$10,000,000 IF THE SLOT MACHINE LICENSEE FILED A
13 PETITION UNDER 13B12 (RELATING TO INTERACTIVE GAMING
14 CERTIFICATE REQUIRED AND CONTENT OF PETITION) WITHIN 90
15 DAYS AFTER THE DATE THE BOARD BEGINS ACCEPTING PETITIONS
16 UNDER THIS CHAPTER, OR FOR A SLOT MACHINE LICENSEE
17 LICENSED AFTER THE EFFECTIVE DATE OF THIS SECTION, WITHIN
18 90 DAYS OF THE ISSUANCE OF THE SLOT MACHINE LICENSE.

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

27 (2) EACH QUALIFIED GAMING ENTITY THAT IS ISSUED AN
28 INTERACTIVE GAMING CERTIFICATE TO CONDUCT INTERACTIVE GAMING
29 IN ACCORDANCE WITH SECTION 13B11 SHALL PAY A ONE-TIME
30 NONREFUNDABLE AUTHORIZATION FEE IN THE AMOUNT OF \$4,000,000

1 FOR EACH CATEGORY OF INTERACTIVE GAME AUTHORIZED BY THE
2 BOARD.

3 (3) EACH INTERACTIVE GAMING OPERATOR SHALL PAY A ONE-
4 TIME NONREFUNDABLE AUTHORIZATION FEE IN THE AMOUNT OF
5 \$1,000,000.

6 (B) PAYMENT OF FEE.--PERSONS REQUIRED TO PAY THE
7 AUTHORIZATION FEE UNDER SUBSECTION (A) SHALL REMIT THE FEE TO
8 THE BOARD WITHIN 60 DAYS OF THE BOARD'S APPROVAL OF ITS
9 PETITION, LICENSE OR CONDITIONAL AUTHORIZATION.

10 (C) RENEWAL FEE.--

11 (1) NOTWITHSTANDING ANY OTHER PROVISION OF THIS CHAPTER,
12 AN INTERACTIVE GAMING CERTIFICATE HOLDER SHALL PAY A RENEWAL
13 FEE IN THE AMOUNT OF \$250,000 UPON THE RENEWAL OF ITS
14 INTERACTIVE GAMING CERTIFICATE.

15 (2) EACH INTERACTIVE GAMING OPERATOR SHALL PAY A RENEWAL
16 FEE OF \$100,000 UPON THE RENEWAL OF ITS INTERACTIVE GAMING
17 LICENSE.

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

20 § 13B52. INTERACTIVE GAMING TAX.

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

26 (1) 14% OF ITS DAILY GROSS INTERACTIVE GAMING REVENUE
27 FROM PEER-TO-PEER INTERACTIVE GAMES;

28 (2) 14% OF ITS DAILY GROSS INTERACTIVE GAMING REVENUE
29 FROM NON-PEER-TO-PEER INTERACTIVE GAMES WHICH SIMULATE TABLE
30 GAMES; AND

1 (3) 52% OF ITS DAILY GROSS INTERACTIVE GAMING REVENUE
2 FROM NON-PEER-TO-PEER INTERACTIVE GAMES WHICH SIMULATE SLOT
3 MACHINES.

4 (B) DEPOSITS AND DISTRIBUTIONS.--

5 (1) THE TAX IMPOSED UNDER SUBSECTION (A) SHALL BE
6 PAYABLE TO THE DEPARTMENT ON A WEEKLY BASIS AND SHALL BE
7 BASED UPON GROSS INTERACTIVE GAMING REVENUE DERIVED DURING
8 THE PREVIOUS WEEK.

9 (2) AN INTERACTIVE GAMING CERTIFICATE HOLDER SHALL
10 ESTABLISH A SEPARATE BANK ACCOUNT INTO WHICH GROSS
11 INTERACTIVE GAMING REVENUE SHALL BE DEPOSITED AND MAINTAINED
12 UNTIL SUCH TIME AS THE FUNDS ARE PAID TO THE DEPARTMENT UNDER
13 THIS SECTION.

14 (C) TAXES ON OUT-OF-STATE WAGERING.--THE TAX RATE WHICH
15 SHALL BE ASSESSED AND COLLECTED BY THE DEPARTMENT WITH RESPECT
16 TO WAGERS PLACED BY REGISTERED PLAYERS LOCATED IN THIS
17 COMMONWEALTH WITH AN INTERACTIVE GAMING OPERATOR LOCATED OUTSIDE
18 OF THIS COMMONWEALTH, BUT AUTHORIZED UNDER AN INTERACTIVE GAMING
19 RECIPROCAL AGREEMENT, SHALL BE GOVERNED BY THE AGREEMENT BUT MAY
20 NOT BE LESS THAN THE TAX IMPOSED UNDER SUBSECTION (A).

