

SENATE BILL 884

C7

6lr2297

By: Senator Watson

Introduced and read first time: February 6, 2026

Assigned to: Budget and Taxation

A BILL ENTITLED

1 AN ACT concerning

2 **Internet Poker Authorization and Regulation Act of 2026**

3 FOR the purpose of authorizing the State Lottery and Gaming Control Commission to issue
4 certain licenses to certain qualified applicants to conduct or participate in certain
5 Internet skill-based gaming operations in the State; requiring the Commission to
6 regulate Internet skill-based gaming and the conduct of Internet skill-based gaming
7 in the State; authorizing the Governor, on recommendation of the Commission, to
8 enter into certain multijurisdictional Internet skill-based gaming agreements with
9 certain other governments, subject to certain limitations; and generally relating to
10 Internet skill-based gaming.

11 BY repealing and reenacting, without amendments,
12 Article – Economic Development
13 Section 5–1501(b)
14 Annotated Code of Maryland
15 (2024 Replacement Volume and 2025 Supplement)

16 BY repealing and reenacting, with amendments,
17 Article – Economic Development
18 Section 5–1501(c)(1)
19 Annotated Code of Maryland
20 (2024 Replacement Volume and 2025 Supplement)

21 BY repealing and reenacting, without amendments,
22 Article – Education
23 Section 5–206(b)
24 Annotated Code of Maryland
25 (2025 Replacement Volume and 2025 Supplement)

26 BY repealing and reenacting, with amendments,
27 Article – Education

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 Section 5–206(f)
2 Annotated Code of Maryland
3 (2025 Replacement Volume and 2025 Supplement)

4 BY repealing and reenacting, without amendments,
5 Article – State Government
6 Section 9–1A–28(a) and 9–1A–29(a)
7 Annotated Code of Maryland
8 (2021 Replacement Volume and 2025 Supplement)

9 BY repealing and reenacting, with amendments,
10 Article – State Government
11 Section 9–1A–28(b)(1) and 9–1A–29(b)(1)
12 Annotated Code of Maryland
13 (2021 Replacement Volume and 2025 Supplement)

14 BY adding to
15 Article – State Government
16 Section 9–1F–01 through 9–1F–12 to be under the new subtitle “Subtitle 1F. Internet
17 Poker and Skill-Based Gaming”
18 Annotated Code of Maryland
19 (2021 Replacement Volume and 2025 Supplement)

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

22 Article – Economic Development

23 5–1501.

24 (b) There is a Small, Minority, and Women–Owned Businesses Account under the
25 authority of the Department.

26 (c) (1) The Account shall receive money as required under [§ 9–1A–27] §§
27 **9–1A–27 AND 9–1F–05** of the State Government Article.

28 Article – Education

29 5–206.

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

31 (f) The Fund consists of:

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

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

(3) Interest earned by the Academic Excellence Fund established under § 6-1105 of this article; and

4 (4) Any other money from any other source accepted for the benefit of the
5 Fund.

Article – State Government

7 9-1A-28.

12 9-1A-29.

13 (a) There is a Racetrack Facility Renewal Account under the authority of the
14 State Racing Commission.

15 (b) (1) The Account shall receive money as required under § 9-1A-27 of this
16 subtitle **AND § 9-1F-05 OF THIS TITLE** for the first 16 years of operations at each video
17 lottery facility.

SUBTITLE 1F. INTERNET POKER AND SKILL-BASED GAMING.

19 9-1F-01.

20 (A) IN THIS SUBTITLE THE FOLLOWING WORDS HAVE THE MEANINGS
21 INDICATED.

22 (B) "COMMISSION" MEANS THE STATE LOTTERY AND GAMING CONTROL
23 COMMISSION

24 (C) "ECONOMICALLY DISADVANTAGED AREA" MEANS A GEOGRAPHIC AREA
25 IDENTIFIED BY THE COMMISSION THAT MEETS THREE OR MORE OF THE FOLLOWING
26 CRITERIA:

27 (1) HAS A MEDIAN INCOME RATE THAT IS 80% OR LESS OF THE
28 AVERAGE MEDIAN HOUSEHOLD INCOME OF THE STATE WITHIN WHICH THE
29 GEOGRAPHIC AREA IS LOCATED;

4 (3) HAS AN UNINSURED RATE THAT IS AT LEAST 150% OF THE HEALTH
5 UNINSURED RATE OF THE STATE WITHIN WHICH THE GEOGRAPHIC AREA IS
6 LOCATED;

7 (4) HAS A SUPPLEMENTAL NUTRITION ASSISTANCE PROGRAM
8 PARTICIPATION RATE THAT IS AT LEAST 150% OF THE SUPPLEMENTAL NUTRITION
9 ASSISTANCE PROGRAM PARTICIPATION RATE OF THE STATE WITHIN WHICH THE
10 GEOGRAPHIC AREA IS LOCATED; AND

13 (D) "INTERNET SKILL-BASED GAMING" MEANS SKILL-BASED GAMING
14 THROUGH AN ONLINE GAMING SYSTEM:

15 (1) ON A COMPUTER, A MOBILE DEVICE, OR ANY OTHER INTERACTIVE
16 DEVICE; AND

20 (E) "INTERNET SKILL-BASED GAMING LICENSE" MEANS A LICENSE ISSUED
21 BY THE COMMISSION TO CONDUCT INTERNET SKILL-BASED GAMING IN THE STATE
22 IN ACCORDANCE WITH THIS SUBTITLE.

(F) "INTERNET SKILL-BASED GAMING LICENSEE" MEANS THE HOLDER OF AN INTERNET SKILL-BASED GAMING LICENSE UNDER THIS SUBTITLE.

