

# SENATE BILL 884

C7

6lr2297

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By: **Senator Watson**

Introduced and read first time: February 6, 2026

Assigned to: Budget and Taxation

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## 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

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EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



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

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

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

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

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

### Article – Economic Development

5–1501.

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

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

### Article – Education

5–206.

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

(f) The Fund consists of:

(1) Revenue distributed to the Fund under Title 9, Subtitles 1D [and 1E]  
**THROUGH 1F** of the State Government Article and §§ 2–4A–02, 2–605.1, and 2–1303 of  
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) Any other money from any other source accepted for the benefit of the Fund.

## Article – State Government

9–1A–28.

(a) There is a Purse Dedication Account under the authority of the State Racing Commission.

(b) (1) The Account shall receive money as required under § 9–1A–27 of this subtitle **AND § 9–1F–05 OF THIS TITLE**.

9–1A–29.

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

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

## SUBTITLE 1F. INTERNET POKER AND SKILL–BASED GAMING.

**9–1F–01.**

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

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

(C) “ECONOMICALLY DISADVANTAGED AREA” MEANS A GEOGRAPHIC AREA IDENTIFIED BY THE COMMISSION THAT MEETS THREE OR MORE OF THE FOLLOWING CRITERIA:

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

(2) HAS AN UNEMPLOYMENT RATE THAT IS AT LEAST 150% OF THE UNEMPLOYMENT RATE OF THE STATE WITHIN WHICH THE GEOGRAPHIC AREA IS LOCATED;

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

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

(5) HAS A POVERTY RATE THAT IS AT LEAST 150% OF THE POVERTY RATE IN THE STATE WITHIN WHICH THE GEOGRAPHIC AREA IS LOCATED.

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

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

(2) THAT IS CONDUCTED BY AN INTERNET SKILL-BASED GAMING LICENSEE OR A PERSON WHO OPERATES INTERNET SKILL-BASED GAMING ON BEHALF OF AN INTERNET SKILL-BASED GAMING LICENSEE.

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

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

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

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

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

1           (1)    RETAINED BY AN INTERNET SKILL-BASED GAMING LICENSEE OR  
2   OPERATOR FOR OPERATING AN INTERNET SKILL-BASED GAME; AND

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

4                (I)    THE AMOUNT RETURNED TO SUCCESSFUL PLAYERS; AND

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.

24          (2)    AN INTERNET SKILL-BASED GAMING LICENSEE MAY ENTER INTO  
25   AN AGREEMENT WITH UP TO ONE INTERNET SKILL-BASED GAMING OPERATOR.

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.

31 9-1F-03.



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

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

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

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

(2) (I) THE COMMISSION MAY ISSUE AN INTERNET SKILL-BASED GAMING LICENSE TO:

1. A VIDEO LOTTERY OPERATOR;

2. A SPORTS WAGERING FACILITY LICENSEE OR A MOBILE SPORTS WAGERING LICENSEE;

3. AN APPLICANT THAT EMPLOYS AT LEAST 100 EMPLOYEES IN THE STATE ON A FULL-TIME OR FULL-TIME EQUIVALENT BASIS; AND

4. A MAJORITY MINORITY-OWNED APPLICANT OR JOINT VENTURE.

(II) AN APPLICANT THAT HOLDS MORE THAN ONE LICENSE UNDER SUBTITLE 1A OR SUBTITLE 1E OF THIS TITLE MAY APPLY FOR ONLY A SINGLE INTERNET SKILL-BASED GAMING LICENSE.

(III) IN ADDITION TO ANY OTHER FACTORS ESTABLISHED BY THE COMMISSION BY REGULATION, THE COMMISSION SHALL REVIEW APPLICATIONS FOR INTERNET SKILL-BASED GAMING LICENSES UNDER THIS PARAGRAPH BASED ON:

1                               1.     THE     APPLICANT’S     FINANCIAL     STABILITY,  
2     RESOURCES, INTEGRITY, AND BUSINESS ABILITY AND ACUMEN;

3                               2.     THE     APPLICANT’S     WORKFORCE     DEVELOPMENT  
4     PLANS FOR INTERNET SKILL-BASED GAMING INDUSTRY EMPLOYEES IN THE STATE;

5                               3.     THE     APPLICANT’S     PLANS     FOR     EMPLOYING  
6     INDIVIDUALS IN THE INTERNET SKILL-BASED GAMING INDUSTRY WHO RESIDE IN  
7     ECONOMICALLY DISADVANTAGED AREAS; AND

8                               4.     THE APPLICANT’S RESPONSIBLE GAMING PROGRAMS  
9     AND AN EFFECTIVE GOVERNANCE AND COMPLIANCE PROGRAM.