21 (D) DEPOSIT OF FUNDS.--FROM THE TAX IMPOSED UNDER
22 SUBSECTIONS (A) AND (C) THE FOLLOWING SHALL APPLY:

23 (1) TAXES IMPOSED UNDER SUBSECTION (A) (1) AND (2) SHALL
24 BE DEPOSITED INTO THE GENERAL FUND.

25 (2) TAXES IMPOSED UNDER SUBSECTION (A) (3) SHALL BE
26 DISTRIBUTED AS FOLLOWS:

27 (I) SIXTY-FIVE PERCENT SHALL BE DEPOSITED INTO THE
28 PROPERTY TAX RELIEF FUND ESTABLISHED UNDER SECTION 1409
29 (RELATING TO PROPERTY TAX RELIEF FUND).

30 (II) TEN PERCENT SHALL BE DEPOSITED INTO A

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

7 (A) THE DEPARTMENT SHALL DETERMINE WHETHER A
8 COUNTY HOSTING A LICENSED FACILITY RECEIVED LESS THAN
9 THE AMOUNT THE COUNTY RECEIVED DURING FISCAL YEAR
10 2017-2018 UNDER SECTION 1403(C) (RELATING TO
11 ESTABLISHMENT OF STATE GAMING FUND AND NET SLOT
12 MACHINE REVENUE DISTRIBUTION). IF THE DEPARTMENT
13 DETERMINES THAT THE COUNTY HOSTING A LICENSED
14 FACILITY RECEIVED LESS THAN THE AMOUNT THE COUNTY
15 RECEIVED DURING FISCAL YEAR 2017-2018 UNDER SECTION
16 1403(C), THE DEPARTMENT SHALL CALCULATE THE
17 DIFFERENCE.

18 (B) THE DEPARTMENT SHALL MAKE DISTRIBUTIONS FROM
19 THE RESTRICTED RECEIPT ACCOUNT TO ANY COUNTY
20 DETERMINED UNDER CLAUSE (A) TO RECEIVE LESS IN THE
21 CURRENT FISCAL YEAR THAN THE COUNTY DID IN FISCAL
22 YEAR 2017-2018. THE AMOUNT DISTRIBUTED TO A COUNTY
23 UNDER THIS PARAGRAPH MAY NOT EXCEED THE DIFFERENCE
24 BETWEEN THE AMOUNT RECEIVED UNDER 1403(C) IN THE
25 CURRENT FISCAL YEAR AND THE AMOUNT RECEIVED UNDER
26 1403(C) IN FISCAL YEAR 2017-2018.

27 (C) IF MORE THAN ONE COUNTY IS OWED FUNDS UNDER
28 CLAUSE (B) AND THERE ARE INSUFFICIENT FUNDS IN THE
29 ACCOUNT TO PAY EACH COUNTY THE ENTIRE AMOUNT OF THE
30 DECREASE EXPERIENCED BY THAT COUNTY, EACH COUNTY

1 SHALL RECEIVE FUNDS IN PROPORTION OF THAT COUNTY'S
2 DECREASE TO THE TOTAL AMOUNT OF ALL DECREASES.

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

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

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

13 § 13B53. LOCAL SHARE ASSESSMENT.

14 (A) REQUIRED PAYMENT.--IN ADDITION TO THE TAX IMPOSED UNDER
15 SECTION 13B52 (RELATING TO INTERACTIVE GAMING TAX), EACH
16 INTERACTIVE GAMING CERTIFICATE HOLDER THAT CONDUCTS INTERACTIVE
17 GAMING SHALL PAY ON A WEEKLY BASIS, ON A FORM AND IN A MANNER
18 PRESCRIBED BY THE DEPARTMENT, A LOCAL SHARE ASSESSMENT EQUAL TO
19 2% OF THE INTERACTIVE GAMING CERTIFICATE HOLDER'S DAILY GROSS
20 INTERACTIVE GAMING REVENUE.

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

24 (1) THE FOLLOWING SHALL APPLY:

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

1 SLOT MACHINE REVENUE DISTRIBUTION).

2 (II) IF A HOST COUNTY IS BOTH A COUNTY OF THE FIRST
3 CLASS AND A CITY OF THE FIRST CLASS WHICH IS COTERMINOUS,
4 50% SHALL BE DISTRIBUTED TO A SCHOOL DISTRICT OF THE
5 FIRST CLASS.

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

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

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

25 § 13B54. COMPULSIVE AND PROBLEM GAMBLING.

