

SENATE BILL 603

C7
SB 267/23 – B&T

4lr2106

By: **Senator Watson**

Introduced and read first time: January 26, 2024

Assigned to: Budget and Taxation

A BILL ENTITLED

1 AN ACT concerning

2 **Internet Gaming – Authorization and Implementation**

3 FOR the purpose of authorizing the State Lottery and Gaming Control Commission to issue
4 certain licenses to certain video lottery operators in the State and certain qualified
5 applicants to conduct or participate in certain Internet gaming operations in the
6 State; requiring the Commission to regulate Internet gaming and the conduct of
7 Internet gaming in the State; authorizing the Governor, on recommendation of the
8 Commission, to enter into certain multijurisdictional Internet gaming agreements
9 with certain other governments, subject to certain limitations; submitting this Act
10 to a referendum of the qualified voters of the State; and generally relating to Internet
11 gaming.

12 BY repealing and reenacting, without amendments,
13 Article – Education
14 Section 5–206(b)
15 Annotated Code of Maryland
16 (2022 Replacement Volume and 2023 Supplement)

17 BY repealing and reenacting, with amendments,
18 Article – Education
19 Section 5–206(f)
20 Annotated Code of Maryland
21 (2022 Replacement Volume and 2023 Supplement)

22 BY adding to
23 Article – State Government
24 Section 9–1F–01 through 9–1F–11 to be under the new subtitle “Subtitle 1F. Internet
25 Gaming”
26 Annotated Code of Maryland
27 (2021 Replacement Volume and 2023 Supplement)

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



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

3 **Article – Education**

4 5–206.

5 (b) There is the Blueprint for Maryland’s Future Fund.

6 (f) The Fund consists of:

7 (1) Revenue distributed to the Fund under Title 9, Subtitles 1D [and 1E]
8 **THROUGH 1F** of the State Government Article and §§ 2–4A–02, 2–605.1, and 2–1303 of
9 the Tax – General Article;

10 (2) Money appropriated in the State budget for the Fund; and

11 (3) Any other money from any other source accepted for the benefit of the
12 Fund.

13 **Article – State Government**

14 **SUBTITLE 1F. INTERNET GAMING.**

15 **9–1F–01.**

16 (A) IN THIS SUBTITLE THE FOLLOWING WORDS HAVE THE MEANINGS
17 INDICATED.

18 (B) “COMMISSION” MEANS THE STATE LOTTERY AND GAMING CONTROL
19 COMMISSION.

20 (C) “INTERNET GAMING” MEANS CASINO–STYLE GAMING THROUGH AN
21 ONLINE GAMING SYSTEM:

22 (1) ON A COMPUTER, A MOBILE DEVICE, OR ANY OTHER INTERACTIVE
23 DEVICE; AND

24 (2) THAT IS CONDUCTED BY AN INTERNET GAMING LICENSEE OR A
25 PERSON WHO OPERATES INTERNET GAMING ON BEHALF OF AN INTERNET GAMING
26 LICENSEE.

27 (D) “INTERNET GAMING LICENSE” MEANS A LICENSE ISSUED BY THE
28 COMMISSION TO CONDUCT INTERNET GAMING IN THE STATE IN ACCORDANCE WITH
29 THIS SUBTITLE.

1 (E) "INTERNET GAMING LICENSEE" MEANS THE HOLDER OF AN INTERNET
2 GAMING LICENSE UNDER THIS SUBTITLE.

3 (F) "PROCEEDS" MEANS THE AMOUNT OF MONEY BET ON INTERNET
4 GAMING, LESS:

5 (1) THE AMOUNT RETURNED TO SUCCESSFUL PLAYERS;

6 (2) THE CASH EQUIVALENTS OF ANY MERCHANDISE OR THING OF
7 VALUE AWARDED AS A PRIZE TO SUCCESSFUL PLAYERS; AND

8 (3) (I) THROUGH THE FIRST YEAR OF OPERATION OF AN INTERNET
9 GAMING LICENSEE, FREE PLAY AND PROMOTIONAL CREDITS REDEEMED BY
10 PLAYERS; AND

11 (II) FOLLOWING THE FIRST YEAR OF OPERATION OF AN
12 INTERNET GAMING LICENSEE, 20% OF FREE PLAY AND PROMOTIONAL CREDITS
13 REDEEMED BY PLAYERS.

14 (G) "VIDEO LOTTERY FACILITY" HAS THE MEANING STATED IN § 9-1A-01
15 OF THIS TITLE.

