

SENATE BILL 885

C7

6lr2663
CF 6lr3655

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 Gaming and Online Bingo – Authorization and Implementation**

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 gaming and online bingo operations in the State; requiring the Commission
6 to regulate Internet gaming and online bingo and the conduct of Internet gaming
7 and online bingo 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; providing that certain
10 payments to certain former video lottery facility employees may not be subtracted
11 from the calculation of a certain benefit; establishing the Video Lottery Facility
12 Employee Displacement Fund as a special, nonlapsing fund; submitting this Act to
13 a referendum of the qualified voters of the State; and generally relating to Internet
14 gaming and online bingo.

15 BY repealing and reenacting, without amendments,

16 Article – Economic Development

17 Section 5–1501(b)

18 Annotated Code of Maryland

19 (2024 Replacement Volume and 2025 Supplement)

20 BY repealing and reenacting, with amendments,

21 Article – Economic Development

22 Section 5–1501(c)(1)

23 Annotated Code of Maryland

24 (2024 Replacement Volume and 2025 Supplement)

25 BY repealing and reenacting, without amendments,

26 Article – Education

27 Section 5–206(b)

28 Annotated Code of Maryland

EXPLANATION: CAPITALS INDICATE MATTER ADDED TO EXISTING LAW.

[Brackets] indicate matter deleted from existing law.



1 (2025 Replacement Volume and 2025 Supplement)

2 BY repealing and reenacting, with amendments,
3 Article – Education
4 Section 5–206(f) and 5–235(a)
5 Annotated Code of Maryland
6 (2025 Replacement Volume and 2025 Supplement)

7 BY repealing and reenacting, with amendments,
8 Article – Labor and Employment
9 Section 8–803(d)
10 Annotated Code of Maryland
11 (2025 Replacement Volume)

12 BY repealing and reenacting, without amendments,
13 Article – State Government
14 Section 9–1A–28(a) and 9–1A–29(a)
15 Annotated Code of Maryland
16 (2021 Replacement Volume and 2025 Supplement)

17 BY repealing and reenacting, with amendments,
18 Article – State Government
19 Section 9–1A–28(b)(1) and 9–1A–29(b)(1)
20 Annotated Code of Maryland
21 (2021 Replacement Volume and 2025 Supplement)

22 BY adding to
23 Article – State Government
24 Section 9–1F–01 through 9–1F–13 to be under the new subtitle “Subtitle 1F. Internet
25 Gaming and Online Bingo”
26 Annotated Code of Maryland
27 (2021 Replacement Volume and 2025 Supplement)

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

30 **Article – Economic Development**

31 5–1501.

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

34 (c) (1) The Account shall receive money as required under [§ 9–1A–27] §§
35 9–1A–27 AND 9–1F–05 of the State Government Article.

36 **Article – Education**

1 5-206.

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

3 (f) The Fund consists of:

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

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

8 (3) Interest earned by the Academic Excellence Fund established under §
9 6-1105 of this article; and

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

12 5-235.

13 (a) (1) (i) Subject to **PARAGRAPH (3) OF THIS SUBSECTION AND**
14 subsection (o) of this section and beginning in fiscal year 2023, the county governing body
15 shall levy and appropriate an annual tax sufficient to provide an amount of revenue for
16 elementary and secondary public education purposes equal to the local share of major
17 education aid as adjusted under § 5-239 of this subtitle.

18 (ii) For the purposes of calculating the local share of major education
19 aid and regardless of the source of the funds, all funds that a county board, including the
20 Baltimore City Board of School Commissioners, is authorized to expend for schools may be
21 considered as levied by the county council, board of county commissioners, or the Mayor
22 and City Council of Baltimore except for:

23 1. State appropriations;

24 2. Federal education aid payments; and

25 3. The amount of the expenditure authorized for debt service

26 and capital outlay.

27 (2) Subject to **PARAGRAPH (3) OF THIS SUBSECTION AND** subsection (o)
28 of this section and except as provided in subsection (a-1) of this section, the county
29 governing body shall appropriate local funds to the school operating budget in an amount
30 no less than the product of the county's enrollment count for the current fiscal year and the
31 local appropriation on a per pupil basis for the prior fiscal year using enrollment count.