25 (G) "INTERNET SKILL-BASED GAMING OPERATOR" MEANS AN ENTITY THAT
26 HOLDS A LICENSE ISSUED BY THE COMMISSION UNDER THIS SUBTITLE TO CONDUCT
27 AND OPERATE INTERNET SKILL-BASED GAMING ON BEHALF OF AN INTERNET
28 SKILL-BASED GAMING LICENSEE.

(H) "MOBILE SPORTS WAGERING LICENSEE" HAS THE MEANING STATED IN
§ 9-1E-01 OF THIS TITLE.

31 (I) "PROCEEDS" MEANS THE AMOUNT OF MONEY:

3 (2) BET ON INTERNET SKILL-BASED GAMING, LESS:

5 (II) THE CASH EQUIVALENTS OF ANY MERCHANDISE OR THING
6 OF VALUE AWARDED AS A PRIZE TO SUCCESSFUL PLAYERS.

7 (J) (1) "SKILL-BASED GAME" MEANS A GAME WHERE THE PLAYER'S
8 STRATEGY, ABILITIES, AND DECISIONS SUBSTANTIALLY INFLUENCE THE OUTCOME
9 OF THE GAME.

10 (2) "SKILL-BASED GAME" INCLUDES:

11 (I) POKER; AND

12 (II) ANY GAME, SUCH AS BACKGAMMON OR CHESS, THAT THE
13 COMMISSION DETERMINES IS A SKILL-BASED GAME.

14 (K) "SPORTS WAGERING FACILITY LICENSEE" HAS THE MEANING STATED IN
15 § 9-1E-01 OF THIS TITLE.

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

18 (M) "VIDEO LOTTERY OPERATOR" HAS THE MEANING STATED IN § 9-1A-01
19 OF THIS TITLE.

20 9-1F-02.

21 (A) (1) THIS SUBTITLE AUTHORIZES AN INTERNET SKILL-BASED GAMING
22 LICENSEE TO CONDUCT AND OPERATE INTERNET SKILL-BASED GAMING IN THE
23 STATE AS PROVIDED IN THIS SUBTITLE.

26 (B) EXCEPT AS OTHERWISE PROVIDED IN THIS SUBTITLE, THE COMMISSION
27 SHALL REGULATE INTERNET SKILL-BASED GAMING AND THE CONDUCT OF
28 INTERNET SKILL-BASED GAMING TO THE SAME EXTENT THAT THE COMMISSION
29 REGULATES THE OPERATION OF VIDEO LOTTERY TERMINALS AND TABLE GAMES

1 UNDER SUBTITLE 1A OF THIS TITLE AND MOBILE SPORTS WAGERING UNDER
2 SUBTITLE 1E OF THIS TITLE.

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

9 (D) (1) THE FOLLOWING SHALL BE LICENSED UNDER THIS SUBTITLE:

10 (I) A PERSON THAT CONDUCTS INTERNET SKILL-BASED
11 GAMING;

12 (II) A PERSON THAT CONDUCTS INTERNET SKILL-BASED
13 GAMING ON BEHALF OF AN INTERNET SKILL-BASED GAMING LICENSEE, INCLUDING
14 AN INTERNET SKILL-BASED GAMING OPERATOR;

15 (III) A LIVE STUDIO DEALER, AS DEFINED UNDER § 9-1F-10 OF
16 THIS SUBTITLE;

17 (IV) A PERSON NOT LICENSED UNDER ITEM (I), (II), OR (III) OF
18 THIS PARAGRAPH THAT MANAGES, OPERATES, SUPPLIES, PROVIDES SECURITY FOR,
19 OR PROVIDES SERVICE, MAINTENANCE, OR REPAIRS FOR AN INTERNET
20 SKILL-BASED GAMING LICENSEE; AND

21 (V) AN INDIVIDUAL DIRECTLY EMPLOYED IN THE OPERATION
22 OF INTERNET SKILL-BASED GAMING BY AN INTERNET SKILL-BASED GAMING
23 LICENSEE IF THE INDIVIDUAL DOES NOT OTHERWISE HOLD A VALID LICENSE UNDER
24 SUBTITLE 1A OF THIS TITLE.

25 (2) THE COMMISSION MAY BY REGULATION REQUIRE A PERSON THAT
26 CONTRACTS WITH A LICENSEE AND THE PERSON'S EMPLOYEES TO OBTAIN A
27 LICENSE UNDER THIS SUBTITLE IF THE COMMISSION DETERMINES THAT THE
28 LICENSING REQUIREMENTS ARE NECESSARY IN ORDER TO PROTECT THE PUBLIC
29 INTEREST AND ACCOMPLISH THE POLICIES ESTABLISHED BY THIS SUBTITLE.

30 (3) SUBJECT TO THE LIMITATIONS OF THIS SUBTITLE, THE
31 COMMISSION MAY CHARGE A FEE FOR A LICENSE ISSUED UNDER THIS SUBTITLE.

32 (E) (1) THE COMMISSION MAY NOT ISSUE A LICENSE TO A PERSON
33 DESCRIBED UNDER SUBSECTION (D)(1)(II) OR (IV) OF THIS SECTION IF THE
34 APPLICANT OR ANY OF THE APPLICANT'S AFFILIATES, INCLUDING AN ENTITY UNDER

1 COMMON CONTROL, IS KNOWINGLY ACCEPTING REVENUE THAT IS DIRECTLY OR
2 INDIRECTLY DERIVED FROM:

3 (I) A JURISDICTION ON THE BLACK LIST OF MONEY
4 LAUNDERING COUNTRIES ESTABLISHED BY THE FINANCIAL ACTION TASK FORCE;

5 (II) A JURISDICTION DESIGNATED AS A STATE SPONSOR OF
6 TERRORISM BY THE UNITED STATES; OR

7 (III) A JURISDICTION IN WHICH ONLINE CASINO GAMING IS
8 PROHIBITED AND THE REVENUE IS DERIVED FROM ONLINE CASINO GAMING IN THAT
9 JURISDICTION.