16 (H) "VIDEO LOTTERY OPERATOR" HAS THE MEANING STATED IN § 9-1A-01
17 OF THIS TITLE.

18 9-1F-02.

19 (A) (1) THIS SUBTITLE AUTHORIZES AN INTERNET GAMING LICENSEE TO
20 CONDUCT AND OPERATE INTERNET GAMING IN THE STATE AS PROVIDED IN THIS
21 SUBTITLE.

22 (2) (I) EXCEPT AS PROVIDED IN SUBPARAGRAPH (II) OF THIS
23 PARAGRAPH, AN INTERNET GAMING LICENSEE MAY ENTER INTO AN AGREEMENT
24 WITH UP TO ONE OPERATOR TO CONDUCT AND OPERATE INTERNET GAMING ON
25 BEHALF OF THE LICENSEE.

26 (II) AN INTERNET GAMING LICENSEE THAT IS A VIDEO LOTTERY
27 OPERATOR MAY ENTER INTO AGREEMENTS WITH UP TO TWO OPERATORS TO
28 CONDUCT AND OPERATE INTERNET GAMING ON BEHALF OF THE LICENSEE.

29 (B) EXCEPT AS OTHERWISE PROVIDED IN THIS SUBTITLE, THE COMMISSION
30 SHALL REGULATE INTERNET GAMING AND THE CONDUCT OF INTERNET GAMING TO

1 THE SAME EXTENT THAT THE COMMISSION REGULATES THE OPERATION OF VIDEO
2 LOTTERY TERMINALS AND TABLE GAMES UNDER SUBTITLE 1A OF THIS TITLE AND
3 MOBILE SPORTS WAGERING UNDER SUBTITLE 1E OF THIS TITLE.

4 (C) UNLESS THE CONTEXT REQUIRES OTHERWISE, THE REQUIREMENTS
5 UNDER §§ 9-1A-04, 9-1A-06, 9-1A-07, 9-1A-08, 9-1A-12, 9-1A-14, 9-1A-18,
6 9-1A-19, 9-1A-20, AND 9-1A-25 OF THIS TITLE APPLY TO THE AUTHORITY, DUTIES,
7 AND RESPONSIBILITIES OF THE COMMISSION, AN INTERNET GAMING LICENSEE,
8 AND AN EMPLOYEE OR A CONTRACTOR OF AN INTERNET GAMING LICENSEE UNDER
9 THIS SUBTITLE.

10 (D) THE COMMISSION SHALL ADOPT REGULATIONS THAT ESTABLISH:

11 (1) THE FORM AND CONTENT OF AN APPLICATION FOR ANY LICENSE
12 REQUIRED UNDER THIS SUBTITLE;

13 (2) STANDARDS, PROCEDURES, AND RULES THAT GOVERN THE
14 CONDUCT AND OPERATION OF INTERNET GAMING; AND

15 (3) ANY OTHER REGULATION NECESSARY TO CARRY OUT THE
16 PROVISIONS OF THIS SUBTITLE.

17 9-1F-03.

18 (A) IT IS THE INTENT OF THE GENERAL ASSEMBLY THAT THIS SUBTITLE IS
19 TO BE IMPLEMENTED IN A MANNER THAT, TO THE EXTENT PERMITTED BY STATE
20 AND FEDERAL LAW, MAXIMIZES THE ABILITY OF MINORITIES, WOMEN, AND
21 MINORITY- AND WOMEN-OWNED BUSINESSES TO PARTICIPATE IN THE INTERNET
22 GAMING INDUSTRY, INCLUDING THROUGH THE OWNERSHIP OF ENTITIES LICENSED
23 TO CONDUCT INTERNET GAMING.

24 (B) (1) (I) THE COMMISSION MAY ISSUE AN INTERNET GAMING
25 LICENSE TO A VIDEO LOTTERY OPERATOR.

26 (II) IN ADDITION TO THE INTERNET GAMING LICENSES
27 AUTHORIZED UNDER SUBPARAGRAPH (I) OF THIS PARAGRAPH, THE COMMISSION
28 MAY ISSUE UP TO FIVE INTERNET GAMING LICENSES TO APPLICANTS THAT:

29 1. HAVE MAINTAINED THE APPLICANTS'
30 HEADQUARTERS IN THE STATE FOR AT LEAST 10 YEARS;