3 (I) SUBTRACT THE AMOUNT OF INTERNET GAMING PROCEEDS
4 DISTRIBUTED TO LOCAL JURISDICTIONS FOR EDUCATION FUNDING UNDER §
5 9-1F-05(B)(2)(VIII) OF THE STATE GOVERNMENT ARTICLE FROM THE TOTAL
6 AMOUNTS CALCULATED UNDER PARAGRAPHS (1) AND (2) OF THIS SUBSECTION; AND

Article – Labor and Employment

11 8-803.

12 (d) (1) Except as provided in § 8-1207 of this title for the work sharing
13 program and § 8-1604 of this title for the Self-Employment Assistance Program, an eligible
14 claimant shall be paid a weekly benefit amount that is computed by:

15 (i) determining the claimant's weekly benefit amount under this
16 section;

19 (iii) subject to [paragraph] PARAGRAPHS (3) AND (4) of this
20 subsection, subtracting any wages exceeding \$50 payable to the claimant for the week.

Article – State Government

32 9-1A-28.

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

5 9-1A-29.

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

8 (b) (1) The Account shall receive money as required under:

11 (II) § 9-1F-05 OF THIS TITLE.

SUBTITLE 1F. INTERNET GAMING AND ONLINE BINGO.

13 9-1F-01.

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

16 (B) "BINGO PROCEEDS" MEANS THE TOTAL RECEIPTS FROM THE
17 OPERATION OF ONLINE BINGO LESS THE AMOUNT OF MONEY Winnings OR PRIZES
18 PAID OUT TO PLAYERS.

19 (C) "COMMERCIAL BINGO OPERATOR" MEANS THE HOLDER OF A LICENSE
20 TO OPERATE ELECTRONIC BINGO MACHINES IN ACCORDANCE WITH TITLE 13 OF
21 THE CRIMINAL LAW ARTICLE FOR COMMERCIAL PURPOSES.

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

24 (E) "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 (F) "GAMING PROCEEDS" MEANS THE AMOUNT OF MONEY BET ON
14 INTERNET GAMING, LESS:

(1) THE AMOUNT RETURNED TO SUCCESSFUL PLAYERS;

20 (I) IF THE INTERNET GAMING LICENSEE'S PROCEEDS DO NOT
21 EXCEED \$4,000,000 DURING THE IMMEDIATELY PRECEDING YEAR OF OPERATION,
22 35% OF FREE PLAY AND PROMOTIONAL CREDITS REDEEMED BY PLAYERS;

31 (IV) IF THE INTERNET GAMING LICENSEE'S PROCEEDS ARE AT
32 LEAST \$10,000,000 BUT DO NOT EXCEED \$12,000,000 DURING THE IMMEDIATELY

1 PRECEDING YEAR OF OPERATION, 23.75% OF FREE PLAY AND PROMOTIONAL
2 CREDITS REDEEMED BY PLAYERS; OR

3 (V) IF THE INTERNET GAMING LICENSEE'S PROCEEDS EXCEED
4 \$12,000,000 DURING THE IMMEDIATELY PRECEDING YEAR OF OPERATION, 20% OF
5 FREE PLAY AND PROMOTIONAL CREDITS REDEEMED BY PLAYERS.

6 (G) "INTERNET GAMING" MEANS CASINO-STYLE GAMING THROUGH AN
7 ONLINE GAMING SYSTEM:

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

10 (2) THAT IS CONDUCTED BY AN INTERNET GAMING LICENSEE OR A
11 PERSON WHO OPERATES INTERNET GAMING ON BEHALF OF AN INTERNET GAMING
12 LICENSEE.

13 (H) "INTERNET GAMING LICENSE" MEANS A LICENSE ISSUED BY THE
14 COMMISSION TO CONDUCT INTERNET GAMING IN THE STATE IN ACCORDANCE WITH
15 THIS SUBTITLE.

16 (I) "INTERNET GAMING LICENSEE" MEANS THE HOLDER OF AN INTERNET
17 GAMING LICENSE UNDER THIS SUBTITLE.

18 (J) "MOBILE SPORTS WAGERING LICENSEE" HAS THE MEANING STATED IN
19 § 9-1E-01 OF THIS TITLE.