26 THE FOLLOWING SHALL APPLY:

27 (1) EACH YEAR, FROM THE TAX IMPOSED IN SECTION 13B52
28 (RELATING TO INTERACTIVE GAMING TAX), AN AMOUNT EQUAL TO .002
29 MULTIPLIED BY THE TOTAL GROSS INTERACTIVE GAMING REVENUE OF
30 ALL ACTIVE AND OPERATING INTERACTIVE GAMING CERTIFICATE

1 HOLDERS SHALL BE TRANSFERRED INTO THE COMPULSIVE AND PROBLEM
2 GAMBLING TREATMENT FUND ESTABLISHED IN SECTION 1509 (RELATING
3 TO COMPULSIVE AND PROBLEM GAMBLING PROGRAM).

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

13 § 13B55. CERTIFICATE HOLDER DEPOSITS.

14 (A) DEPOSITS.--

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

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

28 (B) ITEMIZED BUDGET REPORTING.--

29 (1) THE BOARD AND THE DEPARTMENT SHALL PREPARE AND
30 ANNUALLY SUBMIT TO THE CHAIRPERSON AND MINORITY CHAIRPERSON

1 OF THE APPROPRIATIONS COMMITTEE OF THE SENATE AND THE
2 CHAIRPERSON AND MINORITY CHAIRPERSON OF THE APPROPRIATIONS
3 COMMITTEE OF THE HOUSE OF REPRESENTATIVES AN ITEMIZED BUDGET
4 CONSISTING OF AMOUNTS TO BE APPROPRIATED OUT OF THE ACCOUNTS
5 ESTABLISHED UNDER THIS SECTION AS NECESSARY TO ADMINISTER
6 THIS CHAPTER.

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

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

14 (D) PENALTY.--

15 (1) AN INTERACTIVE GAMING CERTIFICATE HOLDER THAT FAILS
16 TO TIMELY REMIT TO THE DEPARTMENT AMOUNTS REQUIRED UNDER THIS
17 SECTION SHALL BE SUBJECT TO, IN ADDITION TO LIABILITY IMPOSED
18 IN THIS CHAPTER, A PENALTY OF 5% PER MONTH UP TO A MAXIMUM OF
19 25% OF THE AMOUNTS ULTIMATELY FOUND TO BE DUE. THE PENALTY
20 SHALL BE RECOVERED BY THE DEPARTMENT.

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

23 SUBCHAPTER G

24 MISCELLANEOUS PROVISIONS

25 SEC.

26 13B61. PARTICIPATION IN INTERACTIVE GAMING OUTSIDE
27 COMMONWEALTH.

28 13B62. INSTITUTIONAL INVESTORS.

29 13B63. INTERNET CAFES AND PROHIBITION.

30 § 13B61. PARTICIPATION IN INTERACTIVE GAMING OUTSIDE

1 COMMONWEALTH.

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

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

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

26 § 13B62. INSTITUTIONAL INVESTORS.

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

29 (1) AN INSTITUTIONAL INVESTOR HOLDING 20% OR LESS OF THE
30 EQUITY SECURITIES OF AN INTERACTIVE GAMING CERTIFICATE

1 HOLDER'S, INTERACTIVE GAMING OPERATOR'S OR APPLICANT'S
2 HOLDING, SUBSIDIARY OR INTERMEDIARY COMPANIES SHALL BE
3 GRANTED A WAIVER OF ANY INVESTIGATION OF SUITABILITY OR OTHER
4 REQUIREMENT IF THE SECURITIES ARE THOSE OF A CORPORATION,
5 WHETHER PUBLICLY TRADED OR PRIVATELY HELD, AND THE HOLDINGS
6 OF THE SECURITIES WERE PURCHASED FOR INVESTMENT PURPOSES
7 ONLY. THE INSTITUTIONAL INVESTOR SHALL FILE A CERTIFIED
8 STATEMENT THAT IT HAS NO INTENTION OF INFLUENCING OR
9 AFFECTING THE AFFAIRS OF THE INTERACTIVE GAMING CERTIFICATE
10 HOLDER, INTERACTIVE GAMING OPERATOR, APPLICANT OR ANY
11 HOLDING, SUBSIDIARY OR INTERMEDIARY COMPANY OF AN INTERACTIVE
12 GAMING CERTIFICATE HOLDER, INTERACTIVE GAMING OPERATOR OR
13 APPLICANT. HOWEVER, AN INSTITUTIONAL INVESTOR SHALL BE
14 PERMITTED TO VOTE ON MATTERS PUT TO THE VOTE OF THE
15 OUTSTANDING SECURITY HOLDERS.