31 2. EMPLOYED ON DECEMBER 31, 2023, AND CONTINUE
32 TO EMPLOY, AT LEAST 250 EMPLOYEES IN THE STATE ON A FULL-TIME OR

1 FULL-TIME EQUIVALENT BASIS;

2 3. DURING THE PERIOD BEGINNING ON JANUARY 1,
3 2018, AND ENDING ON DECEMBER 31, 2023, FILED AN APPLICATION OR RENEWAL
4 APPLICATION TO OWN AN EQUITY INTEREST OF AT LEAST 5% IN A VIDEO LOTTERY
5 OPERATOR AND WERE FOUND BY THE COMMISSION TO BE QUALIFIED;

6 4. AGREE TO OPERATE THE INTERNET GAMING
7 BUSINESS USING A BRAND ASSOCIATED WITH THE MARYLAND-BASED APPLICANT,
8 SUBJECT TO WAIVER BY THE COMMISSION AFTER 1 FULL YEAR OF OPERATION; AND

9 5. COMMIT TO SPEND AT LEAST \$5,000,000 DURING THE
10 INITIAL TERM OF THE INTERNET GAMING LICENSE TO BUILD AND OPERATE A LIVE
11 GAMING STUDIO, AS DEFINED UNDER § 9-1F-10 OF THIS SUBTITLE, OR A STUDIO
12 FOR TELEVISION AND FILM PRODUCTIONS UNDER THE AUSPICES OF THE
13 MARYLAND FILM OFFICE WITHIN THE MARYLAND DEPARTMENT OF COMMERCE
14 DIVISION OF TOURISM, FILM, AND THE ARTS.

15 (2) (I) THE COMMISSION MAY CONTRACT WITH A CONSULTANT TO
16 ASSIST THE COMMISSION WITH THE DEVELOPMENT OF AN INTERNET GAMING
17 LICENSE APPLICATION AND THE REVIEW OF APPLICANTS.

18 (II) AS PART OF THE REVIEW OF AN APPLICATION FOR AN
19 INTERNET GAMING LICENSE AUTHORIZED UNDER PARAGRAPH (1)(II) OF THIS
20 SUBSECTION, THE COMMISSION SHALL DETERMINE WHETHER THE ISSUANCE OF AN
21 INTERNET GAMING LICENSE TO THE APPLICANT SERVES THE PUBLIC INTEREST.

22 (3) (I) THE INITIAL LICENSE FEE FOR AN INTERNET GAMING
23 LICENSE IS EQUAL TO \$1,000,000.

24 (II) THE TERM OF AN INTERNET GAMING LICENSE IS 5 YEARS.

25 (4) (I) ON APPLICATION BY AN INTERNET GAMING LICENSEE AND
26 PAYMENT OF A LICENSE RENEWAL FEE UNDER SUBPARAGRAPH (II) OF THIS
27 PARAGRAPH, THE COMMISSION SHALL RENEW FOR 5 YEARS AN INTERNET GAMING
28 LICENSE IF THE LICENSEE COMPLIES WITH ALL STATUTORY AND REGULATORY
29 REQUIREMENTS.

30 (II) THE LICENSE RENEWAL FEE IS EQUAL TO 1% OF THE
31 INTERNET GAMING LICENSEE'S AVERAGE ANNUAL PROCEEDS RETAINED BY THE
32 LICENSEE UNDER § 9-1F-05(B)(1)(II) OF THIS SUBTITLE FOR THE PRECEDING
33 3-YEAR PERIOD.

1 **(C) ON A PROPERLY APPROVED TRANSMITTAL PREPARED BY THE**
2 **COMMISSION, THE COMPTROLLER SHALL PAY THE FOLLOWING AMOUNTS FROM**
3 **THE LICENSE FEES COLLECTED BY THE COMMISSION UNDER THIS SECTION:**

4 **(1) AN AMOUNT TO THE STATE LOTTERY AND GAMING CONTROL**
5 **AGENCY NECESSARY TO REIMBURSE THE AGENCY FOR EXPENSES RELATED TO THE**
6 **ISSUANCE AND RENEWAL OF LICENSES UNDER THIS SECTION;**

7 **(2) 1% TO THE STATE LOTTERY AND GAMING CONTROL AGENCY FOR**
8 **THE COST OF PERFORMING BACKGROUND INVESTIGATIONS AND OTHER**
9 **REGULATORY ACTIVITIES;**

10 **(3) 1% TO THE PROBLEM GAMBLING FUND ESTABLISHED UNDER §**
11 **9-1A-33 OF THIS TITLE; AND**

12 **(4) THE REMAINDER TO THE BLUEPRINT FOR MARYLAND'S FUTURE**
13 **FUND ESTABLISHED UNDER § 5-206 OF THE EDUCATION ARTICLE.**