10 (2) THE COMMISSION MAY REVOKE THE LICENSE OF A PERSON
11 DESCRIBED UNDER SUBSECTION (D)(1)(II) OR (IV) OF THIS SECTION IF THE
12 COMMISSION DETERMINES THAT:

13 (I) THE LICENSE HOLDER OR ANY OF THE LICENSE HOLDER'S
14 AFFILIATES, INCLUDING AN ENTITY UNDER COMMON CONTROL, IS KNOWINGLY
15 ACCEPTING REVENUE THAT IS DIRECTLY OR INDIRECTLY DERIVED FROM A
16 JURISDICTION DESCRIBED UNDER PARAGRAPH (1) OF THIS SUBSECTION; AND

17 (II) AFTER NOTICE AND OPPORTUNITY FOR A HEARING, IT
18 WOULD FURTHER THE PUBLIC INTEREST TO DISCONTINUE THE OPERATIONS OF THE
19 LICENSE HOLDER IN THE STATE.

20 (3) (I) 1. IN THIS PARAGRAPH THE FOLLOWING WORDS HAVE
21 THE MEANINGS INDICATED.

22 2. "ILLEGAL INTERACTIVE GAMING MARKET" MEANS A
23 JURISDICTION IN WHICH INTERACTIVE GAMING IS PROHIBITED BY THE LAWS OF
24 THAT JURISDICTION.

25 3. "INTERACTIVE GAME CONTENT" MEANS HARDWARE,
26 SOFTWARE, APPLICATIONS, AND SERVERS USED TO OPERATE, CONDUCT, OR OFFER
27 INTERACTIVE GAMBLING GAMES.

28 (II) THE COMMISSION SHALL REQUIRE A PERSON DESCRIBED
29 UNDER SUBSECTION (D)(1)(II) OR (IV) OF THIS SUBSECTION, ON APPLICATION FOR
30 A LICENSE AND ANNUALLY FOLLOWING THE ISSUANCE OF A LICENSE, TO SUBMIT A
31 DISCLOSURE STATING THE JURISDICTIONS IN WHICH THE APPLICANT OR LICENSE
32 HOLDER OR ANY AFFILIATE OF THE APPLICANT OR LICENSE HOLDER, DURING THE
33 IMMEDIATELY PRECEDING 12-MONTH PERIOD, DIRECTLY OR INDIRECTLY

1 ACCEPTED REVENUE FROM THE SUPPLY OF INTERACTIVE GAME CONTENT IN AN
2 ILLEGAL INTERACTIVE GAMING MARKET.

3 (III) A MATERIAL MISREPRESENTATION OR OMISSION ON THE
4 DISCLOSURE REQUIRED UNDER SUBPARAGRAPH (II) OF THIS PARAGRAPH MAY, IN
5 THE DISCRETION OF THE COMMISSION, RESULT IN THE DENIAL OF AN APPLICATION
6 FOR A LICENSE UNDER THIS SUBTITLE OR, IN THE CASE OF A LICENSE HOLDER,
7 DISCIPLINARY ACTION, INCLUDING A SUSPENSION OR REVOCATION OF THE LICENSE
8 AND PENALTIES FOR OFFICERS OR BOARD MEMBERS OF THE LICENSE HOLDER.

9 (F) (1) (I) EXCEPT AS PROVIDED IN SUBPARAGRAPH (II) OF THIS
10 PARAGRAPH AND SUBJECT TO PARAGRAPH (2) OF THIS SUBSECTION, THE
11 COMMISSION SHALL DETERMINE THE TYPE OF SKILL-BASED GAMES THAT AN
12 INTERNET SKILL-BASED GAMING LICENSEE MAY OFFER.

13 (II) THE COMMISSION SHALL ALLOW AN INTERNET
14 SKILL-BASED GAMING LICENSEE TO OFFER POKER GAMES.

15 (2) (I) THE COMMISSION SHALL PROVIDE NOTICE OF ITS INTENT
16 TO ALLOW AN ADDITIONAL TYPE OF INTERNET SKILL-BASED GAME TO THE
17 LEGISLATIVE POLICY COMMITTEE.

18 (II) THE COMMISSION MAY ALLOW THE ADDITIONAL TYPE OF
19 INTERNET SKILL-BASED GAME:

20 1. ON RECEIPT OF WRITTEN COMMENT FROM THE
21 LEGISLATIVE POLICY COMMITTEE; OR

22 2. 45 DAYS AFTER THE NOTICE WAS RECEIVED BY THE
23 LEGISLATIVE POLICY COMMITTEE.