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

20 (3) AN INSTITUTIONAL INVESTOR GRANTED A WAIVER UNDER
21 THIS SUBSECTION WHO SUBSEQUENTLY DECIDES TO INFLUENCE OR
22 AFFECT THE AFFAIRS OF AN INTERACTIVE GAMING CERTIFICATE
23 HOLDER, INTERACTIVE GAMING OPERATOR OR APPLICANT'S HOLDING,
24 SUBSIDIARY OR INTERMEDIARY COMPANY OF AN INTERACTIVE GAMING
25 CERTIFICATE HOLDER, INTERACTIVE GAMING OPERATOR OR APPLICANT
26 SHALL PROVIDE NOT LESS THAN 30 DAYS' NOTICE OF INTENT AND
27 SHALL FILE WITH THE BOARD A REQUEST FOR DETERMINATION OF
28 SUITABILITY BEFORE TAKING ANY ACTION THAT MAY INFLUENCE OR
29 AFFECT SUCH AFFAIRS. AN INSTITUTIONAL INVESTOR SHALL BE
30 PERMITTED TO VOTE ON MATTERS PUT TO THE VOTE OF THE

1 OUTSTANDING SECURITY HOLDERS.

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

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

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

21 (1) THAT AN INSTITUTIONAL INVESTOR HOLDING ANY SECURITY
22 OF A HOLDING OR INTERMEDIARY COMPANY OF AN INTERACTIVE GAMING
23 CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR OR
24 APPLICANT OR, WHERE RELEVANT, OF ANOTHER SUBSIDIARY COMPANY
25 OF A HOLDING OR INTERMEDIARY COMPANY OF AN INTERACTIVE GAMING
26 CERTIFICATE HOLDER OR INTERACTIVE GAMING OPERATOR OR
27 APPLICANT WHICH IS RELATED IN ANY WAY TO THE FINANCING OF THE
28 INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING
29 OPERATOR OR APPLICANT, FAILS TO COMPLY WITH THE PROVISIONS OF
30 SUBSECTION (A); OR

1 (2) BY REASON OF THE EXTENT OR NATURE OF ITS HOLDINGS,
2 AN INSTITUTIONAL INVESTOR IS IN A POSITION TO EXERCISE SUCH A
3 SUBSTANTIAL IMPACT UPON THE CONTROLLING INTERESTS OF AN
4 INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING
5 OPERATOR OR APPLICANT THAT INVESTIGATION AND DETERMINATION OF
6 SUITABILITY OF THE INSTITUTIONAL INVESTOR IS NECESSARY TO
7 PROTECT THE PUBLIC INTEREST;

8 THEN THE BOARD MAY TAKE ANY NECESSARY ACTION OTHERWISE
9 AUTHORIZED UNDER THIS CHAPTER TO PROTECT THE PUBLIC INTEREST.

10 § 13B63. INTERNET CAFES AND PROHIBITION.

11 (A) GENERAL RULE.--NO PERSON SHALL OPERATE A PLACE OF PUBLIC
12 ACCOMMODATION, CLUB, INCLUDING A CLUB OR ASSOCIATION LIMITED TO
13 DUES-PAYING MEMBERS OR SIMILAR RESTRICTED GROUPS, OR SIMILAR
14 ESTABLISHMENT IN WHICH COMPUTER TERMINALS OR SIMILAR ACCESS
15 DEVICES ARE ADVERTISED OR MADE AVAILABLE TO BE USED PRINCIPALLY
16 FOR THE PURPOSE OF ACCESSING AUTHORIZED INTERACTIVE GAMES. NO
17 INTERACTIVE GAMING CERTIFICATE HOLDER OR INTERACTIVE GAMING
18 OPERATOR SHALL OFFER OR MAKE AVAILABLE COMPUTER TERMINALS OR
19 SIMILAR ACCESS DEVICES TO BE USED PRINCIPALLY FOR THE PURPOSE OF
20 ACCESSING INTERACTIVE GAMES WITHIN A LICENSED FACILITY.

21 (B) CONSTRUCTION.--NOTHING IN THIS SECTION SHALL BE
22 CONSTRUED TO REQUIRE THE OWNER OR OPERATOR OF A HOTEL OR MOTEL
23 OR OTHER PUBLIC PLACE OF GENERAL USE IN THIS COMMONWEALTH TO
24 PROHIBIT OR BLOCK GUESTS FROM PLAYING AUTHORIZED INTERACTIVE
25 GAMES ON THEIR OWN COMPUTERS OR OTHER DEVICES.

26 (C) COMPUTER ACCESS.--AN INTERACTIVE GAMING CERTIFICATE
27 HOLDER OR INTERACTIVE GAMING OPERATOR SHALL PREVENT REGISTERED
28 PLAYERS WITHIN A LICENSED FACILITY FROM ACCESSING AUTHORIZED
29 INTERACTIVE GAMES ON THE REGISTERED PLAYER'S OWN COMPUTERS OR
30 OTHER DEVICES THROUGH THE USE OF GEOSPATIAL TECHNOLOGIES.