20 (K) "ONLINE BINGO" MEANS ONLINE OPERATION OF ELECTRONIC INSTANT
21 BINGO.

22 (L) "ONLINE BINGO LICENSE" MEANS A LICENSE ISSUED BY THE
23 COMMISSION TO CONDUCT ONLINE BINGO IN THE STATE.

24 (M) "ONLINE BINGO LICENSEE" MEANS THE HOLDER OF AN ONLINE BINGO
25 LICENSE UNDER THIS SUBTITLE.

26 (N) "ONLINE GAMING OPERATOR" MEANS AN ENTITY THAT HOLDS A
27 LICENSE ISSUED BY THE COMMISSION UNDER THIS SUBTITLE TO:

28 (1) CONDUCT AND OPERATE INTERNET GAMING ON BEHALF OF AN
29 INTERNET GAMING LICENSEE; OR

30 (2) CONDUCT AND OPERATE ONLINE BINGO ON BEHALF OF AN ONLINE
31 BINGO LICENSEE.

1 (O) (1) "PERSONAL NET WORTH" MEANS THE NET VALUE OF THE ASSETS
2 HELD BY AN INDIVIDUAL, INCLUDING THE INDIVIDUAL'S SHARE OF ASSETS HELD
3 JOINTLY OR AS COMMUNITY PROPERTY WITH THE INDIVIDUAL'S SPOUSE, AFTER
4 TOTAL LIABILITIES ARE DEDUCTED.

5 (2) "PERSONAL NET WORTH" DOES NOT INCLUDE:

6 (I) THE INDIVIDUAL'S OWNERSHIP INTEREST IN AN APPLICANT
7 FOR LICENSURE UNDER THIS SUBTITLE;

8 (II) THE INDIVIDUAL'S EQUITY IN THE INDIVIDUAL'S PRIMARY
9 PLACE OF RESIDENCE;

10 (III) ANY MORTGAGE OR LOAN SECURED BY THE INDIVIDUAL'S
11 PRIMARY PLACE OF RESIDENCE AS A LIABILITY; OR

12 (IV) THE CASH VALUE OF ANY QUALIFIED RETIREMENT SAVINGS
13 PLANS OR INDIVIDUAL RETIREMENT ACCOUNTS.

14 (P) "SOCIAL EQUITY APPLICANT" MEANS AN APPLICANT FOR AN INTERNET
15 GAMING LICENSE WHO SATISFIES AT LEAST TWO OF THE FOLLOWING CRITERIA:

16 (1) LIVED IN AN ECONOMICALLY DISADVANTAGED AREA FOR AT
17 LEAST 5 OF THE 10 YEARS IMMEDIATELY PRECEDING THE SUBMISSION OF THE
18 APPLICATION;

19 (2) ATTENDED A PUBLIC SCHOOL IN AN ECONOMICALLY
20 DISADVANTAGED AREA FOR AT LEAST 5 YEARS;

21 (3) FOR AT LEAST 2 YEARS, ATTENDED A 4-YEAR INSTITUTION OF
22 HIGHER EDUCATION IN THE STATE WHERE AT LEAST 40% OF THE INDIVIDUALS WHO
23 ATTEND THE INSTITUTION OF HIGHER EDUCATION ARE ELIGIBLE FOR A PELL
24 GRANT; AND

25 (4) HAS A PERSONAL NET WORTH THAT DOES NOT EXCEED AN
26 AMOUNT DETERMINED BY THE COMMISSION TO ENCOURAGE DIVERSITY, EQUITY,
27 AND INCLUSION IN THE INTERNET GAMING INDUSTRY.

28 (Q) "SPORTS WAGERING FACILITY LICENSEE" HAS THE MEANING STATED IN
29 § 9-1E-01 OF THIS TITLE.

30 (R) "SPORTS WAGERING LICENSEE" HAS THE MEANING STATED IN §
31 9-1E-01 OF THIS TITLE.

1 (s) “VIDEO LOTTERY FACILITY” HAS THE MEANING STATED IN § 9-1A-01
2 OF THIS TITLE.

3 (T) "VIDEO LOTTERY OPERATOR" HAS THE MEANING STATED IN § 9-1A-01
4 OF THIS TITLE.