10                           (3)    (I)     THE COMMISSION MAY CONTRACT WITH A CONSULTANT TO  
11     ASSIST THE COMMISSION WITH THE DEVELOPMENT OF AN INTERNET SKILL-BASED  
12     GAMING LICENSE APPLICATION AND THE REVIEW OF APPLICANTS.

13                           (II)   AS PART OF THE REVIEW OF AN APPLICATION FOR AN  
14     INTERNET SKILL-BASED GAMING LICENSE, THE COMMISSION SHALL DETERMINE  
15     WHETHER THE ISSUANCE OF A LICENSE TO THE APPLICANT SERVES THE PUBLIC  
16     INTEREST.

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

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

20                               2.     \$500,000     FOR     A     MAJORITY     MINORITY-OWNED  
21     APPLICANT OR JOINT VENTURE APPLICANT.

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

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

29                           (II)   THE LICENSE RENEWAL FEE IS EQUAL TO 1% OF THE  
30     INTERNET SKILL-BASED GAMING LICENSEE’S AVERAGE ANNUAL PROCEEDS  
31     RETAINED BY THE LICENSEE UNDER § 9-1F-05(B)(1)(II) OF THIS SUBTITLE FOR THE  
32     PRECEDING 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 PROBLEM GAMBLING FUND ESTABLISHED UNDER §  
8 9-1A-33 OF THIS TITLE; AND

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

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.

25           (2) EACH INTERNET SKILL-BASED GAMING LICENSEE SHALL MAKE  
26 GOOD FAITH EFFORTS TO MEET THE DIVERSITY OBJECTIVES OUTLINED IN THE  
27 DIVERSITY PLAN SUBMITTED UNDER PARAGRAPH (1) OF THIS SUBSECTION AND  
28 REPORT TO THE COMMISSION ANY NECESSARY METRICS TO MEASURE PROGRESS IN  
29 MEETING THOSE OBJECTIVES.

30           (3) THE COMMISSION MAY MAKE THE DIVERSITY PLANS AND  
31 METRICS SUBMITTED IN ACCORDANCE WITH THIS SUBSECTION AVAILABLE TO THE  
32 PUBLIC.

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

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

9-1F-04.

(A) AN INTERNET SKILL-BASED GAMING LICENSEE:

(1) SHALL:

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

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

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

(IV) VERIFY AN INDIVIDUAL'S AGE AND IDENTITY AT THE TIME THE INDIVIDUAL ESTABLISHES AN INTERNET SKILL-BASED GAMING ACCOUNT AND PERIODICALLY REVERIFY THE INDIVIDUAL'S IDENTITY; AND

(2) MAY NOT:

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

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

(III) ENGAGE IN ANY FALSE OR DECEPTIVE ADVERTISING.

(B) (1) THE FINDINGS AND EVIDENCE RELIED ON BY THE GENERAL 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) (I) 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;

1                   **(II) 6% TO THE PURSE DEDICATION ACCOUNT ESTABLISHED**  
2 **UNDER § 9-1A-28 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;**

20                   **(2) REQUIRE AN INTERNET SKILL-BASED GAMING ACCOUNT HOLDER**  
21 **TO ESTABLISH A LIMIT ON THE AMOUNT OF MONEY DEPOSITED WITHIN A SPECIFIED**  
22 **PERIOD OF TIME AND THE LENGTH OF TIME THE ACCOUNT HOLDER WILL BE UNABLE**  
23 **TO PARTICIPATE IN INTERNET SKILL-BASED GAMING AND MAKE ADDITIONAL**  
24 **DEPOSITS IF THE ACCOUNT HOLDER REACHES THE ESTABLISHED DEPOSIT LIMIT;**

25                   **(3) PROVIDE A MECHANISM BY WHICH AN INTERNET SKILL-BASED**  
26 **GAMING ACCOUNT HOLDER MAY ESTABLISH A TEMPORARY SUSPENSION OF**  
27 **INTERNET SKILL-BASED GAMING ACTIVITY THROUGH THE ACCOUNT FOR ANY**  
28 **NUMBER OF HOURS OR DAYS;**