24 (G) THE COMMISSION SHALL ADOPT REGULATIONS THAT ESTABLISH:

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

27 (2) STANDARDS, PROCEDURES, AND RULES THAT GOVERN THE
28 CONDUCT AND OPERATION OF INTERNET SKILL-BASED GAMING; AND

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

7 (B) (1) IN THIS SUBSECTION, "MAJORITY MINORITY-OWNED APPLICANT
8 OR JOINT VENTURE APPLICANT" MEANS AN APPLICANT FOR AN INTERNET
9 SKILL-BASED GAMING LICENSE UNDER THIS SUBTITLE IN WHICH:

10 (I) ONE OR MORE INDIVIDUALS OR ENTITIES CERTIFIED AS
11 MINORITY BUSINESS ENTERPRISES UNDER TITLE 14, SUBTITLE 3 OF THE STATE
12 FINANCE AND PROCUREMENT ARTICLE, DIRECTLY OR INDIRECTLY, OWN AT LEAST
13 51% OF THE EQUITY INTERESTS IN THE APPLICANT; OR

14 (II) IN THE CASE OF A JOINT VENTURE, ONE OR MORE ENTITIES
15 DESCRIBED UNDER ITEM (I) OF THIS PARAGRAPH, DIRECTLY OR INDIRECTLY, OWN
16 AT LEAST 51% OF THE EQUITY INTERESTS IN THE JOINT VENTURE.

1. A VIDEO LOTTERY OPERATOR:

17 (4) (i) THE INITIAL LICENSE FEE FOR AN INTERNET SKILL-BASED
18 GAMING LICENSE IS:

19 1. \$1,000,000; OR

22 (II) THE TERM OF AN INTERNET SKILL-BASED GAMING LICENSE
23 IS 5 YEARS.

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:

11 (D) FOR ALL LICENSES REQUIRED UNDER THIS SECTION, IF AN APPLICANT
12 HOLDS A VALID GAMING OR GAMING OPERATION LICENSE IN THIS STATE OR AT
13 LEAST THREE OTHER STATES AND THE COMMISSION DETERMINES THAT THE
14 LICENSING STANDARDS OF THE ISSUING AGENCY ARE COMPREHENSIVE AND
15 THOROUGH AND PROVIDE SIMILAR AND ADEQUATE SAFEGUARDS TO THOSE
16 PROVIDED IN THIS SUBTITLE, THE COMMISSION MAY:

17 (1) WAIVE SOME OR ALL OF THE REQUIREMENTS OF THIS SECTION;
18 AND

19 (2) ISSUE A LICENSE TO THAT APPLICANT.

20 (E) (1) WITHIN 30 DAYS AFTER THE ISSUANCE OF AN INTERNET
21 SKILL-BASED GAMING LICENSE, THE LICENSEE SHALL SUBMIT TO THE COMMISSION
22 A DIVERSITY PLAN THAT DESCRIBES THE STEPS THAT THE LICENSEE WILL TAKE TO
23 PROMOTE MEANINGFUL DIVERSITY AMONG ITS OWNERS, INVESTORS, MANAGERS,
24 EMPLOYEES, AND CONTRACTORS AND TO PROMOTE EQUALITY OF OPPORTUNITY.

1 (F) (1) AN INTERNET SKILL-BASED GAMING LICENSEE MAY NOT
2 TRANSFER OWNERSHIP OR CONTROL OF THE LICENSE FOR A PERIOD OF AT LEAST 3
3 YEARS FOLLOWING ISSUANCE OF THE LICENSE.

4 (2) THE LIMITATIONS UNDER THIS SUBSECTION DO NOT APPLY TO
5 TRANSFERS AS A RESULT OF THE DISABILITY, INCAPACITY, OR DEATH OF THE
6 OWNER OF AN INTERNET SKILL-BASED GAMING LICENSE, BANKRUPTCY OR
7 RECEIVERSHIP IN ACCORDANCE WITH A LENDING AGREEMENT OF AN INTERNET
8 SKILL-BASED GAMING LICENSEE, OR COURT ORDER.

9 9-1F-04.

(A) AN INTERNET SKILL-BASED GAMING LICENSEE:

(1) SHALL:

12 (I) COMPLY WITH ALL STATE AND FEDERAL DATA PRIVACY AND
13 SECURITY LAWS;

14 (II) MAINTAIN ALL INTERNET SKILL-BASED GAMING DATA
15 SECURELY FOR AT LEAST 5 YEARS:

16 (III) AUTHORIZE ONLY INDIVIDUALS WHO ARE AT LEAST 21
17 YEARS OLD TO ENGAGE IN INTERNET SKILL-BASED GAMING; AND

18 (IV) VERIFY AN INDIVIDUAL'S AGE AND IDENTITY AT THE TIME
19 THE INDIVIDUAL ESTABLISHES AN INTERNET SKILL-BASED GAMING ACCOUNT AND
20 PERIODICALLY REVERIFY THE INDIVIDUAL'S IDENTITY; 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 SKILL-BASED GAMING, ADMINISTER THE LICENSEE'S OBLIGATIONS
25 UNDER THIS 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

(III) ENGAGE IN ANY FALSE OR DECEPTIVE ADVERTISING.

30 (B) (1) THE FINDINGS AND EVIDENCE RELIED ON BY THE GENERAL
31 ASSEMBLY FOR THE CONTINUATION OF THE MINORITY BUSINESS ENTERPRISE

1 PROGRAM UNDER TITLE 14, SUBTITLE 3 OF THE STATE FINANCE AND
2 PROCUREMENT ARTICLE ARE INCORPORATED IN THIS SUBSECTION.

3 (2) TO THE EXTENT PRACTICABLE AND AUTHORIZED BY THE UNITED
4 STATES CONSTITUTION, AN INTERNET SKILL-BASED GAMING LICENSEE SHALL
5 COMPLY WITH THE STATE'S MINORITY BUSINESS ENTERPRISE PROGRAM.