5 9-1F-02.

6 (A) (1) THIS SUBTITLE AUTHORIZES:

7 (I) AN INTERNET GAMING LICENSEE TO CONDUCT AND
8 OPERATE INTERNET GAMING IN THE STATE AS PROVIDED IN THIS SUBTITLE; AND

9 (II) AN ONLINE BINGO LICENSEE TO CONDUCT AND OPERATE
10 ONLINE BINGO IN THE STATE AS PROVIDED IN THIS SUBTITLE.

13 (B) EXCEPT AS OTHERWISE PROVIDED IN THIS SUBTITLE, THE COMMISSION
14 SHALL REGULATE INTERNET GAMING AND ONLINE BINGO AND THE CONDUCT OF
15 INTERNET GAMING AND ONLINE BINGO TO THE SAME EXTENT THAT THE
16 COMMISSION REGULATES THE OPERATION OF VIDEO LOTTERY TERMINALS AND
17 TABLE GAMES UNDER SUBTITLE 1A OF THIS TITLE, MOBILE SPORTS WAGERING
18 UNDER SUBTITLE 1E OF THIS TITLE, AND ELECTRONIC BINGO MACHINES
19 CONSISTENT WITH TITLE 12 OF THE CRIMINAL LAW ARTICLE.

20 (C) UNLESS THE CONTEXT REQUIRES OTHERWISE, THE REQUIREMENTS
21 UNDER §§ 9-1A-04, 9-1A-06, 9-1A-07, 9-1A-08, 9-1A-12, 9-1A-14, 9-1A-18,
22 9-1A-19, 9-1A-20, AND 9-1A-25 OF THIS TITLE APPLY TO THE AUTHORITY, DUTIES,
23 AND RESPONSIBILITIES OF THE COMMISSION, AN INTERNET GAMING LICENSEE, AN
24 ONLINE BINGO LICENSEE, AND AN EMPLOYEE OR A CONTRACTOR OF AN INTERNET
25 GAMING LICENSEE OR ONLINE BINGO LICENSEE UNDER THIS SUBTITLE.

26 (B) (1) THE FOLLOWING SHALL BE LICENSED UNDER THIS SUBTITLE:

27 (I) A PERSON THAT CONDUCTS INTERNET GAMING OR ONLINE
28 BINGO;

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

3 (IV) A PERSON NOT LICENSED UNDER ITEM (I), (II), OR (III) OF
4 THIS PARAGRAPH THAT MANAGES, OPERATES, SUPPLIES, PROVIDES SECURITY FOR,
5 OR PROVIDES SERVICE, MAINTENANCE, OR REPAIRS FOR AN INTERNET GAMING
6 LICENSEE OR AN ONLINE BINGO LICENSEE; AND

7 (V) AN INDIVIDUAL DIRECTLY EMPLOYED IN THE OPERATION
8 OF INTERNET GAMING BY AN INTERNET GAMING LICENSEE OR ONLINE BINGO BY AN
9 ONLINE BINGO LICENSEE IF THE INDIVIDUAL DOES NOT OTHERWISE HOLD A VALID
10 LICENSE UNDER SUBTITLE 1A OF THIS TITLE.

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

18 (E) (1) THE COMMISSION MAY NOT ISSUE A LICENSE TO A PERSON
19 DESCRIBED UNDER SUBSECTION (D)(1)(II) OR (IV) OF THIS SECTION IF THE
20 APPLICANT OR ANY OF THE APPLICANT'S AFFILIATES, INCLUDING AN ENTITY UNDER
21 COMMON CONTROL, IS KNOWINGLY ACCEPTING REVENUE THAT IS DIRECTLY OR
22 INDIRECTLY DERIVED FROM:

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

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

27 (III) ILLEGAL GAMBLING ACTIVITY IN THE UNITED STATES.

1 OPPORTUNITY FOR A HEARING, IT WOULD FURTHER THE PUBLIC INTEREST TO
2 DISCONTINUE THE OPERATIONS OF THE LICENSE HOLDER WITHIN THE STATE.