14 **9-1F-04.**

15 **AN INTERNET GAMING LICENSEE:**

16 **(1) SHALL:**

17 **(I) COMPLY WITH ALL STATE AND FEDERAL DATA SECURITY**
18 **LAWS; AND**

19 **(II) MAINTAIN ALL INTERNET GAMING DATA SECURELY FOR AT**
20 **LEAST 5 YEARS; AND**

21 **(2) MAY NOT:**

22 **(I) SHARE ANY PERSONALLY IDENTIFIABLE INFORMATION**
23 **WITH ANY THIRD PARTIES WITHOUT PERMISSION, EXCEPT AS NEEDED TO OPERATE**
24 **INTERNET GAMING, ADMINISTER THE LICENSEE'S OBLIGATIONS UNDER THIS**
25 **SUBTITLE, AND SUPPORT PROBLEM GAMBLING INITIATIVES;**

26 **(II) TARGET ADVERTISING TO INDIVIDUALS WHO ARE**
27 **PROHIBITED FROM PARTICIPATING IN GAMBLING ACTIVITIES UNDER THIS TITLE**
28 **AND OTHER AT-RISK INDIVIDUALS; OR**

29 **(III) ENGAGE IN ANY FALSE OR DECEPTIVE ADVERTISING.**

1 **9-1F-05.**

2 (A) (1) THE COMMISSION SHALL ACCOUNT TO THE COMPTROLLER FOR
3 ALL OF THE REVENUE UNDER THIS SUBTITLE.

4 (2) THE PROCEEDS FROM INTERNET GAMING, LESS THE AMOUNT
5 RETAINED BY THE LICENSEE UNDER SUBSECTION (B)(1)(II) OF THIS SECTION,
6 SHALL BE UNDER THE CONTROL OF THE COMPTROLLER AND DISTRIBUTED AS
7 PROVIDED UNDER SUBSECTION (B) OF THIS SECTION.

8 (B) (1) (I) EXCEPT AS PROVIDED IN SUBPARAGRAPH (II) OF THIS
9 PARAGRAPH, ALL PROCEEDS FROM INTERNET GAMING SHALL BE ELECTRONICALLY
10 TRANSFERRED MONTHLY INTO THE STATE LOTTERY FUND ESTABLISHED UNDER
11 SUBTITLE 1 OF THIS TITLE.

12 (II) A LICENSEE SHALL RETAIN 53% OF THE PROCEEDS FROM
13 INTERNET GAMING RECEIVED BY THE LICENSEE.

14 (2) ALL PROCEEDS FROM INTERNET GAMING IN THE STATE LOTTERY
15 FUND ESTABLISHED UNDER SUBTITLE 1 OF THIS TITLE SHALL BE DISTRIBUTED ON
16 A MONTHLY BASIS, ON A PROPERLY APPROVED TRANSMITTAL PREPARED BY THE
17 COMMISSION IN THE FOLLOWING MANNER:

18 (I) 1% TO THE STATE LOTTERY AND GAMING CONTROL
19 AGENCY FOR THE COST OF PERFORMING BACKGROUND INVESTIGATIONS AND
20 OTHER REGULATORY ACTIVITIES;

21 (II) 1% TO THE PROBLEM GAMBLING FUND ESTABLISHED
22 UNDER § 9-1A-33 OF THIS TITLE; AND

23 (III) THE REMAINDER TO THE BLUEPRINT FOR MARYLAND'S
24 FUTURE FUND ESTABLISHED UNDER § 5-206 OF THE EDUCATION ARTICLE.

25 **9-1F-06.**

26 (A) IN ORDER TO ASSIST INDIVIDUALS WHO MAY HAVE A GAMBLING
27 PROBLEM, AN INTERNET GAMING LICENSEE SHALL:

28 (1) CAUSE THE WORDS "IF YOU OR SOMEONE YOU KNOW HAS A
29 GAMBLING PROBLEM AND WANTS HELP, CALL 1-800-GAMBLER" OR SOME
30 COMPARABLE LANGUAGE APPROVED BY THE COMMISSION TO BE DISPLAYED
31 PROMINENTLY AT LOG-ON AND LOG-OFF TIMES TO ANY INDIVIDUAL VISITING OR
32 LOGGED ONTO AN INTERNET GAMING PLATFORM;

1 **(2) PROVIDE A MECHANISM BY WHICH AN INTERNET GAMING**
2 **ACCOUNT HOLDER MAY ESTABLISH THE FOLLOWING CONTROLS ON THE ACCOUNT**
3 **HOLDER'S GAMING ACTIVITY THROUGH THE ACCOUNT:**

