

HOUSE BILL 283

C8

8lr1948

By: **Delegate Grammer**

Introduced and read first time: January 19, 2018

Assigned to: Ways and Means

A BILL ENTITLED

1 AN ACT concerning

2 **Criminal Law – Betting, Wagering, and Gambling – eSports Competition**

3 FOR the purpose of exempting certain types of video games commonly known as
4 “eSports” from certain prohibitions against betting, wagering, and gambling;
5 defining a certain term; authorizing the Comptroller to adopt certain regulations;
6 and generally relating to eSports competitions.

7 BY adding to

8 Article – Criminal Law

9 Section 12–115

10 Annotated Code of Maryland

11 (2012 Replacement Volume and 2017 Supplement)

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

14 **Article – Criminal Law**

15 **12–115.**

16 **(A) IN THIS SECTION, “ESPORTS” MEANS VIDEO GAMES SUCH AS**
17 **FIRST-PERSON SHOOTERS, REAL-TIME STRATEGY GAMES, AND MULTIPLAYER**
18 **ONLINE BATTLE ARENAS IN WHICH:**

19 **(1) PLAYERS COMPETE AGAINST EACH OTHER;**

20 **(2) PLAYS ARE NOT RANDOMLY GENERATED BY THE VIDEO GAME**
21 **CONSOLE OR ANOTHER DEVICE; AND**

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 **(3) THE DOMINANT ELEMENT DETERMINING THE RESULTS IS THE**
2 **RELATIVE SKILL OF THE PLAYERS.**

3 **(B) NOTWITHSTANDING THIS OR ANY OTHER TITLE OF THIS ARTICLE, THE**
4 **PROHIBITIONS AGAINST BETTING, WAGERING, AND GAMBLING DO NOT APPLY TO**
5 **PARTICIPATION IN ESPORTS COMPETITIONS.**

6 **(C) THE COMPTROLLER MAY ADOPT REGULATIONS TO CARRY OUT THIS**
7 **SECTION.**

8 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
9 October 1, 2018.