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

5 2. "ILLEGAL INTERACTIVE GAMING MARKET" MEANS A
6 JURISDICTION IN WHICH INTERACTIVE GAMING IS PROHIBITED BY THE LAWS OF
7 THAT JURISDICTION.

8 3. "INTERACTIVE GAME CONTENT" MEANS HARDWARE,
9 SOFTWARE, APPLICATIONS, AND SERVERS USED TO OPERATE, CONDUCT, OR OFFER
10 INTERACTIVE GAMBLING GAMES.

11 (II) THE COMMISSION SHALL REQUIRE A PERSON DESCRIBED
12 UNDER SUBSECTION (D)(1)(II) OR (IV) OF THIS SUBSECTION, ON APPLICATION FOR
13 A LICENSE AND ANNUALLY FOLLOWING THE ISSUANCE OF A LICENSE, TO SUBMIT A
14 DISCLOSURE STATING THE JURISDICTIONS IN WHICH THE APPLICANT OR LICENSE
15 HOLDER OR ANY AFFILIATE OF THE APPLICANT OR LICENSE HOLDER, DURING THE
16 IMMEDIATELY PRECEDING 12-MONTH PERIOD, DIRECTLY OR INDIRECTLY
17 ACCEPTED REVENUE FROM THE SUPPLY OF INTERACTIVE GAME CONTENT IN AN
18 ILLEGAL INTERACTIVE GAMING MARKET.

19 (III) A MATERIAL MISREPRESENTATION OR OMISSION ON THE
20 DISCLOSURE REQUIRED UNDER SUBPARAGRAPH (II) OF THIS PARAGRAPH MAY, AT
21 THE DISCRETION OF THE COMMISSION, RESULT IN THE DENIAL OF AN APPLICATION
22 FOR A LICENSE UNDER THIS SUBTITLE OR, IN THE CASE OF A LICENSE HOLDER,
23 DISCIPLINARY ACTION, INCLUDING A SUSPENSION OR REVOCATION OF THE LICENSE
24 AND PENALTIES FOR OFFICERS OR BOARD MEMBERS OF THE LICENSE HOLDER.

25 (F) THE COMMISSION SHALL ADOPT REGULATIONS THAT ESTABLISH:

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

28 (2) STANDARDS, PROCEDURES, AND RULES THAT GOVERN THE
29 CONDUCT AND OPERATION OF INTERNET GAMING AND ONLINE BINGO; AND

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

32 9-1F-03.

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

7 (B) (1) (I) SUBJECT TO SUBPARAGRAPH (V) OF THIS PARAGRAPH, THE
8 COMMISSION MAY ISSUE AN INTERNET GAMING LICENSE TO:

9 1. A VIDEO LOTTERY OPERATOR;

10 2. A SPORTS WAGERING LICENSEE WHO IS BOTH A
11 SPORTS WAGERING FACILITY LICENSEE AND A MOBILE SPORTS WAGERING
12 LICENSEE IF BOTH LICENSES WERE ISSUED ON OR BEFORE DECEMBER 31, 2026;
13 AND

14 3. APPLICANTS THAT:

15 A. HAVE MAINTAINED THE APPLICANTS'
16 HEADQUARTERS IN THE STATE FOR AT LEAST 10 YEARS;

17 B. EMPLOYED ON DECEMBER 31, 2025, AND CONTINUE
18 TO EMPLOY, AT LEAST 250 EMPLOYEES IN THE STATE ON A FULL-TIME OR
19 FULL-TIME EQUIVALENT BASIS;

20 C. DURING THE PERIOD BEGINNING JANUARY 1, 2018,
21 AND ENDING DECEMBER 31, 2025, FILED AN APPLICATION OR RENEWAL
22 APPLICATION TO OWN AN EQUITY INTEREST OF AT LEAST 5% IN A VIDEO LOTTERY
23 OPERATOR AND WERE FOUND BY THE COMMISSION TO BE QUALIFIED;

24 D. AGREE TO OPERATE THE INTERNET GAMING
25 BUSINESS USING A BRAND ASSOCIATED WITH A MARYLAND-BASED APPLICANT,
26 SUBJECT TO WAIVER BY THE COMMISSION AFTER 1 FULL YEAR OF OPERATION; AND

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

33 (II) EXCEPT AS PROVIDED IN SUBPARAGRAPH (III) OF THIS
34 PARAGRAPH, AN APPLICANT THAT HOLDS MORE THAN ONE LICENSE UNDER

1 SUBTITLE 1A OR SUBTITLE 1E OF THIS TITLE MAY APPLY ONLY FOR A SINGLE
2 LICENSE IN ACCORDANCE WITH SUBPARAGRAPH (I) OF THIS PARAGRAPH.