6 (3) (I) WITHIN 6 MONTHS AFTER THE ISSUANCE OF AN INTERNET
7 SKILL-BASED GAMING LICENSE UNDER THIS SUBTITLE, THE OFFICE OF SMALL,
8 MINORITY, AND WOMEN BUSINESS AFFAIRS, IN CONSULTATION WITH THE OFFICE
9 OF THE ATTORNEY GENERAL AND THE INTERNET SKILL-BASED GAMING LICENSEE,
10 SHALL ESTABLISH A CLEAR PLAN FOR SETTING REASONABLE AND APPROPRIATE
11 MINORITY BUSINESS ENTERPRISE PARTICIPATION GOALS AND PROCEDURES FOR
12 THE PROCUREMENT OF GOODS AND SERVICES RELATED TO INTERNET SKILL-BASED
13 GAMING.

14 (II) TO THE EXTENT PRACTICABLE, THE GOALS AND
15 PROCEDURES SPECIFIED IN SUBPARAGRAPH (I) OF THIS PARAGRAPH SHALL BE
16 BASED ON THE REQUIREMENTS OF TITLE 14, SUBTITLE 3 OF THE STATE FINANCE
17 AND PROCUREMENT ARTICLE AND THE REGULATIONS IMPLEMENTING THAT
18 SUBTITLE.

19 (C) AN APPLICANT FOR AN INTERNET SKILL-BASED GAMING LICENSE, AN
20 INTERNET SKILL-BASED GAMING LICENSEE, OR AN ENTITY THAT OPERATES A LIVE
21 DEALER STUDIO ON BEHALF OF AN INTERNET SKILL-BASED GAMING LICENSEE
22 SHALL PRODUCE INFORMATION, DOCUMENTATION, AND ASSURANCES TO
23 ESTABLISH BY CLEAR AND CONVINCING EVIDENCE THAT:

24 (1) UNLESS THE APPLICANT, LICENSEE, OR LIVE DEALER STUDIO
25 OPERATOR ALREADY HAS A COLLECTIVE BARGAINING AGREEMENT, THE
26 APPLICANT, LICENSEE, OR LIVE DEALER STUDIO OPERATOR HAS ENTERED INTO A
27 LABOR PEACE AGREEMENT WITH EACH LABOR ORGANIZATION THAT IS ACTIVELY
28 ENGAGED IN REPRESENTING OR ATTEMPTING TO REPRESENT INTERNET
29 SKILL-BASED GAMING INDUSTRY WORKERS, INCLUDING DEALERS CONDUCTING
30 LIVE DEALER GAMES IN ACCORDANCE WITH § 9-1F-10 OF THIS SUBTITLE, IN THE
31 STATE;

32 (2) THE LABOR PEACE AGREEMENT IS VALID AND ENFORCEABLE
33 UNDER 29 U.S.C. § 158;

34 (3) THE LABOR PEACE AGREEMENT PROTECTS THE STATE'S
35 REVENUES BY PROHIBITING THE LABOR ORGANIZATION AND ITS MEMBERS FROM
36 ENGAGING IN PICKETING, WORK STOPPAGES, BOYCOTTS, AND ANY OTHER
37 ECONOMIC INTERFERENCE WITH THE OPERATION OF INTERNET SKILL-BASED

1 GAMING WITHIN THE FIRST 5 YEARS AFTER THE EFFECTIVE DATE OF AN INTERNET
2 SKILL-BASED GAMING LICENSE; AND

3 (4) THE APPLICANT, LICENSEE, OR LIVE DEALER STUDIO OPERATOR
4 INTENDS TO MAINTAIN A NEUTRAL POSITION ON THE UNIONIZATION OF ANY
5 EMPLOYEES OF THE APPLICANT, LICENSEE, OR OPERATOR, INCLUDING BY
6 REFRAINING FROM MAKING ANY STATEMENT OR IMPLICATION THAT THE
7 APPLICANT, LICENSEE, OR OPERATOR:

8 (I) OPPOSES THE SELECTION OR DESELECTION OF A
9 COLLECTIVE BARGAINING AGENT; OR

10 (II) SUPPORTS OR OPPOSES THE SELECTION OF A PARTICULAR
11 LABOR ORGANIZATION AS A COLLECTIVE BARGAINING AGENT.

12 **9-1F-05.**

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

15 (2) THE PROCEEDS FROM INTERNET SKILL-BASED GAMING, LESS
16 THE AMOUNT RETAINED BY THE LICENSEE UNDER SUBSECTION (B)(1)(II) OF THIS
17 SECTION, SHALL BE UNDER THE CONTROL OF THE COMPTROLLER AND
18 DISTRIBUTED AS PROVIDED UNDER SUBSECTION (B) OF THIS SECTION.

19 (B) (1) EXCEPT AS PROVIDED IN SUBPARAGRAPH (II) OF THIS
20 PARAGRAPH, ALL PROCEEDS FROM INTERNET SKILL-BASED GAMING SHALL BE
21 ELECTRONICALLY TRANSFERRED DAILY INTO THE STATE LOTTERY FUND
22 ESTABLISHED UNDER SUBTITLE 1 OF THIS TITLE.

23 (II) A LICENSEE SHALL RETAIN 70% OF THE PROCEEDS FROM
24 ALL INTERNET SKILL-BASED GAMING.

