

SENATE BILL 761

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By: **Senator Watson**

Introduced and read first time: February 6, 2026

Assigned to: Budget and Taxation

A BILL ENTITLED

1 AN ACT concerning

2 **Expansion of Commercial Gaming – Internet Gaming Referendum**

3 FOR the purpose of providing that the General Assembly may authorize, by law, the State
4 Lottery and Gaming Control Commission to issue certain Internet gaming licenses;
5 requiring certain implementation legislation to include certain criteria and
6 specifications, subject to a certain limitation; declaring the intent of the General
7 Assembly that certain revenues be used for dedicated purposes including the funding
8 of public education; submitting this Act to a referendum of the qualified voters of the
9 State; and generally relating to Internet gaming.

10 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND,
11 That:

12 (a) The General Assembly may authorize, by law, the State Lottery and Gaming
13 Control Commission to issue a license to offer Internet gaming in the State.

14 (b) (1) Subject to paragraph (2) of this subsection, legislation enacted by the
15 General Assembly to implement the provisions of this Act shall include the criteria for
16 eligible applications for a licensee and specifications of the permissible forms and means of
17 conduct of Internet gaming.

18 (2) The State Lottery and Gaming Control Commission may issue a license
19 to offer Internet gaming in the State only to:

20 (i) the holder of a video lottery operation license, as defined under
21 § 9–1A–01 of the State Government Article; and

22 (ii) subject to additional eligibility criteria specified by law in
23 accordance with paragraph (1) of this subsection, an entity under contract with the holder
24 of a video lottery operation license.

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



SECTION 2. AND BE IT FURTHER ENACTED, That, if the voters of this State adopt a referendum that authorizes Internet gaming in the State, the State's share of revenues generated by Internet gaming shall be used for dedicated purposes including the funding of public education.

SECTION 3. AND BE IT FURTHER ENACTED, That the provisions of Section 1 of this Act, which authorize the General Assembly to authorize, by law, the State Lottery and Gaming Control Commission to issue Internet gaming licenses to certain licensees in the State, are subject to a referendum of the qualified voters of the State as provided in Section 4 of this Act, and on voter approval of this Act at the general election to be held in November 2026, legislation shall be required to provide for the operation, regulation, and disposition of proceeds of Internet gaming in the State.

SECTION 4. AND BE IT FURTHER ENACTED, That:

(a) In accordance with Article XIX, § 1(e) of the Maryland Constitution, before Section 1 of this Act, which authorizes additional forms or expansion of commercial gaming, becomes effective, a question substantially similar to the following shall be submitted to a referendum of the qualified voters of the State at the general election to be held in November 2026:

"Do you favor the expansion of commercial gaming in the State of Maryland to authorize Internet gaming for dedicated purposes including the funding of public education?"

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

SECTION 5. AND BE IT FURTHER ENACTED, That, subject to the provisions of Section 4 of this Act and for the sole purpose of providing for the referendum required by Section 4 of this Act, this Act shall take effect July 1, 2026.