3 (III) 1. THE COMMISSION MAY ISSUE TO AN APPLICANT
4 DESCRIBED UNDER SUBPARAGRAPH (I)1 AND 2 OF THIS PARAGRAPH AN
5 ADDITIONAL INTERNET GAMING LICENSE IF, AT THE TIME OF APPLICATION FOR A
6 LICENSE UNDER SUBPARAGRAPH (I)1 OR 2 OF THIS PARAGRAPH, THE APPLICANT
7 CONCURRENTLY APPLIES FOR A LICENSE THAT THE APPLICANT AGREES TO
8 OPERATE IN PARTNERSHIP WITH SOCIAL EQUITY APPLICANTS WHO DEMONSTRATE
9 DIRECT OR INDIRECT OWNERSHIP OF AT LEAST 33% IN A JOINT VENTURE.

14 (IV) 1. IF A VIDEO LOTTERY OPERATOR OR SPORTS
15 WAGERING LICENSEE THAT IS ELIGIBLE TO RECEIVE AN INTERNET GAMING LICENSE
16 UNDER SUBPARAGRAPH (I) OF THIS PARAGRAPH FAILS TO APPLY FOR A LICENSE
17 FOR WHICH THE ENTITY IS POTENTIALLY ELIGIBLE, INCLUDING THE ADDITIONAL
18 LICENSES DESCRIBED UNDER SUBPARAGRAPH (III) OF THIS PARAGRAPH, THE
19 COMMISSION MAY ISSUE THE OTHERWISE AVAILABLE INTERNET GAMING LICENSES
20 THROUGH TWO COMPETITIVE LICENSING ROUNDS TO APPLICANTS THAT MEET THE
21 REQUIREMENTS FOR AN INTERNET GAMING LICENSE UNDER THIS SUBTITLE.

1 (v) 1. THIS SUBPARAGRAPH DOES NOT APPLY TO AN
2 APPLICANT DESCRIBED UNDER SUBPARAGRAPH (I)1 AND 2 OF THIS PARAGRAPH.

11 (VI) THE COMMISSION SHALL REVIEW EACH APPLICATION FOR
12 AN INTERNET GAMING LICENSE UNDER THIS SECTION TO ENSURE THAT
13 APPLICANTS SATISFY THE SOCIAL EQUITY APPLICANT OWNERSHIP REQUIREMENTS
14 UNDER THIS SUBSECTION.

15 (VII) IN ADDITION TO ANY OTHER FACTORS ESTABLISHED BY THE
16 COMMISSION BY REGULATION TO ENSURE COMPLIANCE WITH THIS SUBTITLE, THE
17 COMMISSION SHALL REVIEW APPLICATIONS FOR INTERNET GAMING LICENSES
18 UNDER SUBPARAGRAPH (IV) OF THIS PARAGRAPH BASED ON:

10 (II) AS PART OF THE REVIEW OF AN APPLICATION FOR AN
11 INTERNET GAMING LICENSE, THE COMMISSION SHALL DETERMINE WHETHER THE
12 ISSUANCE OF A LICENSE TO THE APPLICANT SERVES THE PUBLIC INTEREST.

17 (III) THE COMMISSION MAY AUTHORIZE THE PAYMENT OF THE
18 FEE REQUIRED UNDER SUBPARAGRAPHS (I) AND (II) OF THIS PARAGRAPH IN
19 SEPARATE INSTALLMENTS.

20 (IV) THE TERM OF AN INTERNET GAMING LICENSE AND AN
21 ONLINE BINGO LICENSE IS 5 YEARS.

