

Chapter 338

(House Bill 48)

AN ACT concerning

eSports Act

FOR the purpose of authorizing an organization conducting an eSports competition to offer prize money or merchandise to winning participants in the eSports competition; ~~prohibiting a person, including a participant in or observer of an eSports competition, from betting, wagering, or gambling on the result of the eSports competition;~~ defining a certain term; authorizing the Comptroller to adopt certain regulations; and generally relating to eSports competitions.

BY adding to

Article – Criminal Law

Section 12–114

Annotated Code of Maryland

(2012 Replacement Volume and 2018 Supplement)

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

Article – Criminal Law

12–114.

(A) IN THIS SECTION, “ESPORTS COMPETITION” MEANS A COMPETITION INVOLVING VIDEO GAMES, INCLUDING FIRST–PERSON SHOOTERS, REAL–TIME STRATEGY GAMES, AND MULTIPLAYER ONLINE BATTLE ARENAS IN WHICH:

(1) PLAYERS COMPETE AGAINST EACH OTHER; AND

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

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

(B) ~~(1)~~ AN ORGANIZATION CONDUCTING AN ESports COMPETITION MAY OFFER PRIZE MONEY OR MERCHANDISE TO WINNING PARTICIPANTS IN THE ESports COMPETITION.

~~(2) A PERSON, INCLUDING A PARTICIPANT IN OR OBSERVER OF AN ESports COMPETITION, MAY NOT BET, WAGER, OR GAMBLE ON THE RESULT OF THE ESports COMPETITION.~~

(c) THE COMPTROLLER MAY ADOPT REGULATIONS TO CARRY OUT THIS SECTION.

SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect October 1, 2019.

Approved by the Governor, April 30, 2019.