25 (2) ALL PROCEEDS FROM INTERNET SKILL-BASED GAMING IN THE
26 STATE LOTTERY FUND ESTABLISHED UNDER SUBTITLE 1 OF THIS TITLE SHALL BE
27 DISTRIBUTED ON A MONTHLY BASIS, ON A PROPERLY APPROVED TRANSMITTAL
28 PREPARED BY THE COMMISSION, IN THE FOLLOWING MANNER:

29 (I) 5.5% TO JURISDICTIONS WITH VIDEO LOTTERY FACILITIES
30 BASED ON EACH JURISDICTION'S PERCENTAGE OF OVERALL GROSS REVENUES
31 FROM VIDEO LOTTERY TERMINALS FOR THE PURPOSES DESCRIBED UNDER §
32 9-1A-31(B) OF THIS TITLE;

3 (III) 1% TO THE RACETRACK FACILITY RENEWAL ACCOUNT
4 ESTABLISHED UNDER § 9-1A-29 OF THIS TITLE;

5 (IV) 1.5% TO THE SMALL, MINORITY, AND WOMEN-OWNED
6 BUSINESSES ACCOUNT ESTABLISHED UNDER § 5-1501 OF THE ECONOMIC
7 DEVELOPMENT ARTICLE;

8 (v) 1% OF ALL PROCEEDS TO THE PROBLEM GAMBLING FUND
9 ESTABLISHED UNDER § 9-1A-33 OF THIS TITLE; AND

10 (VI) THE REMAINDER TO THE BLUEPRINT FOR MARYLAND'S
11 FUTURE FUND ESTABLISHED UNDER § 5-206 OF THE EDUCATION ARTICLE.

12 9-1F-06.

13 (A) IN ORDER TO ASSIST INDIVIDUALS WHO MAY HAVE A GAMBLING
14 PROBLEM, AN INTERNET SKILL-BASED GAMING LICENSEE SHALL:

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

29 (4) PROHIBIT THE USE OF CREDIT CARDS FOR ANY INTERNET
30 SKILL-BASED GAMING-RELATED TRANSACTIONS; AND

1 (II) REQUIRE AN INDIVIDUAL TO CERTIFY THAT THE
2 INDIVIDUAL HAS READ THE DISCLOSURE DESCRIBED UNDER ITEM (I) OF THIS ITEM
3 BEFORE ESTABLISHING AN INTERNET SKILL-BASED GAMING ACCOUNT; AND

4 (III) REQUIRE EACH USER TO CERTIFY ON A MONTHLY BASIS
5 THAT THE USER HAS READ THE DISCLOSURE DESCRIBED UNDER ITEM (I) OF THIS
6 ITEM.

7 (B) IF A SUSPENSION OF INTERNET SKILL-BASED GAMING ACTIVITY UNDER
8 SUBSECTION (A)(3) OF THIS SECTION IS IMPOSED BY THE ACCOUNT HOLDER FOR AT
9 LEAST 72 HOURS, THE INTERNET SKILL-BASED GAMING LICENSEE MAY NOT SEND
10 GAMING-RELATED E-MAIL TO THE ACCOUNT HOLDER UNTIL THE SUSPENSION
11 EXPIRES.

12 (C) (1) EXCEPT AS PROVIDED IN PARAGRAPH (2) OF THIS SUBSECTION,
13 AN INTERNET SKILL-BASED GAMING LICENSEE SHALL PROVIDE A MECHANISM BY
14 WHICH AN ACCOUNT HOLDER MAY PERIODICALLY CHANGE THE CONTROLS ON
15 GAMING ACTIVITY IMPOSED BY THE ACCOUNT HOLDER UNDER THIS SECTION.

24 (D) NOTWITHSTANDING A TEMPORARY SUSPENSION OF INTERNET
25 SKILL-BASED GAMING ACTIVITY IMPOSED BY AN ACCOUNT HOLDER UNDER
26 SUBSECTION (A)(3) OF THIS SECTION, THE ACCOUNT HOLDER MAY CONTINUE TO
27 HAVE ACCESS TO THE ACCOUNT AND IS AUTHORIZED TO WITHDRAW FUNDS FROM
28 THE ACCOUNT ON PROPER APPLICATION TO THE INTERNET SKILL-BASED GAMING
29 LICENSEE.

30 (E) (1) THE COMMISSION SHALL ADOPT REGULATIONS THAT ARE
31 INTENDED TO REDUCE OR MITIGATE THE EFFECTS OF PROBLEM GAMBLING.

32 (2) THE REGULATIONS SHALL:

33 (I) INCLUDE ESTABLISHMENT OF A VOLUNTARY EXCLUSION
34 LIST OF INDIVIDUALS WITH GAMBLING PROBLEMS WHO HAVE REQUESTED TO BE

1 EXCLUDED FROM ANY INTERNET SKILL-BASED GAMING LICENSED UNDER THIS
2 SUBTITLE; AND

3 (II) PROVIDE A SIMPLE MECHANISM FOR AN INDIVIDUAL WHO IS
4 SOBER AND INFORMED TO REQUEST PLACEMENT ON THE VOLUNTARY EXCLUSION
5 LIST FOR A SPECIFIED PERIOD OF TIME.

6 (3) UNLESS AN INDIVIDUAL REQUESTING PLACEMENT ON THE
7 VOLUNTARY EXCLUSION LIST AFFIRMATIVELY DECLINES THE PROVISION OF THE
8 INDIVIDUAL'S CONTACT INFORMATION TO THE MARYLAND CENTER OF
9 EXCELLENCE ON PROBLEM GAMBLING, THE COMMISSION SHALL PROVIDE THE
10 INDIVIDUAL'S CONTACT INFORMATION TO THE CENTER FOR THE PURPOSE OF
11 PROVIDING THE INDIVIDUAL INFORMATION ABOUT FREE AND CONFIDENTIAL
12 RESPONSIBLE GAMBLING ASSISTANCE.