27 (H) THE LICENSE RENEWAL FEE IS EQUAL TO:

1 2. IN THE CASE OF AN ONLINE BINGO LICENSE, 1% OF
2 THE ONLINE BINGO LICENSEE'S AVERAGE ANNUAL BINGO PROCEEDS RETAINED BY
3 THE LICENSEE UNDER § 9-1F-05(C)(1)(II) OF THIS SUBTITLE FOR THE PRECEDING
4 3-YEAR PERIOD.

5 (C) ON A PROPERLY APPROVED TRANSMITTAL PREPARED BY THE
6 COMMISSION, THE COMPTROLLER SHALL PAY THE FOLLOWING AMOUNTS FROM
7 THE LICENSE FEES COLLECTED BY THE COMMISSION UNDER THIS SECTION:

8 (1) AN AMOUNT TO THE STATE LOTTERY AND GAMING CONTROL
9 AGENCY NECESSARY TO REIMBURSE THE AGENCY FOR EXPENSES RELATED TO THE
10 ISSUANCE AND RENEWAL OF LICENSES UNDER THIS SECTION;

11 (2) 1% TO THE PROBLEM GAMBLING FUND ESTABLISHED UNDER §
12 9-1A-33 OF THIS TITLE; AND

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

15 (D) FOR ALL LICENSES REQUIRED UNDER THIS SECTION AND § 9-1F-02 OF
16 THIS SUBTITLE FOR AN ONLINE GAMING OPERATOR, IF AN APPLICANT HOLDS A
17 VALID GAMING OR GAMING OPERATION LICENSE IN THIS STATE OR AT LEAST THREE
18 OTHER STATES AND THE COMMISSION DETERMINES THAT THE LICENSING
19 STANDARDS OF THE ISSUING AGENCY ARE COMPREHENSIVE AND THOROUGH AND
20 PROVIDE SIMILAR AND ADEQUATE SAFEGUARDS TO THOSE PROVIDED IN THIS
21 SUBTITLE, THE COMMISSION MAY:

22 (1) WAIVE SOME OR ALL OF THE REQUIREMENTS OF THIS SECTION;
23 AND

24 (2) ISSUE A LICENSE TO THAT APPLICANT.

25 (E) (1) WITHIN 30 DAYS AFTER THE ISSUANCE OF AN INTERNET GAMING
26 LICENSE OR ONLINE BINGO LICENSE, THE LICENSEE SHALL SUBMIT TO THE
27 COMMISSION A DIVERSITY PLAN THAT DESCRIBES THE STEPS THAT THE LICENSEE
28 WILL TAKE TO PROMOTE MEANINGFUL DIVERSITY AMONG ITS OWNERS, INVESTORS,
29 MANAGERS, EMPLOYEES, AND CONTRACTORS AND TO PROMOTE EQUALITY OF
30 OPPORTUNITY.

31 (2) EACH INTERNET GAMING LICENSEE AND ONLINE BINGO
32 LICENSEE SHALL MAKE GOOD FAITH EFFORTS TO MEET THE DIVERSITY OBJECTIVES
33 OUTLINED IN THE DIVERSITY PLAN SUBMITTED UNDER PARAGRAPH (1) OF THIS
34 SUBSECTION AND REPORT TO THE COMMISSION ANY NECESSARY METRICS TO
35 MEASURE PROGRESS IN MEETING THOSE OBJECTIVES.

4 (F) (1) AN INTERNET GAMING LICENSEE OR ONLINE BINGO LICENSEE
5 MAY NOT TRANSFER OWNERSHIP OR CONTROL OF THE LICENSE FOR A PERIOD OF
6 AT LEAST 3 YEARS FOLLOWING ISSUANCE OF THE LICENSE.

12 9-1F-04.

(A) EACH INTERNET GAMING LICENSEE AND ONLINE BINGO LICENSEE:

14 (1) SHALL:

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

19 (III) AUTHORIZE ONLY INDIVIDUALS WHO ARE AT LEAST 21
20 YEARS OF AGE TO ENGAGE IN INTERNET GAMING AND ONLINE BINGO; AND

21 (IV) VERIFY AN INDIVIDUAL'S AGE AND IDENTITY AT THE TIME
22 THE INDIVIDUAL ESTABLISHES AN INTERNET GAMING ACCOUNT OR ONLINE BINGO
23 ACCOUNT AND PERIODICALLY REVERIFY THE INDIVIDUAL'S IDENTITY; AND