4 **(I) A LIMIT ON THE AMOUNT OF MONEY DEPOSITED WITHIN A**
5 **SPECIFIED PERIOD OF TIME AND THE LENGTH OF TIME THE ACCOUNT HOLDER WILL**
6 **BE UNABLE TO PARTICIPATE IN INTERNET GAMING IF THE ACCOUNT HOLDER**
7 **REACHES THE ESTABLISHED DEPOSIT LIMIT; AND**

8 **(II) A TEMPORARY SUSPENSION OF INTERNET GAMING**
9 **ACTIVITY THROUGH THE ACCOUNT FOR ANY NUMBER OF HOURS OR DAYS;**

10 **(3) DEFINE THE PERMISSIBLE USE OF CREDIT CARDS FOR ANY**
11 **INTERNET GAMING-RELATED TRANSACTIONS; AND**

12 **(4) (I) CAUSE THE DISPLAY OF A PROBLEM GAMBLING**
13 **DISCLOSURE CONCERNING THE RISKS ASSOCIATED WITH GAMBLING AND THE**
14 **SUPPORT AVAILABLE TO PROBLEM GAMBLERS AT ACCOUNT LOGIN;**

15 **(II) REQUIRE AN INDIVIDUAL TO CERTIFY THAT THE**
16 **INDIVIDUAL HAS READ THE DISCLOSURE DESCRIBED UNDER ITEM (I) OF THIS ITEM**
17 **BEFORE ESTABLISHING AN INTERNET GAMING ACCOUNT; AND**

18 **(III) REQUIRE EACH USER TO CERTIFY ON A MONTHLY BASIS**
19 **THAT THE USER HAS READ THE DISCLOSURE DESCRIBED UNDER ITEM (I) OF THIS**
20 **ITEM.**

21 **(B) IF A SUSPENSION OF INTERNET GAMING ACTIVITY UNDER SUBSECTION**
22 **(A)(2)(II) OF THIS SECTION IS IMPOSED BY THE ACCOUNT HOLDER FOR AT LEAST 72**
23 **HOURS, THE INTERNET GAMING LICENSEE MAY NOT SEND GAMING-RELATED**
24 **ELECTRONIC MAIL TO THE ACCOUNT HOLDER UNTIL THE SUSPENSION EXPIRES.**

25 **(C) (1) EXCEPT AS PROVIDED IN PARAGRAPH (2) OF THIS SUBSECTION,**
26 **AN INTERNET GAMING LICENSEE SHALL PROVIDE A MECHANISM BY WHICH AN**
27 **ACCOUNT HOLDER MAY CHANGE THE CONTROLS ON GAMING ACTIVITY IMPOSED BY**
28 **THE ACCOUNT HOLDER UNDER THIS SECTION.**

29 **(2) IF THE ACCOUNT IS SUSPENDED BY THE ACCOUNT HOLDER**
30 **UNDER SUBSECTION (A)(2)(II) OF THIS SECTION, THE ACCOUNT HOLDER MAY NOT**
31 **CHANGE GAMING CONTROLS UNTIL THE SUSPENSION EXPIRES.**

32 **(D) NOTWITHSTANDING A TEMPORARY SUSPENSION OF INTERNET GAMING**

1 ACTIVITY IMPOSED BY AN ACCOUNT HOLDER UNDER SUBSECTION (A)(2)(II) OF THIS
2 SECTION, THE ACCOUNT HOLDER MAY CONTINUE TO HAVE ACCESS TO THE ACCOUNT
3 AND IS AUTHORIZED TO WITHDRAW FUNDS FROM THE ACCOUNT ON PROPER
4 APPLICATION TO THE INTERNET GAMING LICENSEE.

5 **9-1F-07.**

6 (A) THE COMMISSION MAY IMPOSE A PENALTY NOT EXCEEDING \$1,000,000
7 AGAINST ANY PERSON WHO KNOWINGLY:

8 (1) TAMPERS WITH SOFTWARE, COMPUTERS, OR OTHER EQUIPMENT
9 USED TO CONDUCT INTERNET GAMING TO ALTER THE ODDS OR THE PAYOUT OF A
10 GAME OR DISABLE THE GAME FROM OPERATING ACCORDING TO THE RULES OF THE
11 GAME AS ADOPTED BY THE COMMISSION; OR

12 (2) OFFERS OR ALLOWS TO BE OFFERED ANY INTERNET GAME THAT
13 HAS BEEN TAMPERED WITH IN A WAY THAT AFFECTS THE ODDS OR THE PAYOUT OF
14 A GAME OR HAS BEEN DISABLED FROM OPERATING ACCORDING TO THE RULES OF
15 THE GAME AS ADOPTED BY THE COMMISSION.