13 (4) AN INTERNET SKILL-BASED GAMING LICENSEE:

14 (I) MAY NOT PERMIT AN INDIVIDUAL ON THE VOLUNTARY
15 EXCLUSION LIST TO ESTABLISH AN INTERNET SKILL-BASED GAMING ACCOUNT OR
16 ENGAGE IN INTERNET SKILL-BASED GAMING; AND

17 (II) MAY PERMIT AN INDIVIDUAL ON THE VOLUNTARY
18 EXCLUSION LIST WHO PREVIOUSLY ESTABLISHED AN INTERNET SKILL-BASED
19 GAMING ACCOUNT TO ACCESS THE ACCOUNT ONLY FOR THE PURPOSE OF VIEWING
20 AND DOWNLOADING THE INDIVIDUAL'S TRANSACTION HISTORY.

21 (5) THE COMMISSION MAY IMPOSE SANCTIONS ON A LICENSEE IN
22 ACCORDANCE WITH THIS SUBTITLE IF THE LICENSEE KNOWINGLY FAILS TO
23 EXCLUDE AN INDIVIDUAL ON THE VOLUNTARY EXCLUSION LIST FROM ENGAGING IN
24 INTERNET SKILL-BASED GAMING.

25 (F) AT LEAST ONCE EACH YEAR, EACH INTERNET SKILL-BASED GAMING
26 LICENSEE SHALL REPORT TO THE COMMISSION ON:

27 (1) THE NUMBER OF PLAYERS THAT THE INTERNET SKILL-BASED
28 GAMING LICENSEE HAS IDENTIFIED AS ENGAGING IN ERRATIC OR INCREASED
29 GAMBLING BEHAVIOR; AND

30 (2) THE NUMBER AND LENGTH OF ANY BANS OR SUSPENSIONS IN
31 RESPONSE TO THE BEHAVIOR DESCRIBED UNDER ITEM (1) OF THIS SUBSECTION.

32 9-1F-07.

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

3 (1) KNOWINGLY TAMPERS WITH SOFTWARE, COMPUTERS, OR OTHER
4 EQUIPMENT USED TO CONDUCT INTERNET SKILL-BASED GAMING TO ALTER THE
5 ODDS OR THE PAYOUT OF A GAME OR DISABLE THE GAME FROM OPERATING
6 ACCORDING TO THE RULES OF THE GAME AS ADOPTED BY THE COMMISSION; OR

7 (2) KNOWINGLY OFFERS OR Allows TO BE OFFERED ANY INTERNET
8 SKILL-BASED GAME THAT HAS BEEN TAMPERED WITH IN A WAY THAT AFFECTS THE
9 ODDS OR THE PAYOUT OF A GAME OR HAS BEEN DISABLED FROM OPERATING
10 ACCORDING TO THE RULES OF THE GAME AS ADOPTED BY THE COMMISSION.

11 (B) IN ADDITION TO ANY PENALTIES IMPOSED UNDER SUBSECTION (A) OF
12 THIS SECTION, THE COMMISSION MAY SUSPEND, FOR NOT LESS THAN 30 DAYS, THE
13 LICENSE OF AN INTERNET SKILL-BASED GAMING LICENSEE OR ANY OTHER PERSON
14 REQUIRED TO BE LICENSED UNDER THIS SUBTITLE WHO IS IN VIOLATION OF
15 SUBSECTION (A) OF THIS SECTION.

16 9-1F-08.

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

20 (1) THE IMPACT OF INTERNET SKILL-BASED GAMING ON PROBLEM
21 GAMBLERS AND GAMBLING ADDICTION IN THE STATE; AND

22 (2) THE EFFECTIVENESS OF THE STATUTORY AND REGULATORY
23 CONTROLS IN PLACE TO ENSURE THE EFFECTIVENESS OF MEASURES TO PROTECT
24 VULNERABLE AND PROBLEM GAMBLERS.

25 9-1F-09.

26 (A) ON OR BEFORE SEPTEMBER 1 EACH YEAR, AN INTERNET SKILL-BASED
27 GAMING LICENSEE SHALL PROVIDE ALL TRANSACTIONAL DATA AND METRICS
28 RELATED TO INTERNET SKILL-BASED GAMING CONDUCTED IN THE STATE AND
29 ACQUIRED BY AN OPERATOR OF THE LICENSEE ON A MONTHLY, QUARTERLY, OR
30 ANNUAL BASIS TO MORGAN STATE UNIVERSITY AND BOWIE STATE UNIVERSITY.

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

1 9-1F-10.

2 (A) (1) IN THIS SECTION THE FOLLOWING WORDS HAVE THE MEANINGS
3 INDICATED.

4 (2) "AUTHORIZED INTERACTIVE SKILL-BASED GAME" MEANS ANY
5 SKILL-BASED GAME APPROVED BY THE COMMISSION IN WHICH INDIVIDUALS
6 WAGER MONEY OR SOMETHING OF MONETARY VALUE THAT IS ACCESSED BY A
7 COMPUTER OR MOBILE DEVICE THAT IS CONNECTED TO THE INTERNET.

8 (3) "LIVE DEALER SKILL-BASED GAME" MEANS AN AUTHORIZED
9 INTERACTIVE SKILL-BASED GAME CONDUCTED BY LIVE STUDIO DEALERS OR OTHER
10 PHYSICAL GAMING EQUIPMENT IN A LIVE GAME ENVIRONMENT IN WHICH THE
11 AUTHORIZED PARTICIPANTS HAVE THE ABILITY TO PARTICIPATE IN GAMEPLAY AND
12 COMMUNICATE GAME DECISIONS THROUGH AN AUTHORIZED INTERACTIVE
13 SKILL-BASED GAMING PLATFORM.

