

HOUSE BILL 48

C7

9lr0351

By: **Delegates Grammer ~~and Luedtke~~, Luedtke, Hornberger, Ivey,
Palakovich Carr, Reilly, and Rose**

Introduced and read first time: January 11, 2019

Assigned to: Ways and Means

Committee Report: Favorable with amendments

House action: Adopted

Read second time: March 12, 2019

CHAPTER _____

1 AN ACT concerning

2 **eSports Act**

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

9 BY adding to

10 Article – Criminal Law

11 Section 12–114

12 Annotated Code of Maryland

13 (2012 Replacement Volume and 2018 Supplement)

14 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND,

15 That the Laws of Maryland read as follows:

16 **Article – Criminal Law**

17 **12–114.**

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.

Underlining indicates amendments to bill.

~~Strike out~~ indicates matter stricken from the bill by amendment or deleted from the law by amendment.



1 (A) IN THIS SECTION, "ESPORTS COMPETITION" MEANS A COMPETITION
 2 INVOLVING VIDEO GAMES, INCLUDING FIRST-PERSON SHOOTERS, REAL-TIME
 3 STRATEGY GAMES, AND MULTIPLAYER ONLINE BATTLE ARENAS IN WHICH:

4 (1) PLAYERS COMPETE AGAINST EACH OTHER; AND

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

7 ~~(3)~~ (2) THE DOMINANT ELEMENT DETERMINING THE RESULTS IS
 8 THE RELATIVE SKILL OF THE PLAYERS.

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

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

15 (C) THE COMPTROLLER MAY ADOPT REGULATIONS TO CARRY OUT THIS
 16 SECTION.

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

Approved:

Governor.

Speaker of the House of Delegates.

President of the Senate.