16 (B) IN ADDITION TO ANY PENALTIES IMPOSED UNDER SUBSECTION (A) OF
17 THIS SECTION, THE COMMISSION MAY SUSPEND, FOR NOT LESS THAN 30 DAYS, THE
18 LICENSE OF AN INTERNET GAMING LICENSEE OR ANY OTHER PERSON REQUIRED TO
19 BE LICENSED UNDER THIS SUBTITLE WHO IS IN VIOLATION OF SUBSECTION (A) OF
20 THIS SECTION.

21 **9-1F-08.**

22 ON OR BEFORE SEPTEMBER 1 EACH YEAR, THE MARYLAND CENTER OF
23 EXCELLENCE ON PROBLEM GAMBLING SHALL REPORT TO THE GOVERNOR AND, IN
24 ACCORDANCE WITH § 2-1257 OF THIS ARTICLE, THE GENERAL ASSEMBLY ON:

25 (1) THE IMPACT OF INTERNET GAMING ON PROBLEM GAMBLERS AND
26 GAMBLING ADDICTION IN THE STATE; AND

27 (2) THE EFFECTIVENESS OF THE STATUTORY AND REGULATORY
28 CONTROLS IN PLACE TO ENSURE THE INTEGRITY OF INTERNET GAMING
29 OPERATIONS.

30 **9-1F-09.**

31 (A) ON OR BEFORE SEPTEMBER 1 EACH YEAR, AN INTERNET GAMING
32 LICENSEE SHALL PROVIDE ALL TRANSACTIONAL DATA AND METRICS RELATED TO

1 INTERNET GAMING CONDUCTED IN THE STATE AND ACQUIRED BY AN OPERATOR OF
2 THE LICENSEE ON A MONTHLY, A QUARTERLY, OR AN ANNUAL BASIS TO MORGAN
3 STATE UNIVERSITY AND BOWIE STATE UNIVERSITY.

4 (B) THE TRANSACTIONAL DATA AND METRICS PROVIDED IN ACCORDANCE
5 WITH SUBSECTION (A) OF THIS SECTION SHALL EXCLUDE ANY PERSONALLY
6 IDENTIFIABLE INFORMATION.

7 9-1F-10.

8 (A) (1) IN THIS SECTION THE FOLLOWING WORDS HAVE THE MEANINGS
9 INDICATED.

10 (2) "AUTHORIZED INTERACTIVE GAME" MEANS ANY
11 INTERNET-BASED VERSION, OR SUBSTANTIAL EQUIVALENT, OF A TABLE GAME,
12 POKER TOURNAMENT, GAMING TOURNAMENT, OR ANY OTHER GAME TYPICALLY
13 OFFERED IN A CASINO AND APPROVED BY THE COMMISSION, INCLUDING GAMES IN
14 WHICH INDIVIDUALS WAGER MONEY OR SOMETHING OF MONETARY VALUE AND
15 THAT ARE ACCESSED BY A COMPUTER OR MOBILE DEVICE THAT IS CONNECTED TO
16 THE INTERNET.

17 (3) (I) "LIVE DEALER GAME" MEANS AN AUTHORIZED
18 INTERACTIVE GAME CONDUCTED BY LIVE STUDIO DEALERS OR OTHER PHYSICAL
19 GAMING EQUIPMENT, SUCH AS AN AUTOMATED ROULETTE WHEEL, BALL BLOWER,
20 OR GAMING DEVICE, OR BOTH, IN A LIVE GAME ENVIRONMENT IN WHICH THE
21 AUTHORIZED PARTICIPANTS HAVE THE ABILITY TO PARTICIPATE IN GAME PLAY AND
22 COMMUNICATE GAME DECISIONS THROUGH AN AUTHORIZED INTERACTIVE GAMING
23 PLATFORM.

24 (II) "LIVE DEALER GAME" INCLUDES A LIVE CARD GAME, A LIVE
25 TABLE GAME, AND ANY OTHER LIVE AUTHORIZED INTERACTIVE GAME.

26 (4) "LIVE GAMING STUDIO" MEANS A PHYSICAL LOCATION IN THE
27 STATE THAT UTILIZES LIVE VIDEO STREAMING TECHNOLOGY TO PROVIDE
28 AUTHORIZED INTERACTIVE GAMES TO A PLAYER'S INTERACTIVE GAMING DEVICE OR
29 MULTI-USE COMPUTING DEVICE.

