

SENATE BILL 184

C7
SB 428/14 – JPR

5lr1182
CF HB 59

By: **Senators King, Astle, DeGrange, Edwards, Feldman, Guzzone, Kagan, Klausmeier, Manno, Middleton, Montgomery, Norman, Peters, Pugh, Raskin, and Young**

Introduced and read first time: January 30, 2015
Assigned to: Judicial Proceedings

A BILL ENTITLED

1 AN ACT concerning

2 **Criminal Law – Gaming – Home Games**

3 FOR the purpose of allowing a person to conduct a home game that is a game of chance or
4 skill involving wagering that is conducted in a person's home and allows a player to
5 compete directly against one or more other players; prohibiting a person from
6 conducting a home game involving a player's use of an electronic device that connects
7 to the Internet; prohibiting a person from benefiting financially in any way, directly
8 or indirectly, other than from the winnings accrued by participating as a player in a
9 home game; and generally relating to gaming.

10 BY repealing and reenacting, with amendments,
11 Article – Criminal Law
12 Section 12–102(a) and 13–203
13 Annotated Code of Maryland
14 (2012 Replacement Volume and 2014 Supplement)

15 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND,
16 That the Laws of Maryland read as follows:

17 **Article – Criminal Law**

18 12–102.

19 (a) **[A] EXCEPT AS PROVIDED IN § 13–203 OF THIS ARTICLE,** A person may
20 not:

21 (1) bet, wager, or gamble;

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.
[Brackets] indicate matter deleted from existing law.



1 (2) make or sell a book or pool on the result of a race, contest, or
2 contingency;

3 (3) establish, keep, rent, use, or occupy, or knowingly allow to be
4 established, kept, rented, used, or occupied, all or a part of a building, vessel, or place, on
5 land or water, within the State, for the purpose of:

6 (i) betting, wagering, or gambling; or

7 (ii) making, selling, or buying books or pools on the result of a race,
8 contest, or contingency; or

9 (4) receive, become the depository of, record, register, or forward, or
10 propose, agree, or pretend to forward, money or any other thing or consideration of value,
11 to be bet, wagered, or gambled on the result of a race, contest, or contingency.

12 13–203.

13 This title and Title 12 of this article do not prohibit:

14 (1) a qualified organization from conducting a gaming event for the
15 exclusive benefit of a qualified organization if an individual or group of individuals does
16 not:

17 [(1)] (I) benefit financially from the gaming event under this subtitle; or

18 [(2)] (II) receive any of the proceeds from the gaming event under this
19 subtitle for personal use or benefit; OR

20 (2) A PERSON FROM CONDUCTING A HOME GAME THAT IS A GAME OF
21 CHANCE OR SKILL INVOLVING WAGERING THAT:

22 (I) IS CONDUCTED IN THE PERSON’S HOME;

23 (II) ALLOWS A PLAYER TO COMPETE DIRECTLY AGAINST ONE OR
24 MORE OTHER PLAYERS;

25 (III) DOES NOT INVOLVE A PLAYER’S USE OF AN ELECTRONIC
26 DEVICE THAT CONNECTS TO THE INTERNET; AND

27 (IV) DOES NOT ALLOW A PERSON TO BENEFIT FINANCIALLY IN
28 ANY WAY, DIRECTLY OR INDIRECTLY, OTHER THAN FROM THE WINNINGS ACCRUED
29 BY PARTICIPATING AS A PLAYER IN THE GAME.

1 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
2 October 1, 2015.