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

31                   **(5) (I) CAUSE THE DISPLAY OF A PROBLEM GAMBLING**  
32 **DISCLOSURE CONCERNING THE RISKS ASSOCIATED WITH GAMBLING AND THE**  
33 **SUPPORT AVAILABLE TO PROBLEM GAMBLERS AT ACCOUNT LOG-IN;**

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

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

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

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

(2) IF THE ACCOUNT IS SUSPENDED BY THE ACCOUNT HOLDER UNDER SUBSECTION (A)(3) OF THIS SECTION, THE ACCOUNT HOLDER MAY NOT CHANGE GAMING CONTROLS UNTIL THE SUSPENSION EXPIRES.

(3) IF AN ACCOUNT HOLDER SEEKS TO INCREASE THE LIMIT ON THE AMOUNT OF MONEY THAT THE ACCOUNT HOLDER MAY DEPOSIT WITHIN A PERIOD OF TIME SPECIFIED UNDER SUBSECTION (A)(2) OF THIS SECTION, THE INTERNET SKILL-BASED GAMING LICENSEE MAY NOT REFLECT THE INCREASED LIMIT FOR AT LEAST 24 HOURS.

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

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

(2) THE REGULATIONS SHALL:

(I) INCLUDE ESTABLISHMENT OF A VOLUNTARY EXCLUSION 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.

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

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

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

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

**9-1F-08.**

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

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

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

**9-1F-09.**

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

(B) THE TRANSACTIONAL DATA AND METRICS PROVIDED IN ACCORDANCE WITH SUBSECTION (A) OF THIS SECTION SHALL EXCLUDE ANY PERSONALLY 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           (1)    SHALL BE LOCATED WITHIN THE STATE; AND

2           (2)    IF THE INTERNET SKILL-BASED GAMING LICENSEE IS A VIDEO  
3 LOTTERY OPERATOR, SHALL BE LOCATED WITHIN THE COUNTY WITHIN WHICH THE  
4 VIDEO LOTTERY 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:

11           (1)    ENTER INTO AN AGREEMENT WITH OTHER GOVERNMENTS,  
12 SUBJECT TO THE LIMITATIONS OF THIS SECTION, THAT ALLOWS AND PROVIDES FOR  
13 PARTICIPATION IN MULTIJURISDICTIONAL INTERNET SKILL-BASED GAMING BY  
14 INDIVIDUALS WHO ARE PHYSICALLY LOCATED IN JURISDICTIONS OVER WHICH THE  
15 GOVERNMENTS THAT ARE A PARTY TO THE AGREEMENT EXERCISE LEGAL  
16 AUTHORITY; AND

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

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

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

23           (2)    MATTERS RELATING TO THE TAXATION OF INTERNET  
24 SKILL-BASED GAMING REVENUE BY THE PARTIES TO THE AGREEMENT;

25           (3)    THE SHARING AND DISTRIBUTION OF INTERNET SKILL-BASED  
26 GAMING REVENUE AMONG THE PARTIES TO THE AGREEMENT;

27           (4)    RESOLUTION OF PLAYER DISPUTES;

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

1           **(6) THE MANNER AND PROCEDURE FOR HEARINGS CONDUCTED BY**  
2 **THE COMMISSION WITH RESPECT TO ANY AGREEMENT AUTHORIZED UNDER THIS**  
3 **SECTION;**

4           **(7) THE INFORMATION THAT THE COMMISSION SHALL PROVIDE TO**  
5 **THE GOVERNOR THAT SUPPORTS THE RECOMMENDATIONS OF THE COMMISSION**  
6 **MADE UNDER THIS SECTION; AND**

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;**

12           **(2) PERMITTING THE EFFECTIVE REGULATION OF INTERNET**  
13 **SKILL-BASED GAMING BY THE STATE, INCLUDING PROVISIONS RELATING TO**  
14 **LICENSING, TECHNICAL STANDARDS TO BE FOLLOWED, RESOLUTION OF DISPUTES**  
15 **BY PATRONS, REQUIREMENTS FOR BANKROLLS, ENFORCEMENT, ACCOUNTING, AND**  
16 **MAINTENANCE OF RECORDS;**

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;**

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

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.