30 (5) "LIVE STUDIO DEALER" MEANS AN INDIVIDUAL WHO:

31 (I) LEADS A TABLE GAME, INCLUDING BLACKJACK, CRAPS,
32 POKER, ROULETTE, OR ANY OTHER AUTHORIZED INTERACTIVE GAME, WHILE
33 ASSISTING AUTHORIZED PARTICIPANTS WITH GAME-RELATED NEEDS;

1 (II) DISTRIBUTES VIRTUAL CARDS, DICE, OR OTHER
2 EQUIPMENT TO AUTHORIZED PARTICIPANTS ACCORDING TO THE TABLE GAME OR
3 AUTHORIZED INTERACTIVE GAME; AND

4 (III) MONITORS GAME PACE AND PLAY.

5 (B) SUBJECT TO APPROVAL BY THE COMMISSION, AN INTERNET GAMING
6 LICENSEE MAY OFFER AUTHORIZED INTERACTIVE GAMES, INCLUDING GAMING
7 TOURNAMENTS IN WHICH PLAYERS COMPETE AGAINST ONE ANOTHER IN ONE OR
8 MORE OF THE GAMES AUTHORIZED UNDER THIS SUBTITLE OR BY THE COMMISSION
9 OR IN APPROVED VARIATIONS OR COMPOSITES OF THOSE GAMES.

10 (C) AN INTERNET GAMING OPERATOR MAY USE LIVE STUDIO DEALERS TO
11 ADMINISTER AN AUTHORIZED INTERACTIVE GAME.

12 (D) A LIVE GAMING STUDIO USED TO CONDUCT A LIVE DEALER GAME
13 AUTHORIZED UNDER THIS SECTION:

14 (1) SHALL BE LOCATED WITHIN THE STATE; AND

15 (2) IS NOT REQUIRED TO BE LOCATED WITHIN THE PREMISES OF A
16 VIDEO LOTTERY FACILITY.

17 9-1F-11.

18 (A) IN THIS SECTION, "GOVERNMENT" MEANS ANY GOVERNMENTAL UNIT,
19 OTHER THAN THE UNITED STATES GOVERNMENT, OF A NATIONAL, STATE, OR LOCAL
20 BODY EXERCISING GOVERNMENTAL FUNCTIONS.

21 (B) ON RECOMMENDATION OF THE COMMISSION, THE GOVERNOR, ON
22 BEHALF OF THE STATE, IS AUTHORIZED TO:

23 (1) ENTER INTO AN AGREEMENT WITH OTHER GOVERNMENTS,
24 SUBJECT TO THE LIMITATIONS OF THIS SECTION, THAT ALLOWS AND PROVIDES FOR
25 PARTICIPATION IN MULTIJURISDICTIONAL INTERNET GAMING BY INDIVIDUALS
26 WHO ARE PHYSICALLY LOCATED IN JURISDICTIONS OVER WHICH THE
27 GOVERNMENTS THAT ARE A PARTY TO THE AGREEMENT EXERCISE LEGAL
28 AUTHORITY; AND

29 (2) TAKE ALL NECESSARY ACTIONS TO ENSURE THAT ANY
30 AGREEMENT ENTERED INTO UNDER THIS SECTION BECOMES EFFECTIVE.

31 (C) THE COMMISSION MAY ADOPT REGULATIONS UNDER THIS SECTION

1 THAT PROVIDE FOR:

2 (1) THE FORM, LENGTH, AND TERMS OF AN AGREEMENT AUTHORIZED
3 UNDER THIS SECTION;

4 (2) MATTERS RELATING TO THE TAXATION OF INTERNET GAMING
5 REVENUE BY THE PARTIES TO THE AGREEMENT;

6 (3) THE SHARING AND DISTRIBUTION OF INTERNET GAMING
7 REVENUE AMONG THE PARTIES TO THE AGREEMENT;

8 (4) RESOLUTION OF PLAYER DISPUTES;

9 (5) THE INFORMATION THAT A GOVERNMENT PROPOSING TO ENTER
10 INTO THE AGREEMENT WITH THE STATE MUST PROVIDE TO THE COMMISSION;

11 (6) THE MANNER AND PROCEDURE FOR HEARINGS CONDUCTED BY
12 THE COMMISSION WITH RESPECT TO ANY AGREEMENT AUTHORIZED UNDER THIS
13 SECTION;

14 (7) THE INFORMATION THAT THE COMMISSION MUST PROVIDE TO
15 THE GOVERNOR THAT SUPPORTS THE RECOMMENDATIONS OF THE COMMISSION
16 MADE UNDER THIS SECTION; AND

17 (8) ANY OTHER PROVISION NECESSARY TO CARRY OUT THIS SECTION.