14 (4) "LIVE GAMING STUDIO" MEANS A PHYSICAL LOCATION IN THE
15 STATE THAT UTILIZES LIVE VIDEO STREAMING TECHNOLOGY TO PROVIDE
16 AUTHORIZED INTERACTIVE SKILL-BASED GAMES TO A PLAYER'S INTERACTIVE
17 GAMING DEVICE OR MULTI-USE COMPUTING DEVICE.

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

19 (I) LEADS A SKILL-BASED GAME WHILE ASSISTING
20 AUTHORIZED PARTICIPANTS WITH GAME-RELATED NEEDS;

21 (II) DISTRIBUTES VIRTUAL CARDS, DICE, OR OTHER
22 EQUIPMENT TO AUTHORIZED PARTICIPANTS; AND

23 (III) MONITORS GAME PACE AND PLAY.

24 (B) SUBJECT TO APPROVAL BY THE COMMISSION, AN INTERNET
25 SKILL-BASED GAMING LICENSEE MAY OFFER AUTHORIZED INTERACTIVE
26 SKILL-BASED GAMES, INCLUDING GAMING TOURNAMENTS IN WHICH PLAYERS
27 COMPETE AGAINST ONE ANOTHER IN ONE OR MORE OF THE GAMES AUTHORIZED
28 UNDER THIS SUBTITLE OR BY THE COMMISSION OR IN APPROVED VARIATIONS OR
29 COMPOSITES OF THOSE GAMES.

30 (C) AN INTERNET SKILL-BASED GAMING OPERATOR MAY USE LIVE STUDIO
31 DEALERS TO ADMINISTER AN AUTHORIZED INTERACTIVE SKILL-BASED GAME.

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

(1) SHALL BE LOCATED WITHIN THE STATE; AND

(2) IF THE INTERNET SKILL-BASED GAMING LICENSEE IS A VIDEO OPERATOR, SHALL BE LOCATED WITHIN THE COUNTY WITHIN WHICH THE PROPERTY FACILITY IS LOCATED.

5 9-1F-11.

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

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

19 (C) THE COMMISSION MAY ADOPT REGULATIONS UNDER THIS SECTION
20 THAT PROVIDE FOR:

27 (4) RESOLUTION OF PLAYER DISPUTES:

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

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

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

17 (3) BY WHICH EACH PARTY TO THE AGREEMENT AGREES TO PROHIBIT
18 OPERATORS OF INTERNET SKILL-BASED GAMING, SERVICE PROVIDERS, AND
19 MANUFACTURERS OR DISTRIBUTORS OF INTERNET SKILL-BASED GAMING SYSTEMS
20 FROM ENGAGING IN ANY ACTIVITY PERMITTED UNDER THE AGREEMENT UNLESS
21 THOSE PERSONS ARE LICENSED OR FOUND SUITABLE:

22 (I) UNDER THIS SUBTITLE; OR

23 (II) BY ANY OTHER PARTY TO THE AGREEMENT UNDER
24 REQUIREMENTS THAT ARE MATERIALLY CONSISTENT WITH THE REQUIREMENTS OF
25 THIS SUBTITLE;

26 (4) PROHIBITING VARIATION OR DEROGATION FROM THE
27 REQUIREMENTS OF THE AGREEMENT FOR ANY PARTY TO THE AGREEMENT ABSENT
28 THE CONSENT OF ALL PARTIES TO THE AGREEMENT:

32 (6) IF THE AGREEMENT ALLOWS INDIVIDUALS PHYSICALLY LOCATED
33 IN THE STATE TO PARTICIPATE IN INTERNET SKILL-BASED GAMING CONDUCTED BY

1 ANOTHER PARTY TO THE AGREEMENT OR AN OPERATOR OF INTERNET SKILL-BASED
2 GAMING LICENSED BY THE OTHER PARTY, REQUIRING THAT PARTY TO ESTABLISH
3 AND MAINTAIN REGULATORY REQUIREMENTS GOVERNING INTERNET SKILL-BASED
4 GAMING THAT ARE CONSISTENT WITH THE REQUIREMENTS OF THIS SUBTITLE IN
5 ALL MATERIAL RESPECTS.

6 **9-1F-12.**

7 (A) ON OR BEFORE DECEMBER 1 EACH YEAR, THE COMMISSION SHALL
8 REPORT TO THE GOVERNOR AND, IN ACCORDANCE WITH § 2-1257 OF THIS ARTICLE,
9 THE GENERAL ASSEMBLY ON:

10 (1) THE OPERATION OF INTERNET SKILL-BASED GAMING IN THE
11 STATE; AND

12 (2) THE IMPACT OF INTERNET SKILL-BASED GAMING ON VIDEO
13 LOTTERY FACILITIES, OTHER GAMING VENUES, AND ANCILLARY BUSINESSES THAT
14 SURROUND THOSE VIDEO LOTTERY FACILITIES AND GAMING VENUES.

15 (B) THE COMMISSION SHALL:

16 (1) STUDY THE IMPACTS OF ONLINE FORMS OF UNAUTHORIZED
17 GAMING CONTENT THAT ARE SIMILAR TO INTERNET SKILL-BASED GAMING, SUCH AS
18 PLATFORMS THAT USE MICROTRANSACTIONS OR ONLINE SWEEPSTAKES; AND

19 (2) ON OR BEFORE DECEMBER 1, 2029, REPORT TO THE GOVERNOR
20 AND, IN ACCORDANCE WITH § 2-1257 OF THIS ARTICLE, TO THE GENERAL
21 ASSEMBLY ON ITS FINDINGS AND ANY RECOMMENDATIONS.

22 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect July
23 1, 2026.