18 (D) THE GOVERNOR MAY NOT ENTER INTO AN AGREEMENT UNDER THIS
19 SECTION UNLESS THE AGREEMENT INCLUDES TERMS:

20 (1) FOR ANY POTENTIAL ARRANGEMENT FOR THE SHARING OF
21 REVENUES BY THE PARTIES TO THE AGREEMENT;

22 (2) PERMITTING THE EFFECTIVE REGULATION OF INTERNET GAMING
23 BY THE STATE, INCLUDING PROVISIONS RELATING TO LICENSING, TECHNICAL
24 STANDARDS TO BE FOLLOWED, RESOLUTION OF DISPUTES BY PATRONS,
25 REQUIREMENTS FOR BANKROLLS, ENFORCEMENT, ACCOUNTING, AND
26 MAINTENANCE OF RECORDS;

27 (3) BY WHICH EACH PARTY TO THE AGREEMENT AGREES TO PROHIBIT
28 OPERATORS OF INTERNET GAMING, SERVICE PROVIDERS, AND MANUFACTURERS OR
29 DISTRIBUTORS OF INTERNET GAMING SYSTEMS FROM ENGAGING IN ANY ACTIVITY
30 PERMITTED UNDER THE AGREEMENT UNLESS THOSE PERSONS ARE LICENSED OR
31 FOUND SUITABLE:

1 **(I) UNDER THIS SUBTITLE; OR**

2 **(II) BY ANY OTHER PARTY TO THE AGREEMENT UNDER**
3 **REQUIREMENTS THAT ARE MATERIALLY CONSISTENT WITH THE REQUIREMENTS OF**
4 **THIS SUBTITLE;**

5 **(4) PROHIBITING VARIATION OR DEROGATION FROM THE**
6 **REQUIREMENTS OF THE AGREEMENT FOR ANY PARTY TO THE AGREEMENT ABSENT**
7 **THE CONSENT OF ALL PARTIES TO THE AGREEMENT;**

8 **(5) PROHIBITING ANY SUBORDINATE OR SIDE AGREEMENTS, EXCEPT**
9 **WITH RESPECT TO SHARING OF REVENUES, AMONG ANY SUBSET OF THE**
10 **GOVERNMENTS THAT ARE PARTIES TO THE AGREEMENT; AND**

11 **(6) IF THE AGREEMENT ALLOWS PERSONS PHYSICALLY LOCATED IN**
12 **THE STATE TO PARTICIPATE IN INTERNET GAMING CONDUCTED BY ANOTHER PARTY**
13 **TO THE AGREEMENT OR AN OPERATOR OF INTERNET GAMING LICENSED BY THE**
14 **OTHER PARTY, REQUIRING THAT PARTY TO ESTABLISH AND MAINTAIN REGULATORY**
15 **REQUIREMENTS GOVERNING INTERNET GAMING THAT ARE CONSISTENT WITH THE**
16 **REQUIREMENTS OF THIS SUBTITLE IN ALL MATERIAL RESPECTS.**

17 SECTION 2. AND BE IT FURTHER ENACTED, That:

18 (a) In accordance with Article XIX, § 1(e) of the Maryland Constitution, before
19 this Act, which authorizes additional forms or expansion of commercial gaming, becomes
20 effective, a question substantially similar to the following shall be submitted to a
21 referendum of the qualified voters of the State at the general election to be held in
22 November 2024:

23 “Do you favor the expansion of commercial gaming in the State of Maryland to
24 authorize Internet gaming for the primary purpose of raising revenue for education?”

25 (b) The State Board of Elections shall do those things necessary and proper to
26 provide for and hold the referendum required by this section. If a majority of the votes cast
27 on the question are “For the referred law”, this Act shall become effective on the 30th day
28 following the official canvass of votes for the referendum, but if a majority of the votes cast
29 on the question are “Against the referred law”, this Act, with no further action required by
30 the General Assembly, shall be null and void.

31 SECTION 3. AND BE IT FURTHER ENACTED, That, subject to the provisions of
32 Section 2 of this Act and for the sole purpose of providing for the referendum required by
33 Section 2 of this Act, this Act shall take effect July 1, 2024.