24 (2) MAY NOT:

25 (I) SHARE ANY PERSONALLY IDENTIFIABLE INFORMATION
26 WITH ANY THIRD PARTIES WITHOUT PERMISSION, EXCEPT AS NEEDED TO OPERATE
27 INTERNET GAMING OR ONLINE BINGO, ADMINISTER THE LICENSEE'S OBLIGATIONS
28 UNDER THIS SUBTITLE, AND SUPPORT PROBLEM GAMBLING INITIATIVES;

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

(III) ENGAGE IN ANY FALSE OR DECEPTIVE ADVERTISING.

2 (B) (1) THE FINDINGS AND EVIDENCE RELIED ON BY THE GENERAL
3 ASSEMBLY FOR THE CONTINUATION OF THE MINORITY BUSINESS ENTERPRISE
4 PROGRAM UNDER TITLE 14, SUBTITLE 3 OF THE STATE FINANCE AND
5 PROCUREMENT ARTICLE ARE INCORPORATED IN THIS SUBSECTION.

6 (2) TO THE EXTENT PRACTICABLE AND AUTHORIZED BY THE UNITED
7 STATES CONSTITUTION, AN INTERNET GAMING LICENSEE SHALL COMPLY WITH THE
8 STATE'S MINORITY BUSINESS ENTERPRISE PROGRAM.

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

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

12 (I) OPPOSES THE SELECTION OR DESELECTION OF A
13 COLLECTIVE BARGAINING AGENT; OR

16 9-1F-05.

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

27 (B) (1) (I) EXCEPT AS PROVIDED IN SUBPARAGRAPH (II) OF THIS
28 PARAGRAPH, ALL GAMING PROCEEDS FROM INTERNET GAMING SHALL BE
29 ELECTRONICALLY TRANSFERRED DAILY INTO THE STATE LOTTERY FUND
30 ESTABLISHED UNDER SUBTITLE 1 OF THIS TITLE.

31 (II) AN INTERNET GAMING LICENSEE SHALL RETAIN:

32 1. 80% OF THE GAMING PROCEEDS FROM LIVE DEALER
33 GAMES CONDUCTED BY THE LICENSEE IN ACCORDANCE WITH § 9-1F-10 OF THIS
34 SUBTITLE; AND

11 (II) TO JURISDICTIONS WITH VIDEO LOTTERY FACILITIES
12 BASED ON EACH JURISDICTION'S PERCENTAGE OF OVERALL GROSS REVENUES
13 FROM VIDEO LOTTERY TERMINALS FOR THE PURPOSES DESCRIBED UNDER §
14 9-1A-31(B) OF THIS TITLE:

15 1. \$6,500,000 IN FISCAL YEAR 2028:

20 (III) TO THE PURSE DEDICATION ACCOUNT EST

27 (IV) TO THE RACETRACK FACILITY RENEWAL ACCOUNT
28 ESTABLISHED UNDER § 9-1A-39 OF THIS TITLE;

- 1 **1. \$900,000 IN FISCAL YEAR 2028;**
- 2 **2. \$1,000,000 IN FISCAL YEAR 2029;**
- 3 **3. \$1,200,000 IN FISCAL YEAR 2030; AND**
- 4 **4. \$700,000 IN EACH OF FISCAL YEARS 2031 AND 2032;**

5 **(V) TO THE SMALL, MINORITY, AND WOMEN-OWNED**
6 **BUSINESSES ACCOUNT ESTABLISHED UNDER § 5-1501 OF THE ECONOMIC**
7 **DEVELOPMENT ARTICLE:**

- 8 **1. \$1,300,000 IN FISCAL YEAR 2028;**
- 9 **2. \$1,600,000 IN FISCAL YEAR 2029;**
- 10 **3. \$1,900,000 IN FISCAL YEAR 2030; AND**
- 11 **4. \$2,200,000 IN EACH OF FISCAL YEARS 2031 AND 2032;**

12 **(VI) 1% OF ALL GAMING PROCEEDS TO THE STATE LOTTERY AND**
13 **GAMING CONTROL AGENCY FOR THE COST OF PERFORMING BACKGROUND**
14 **INVESTIGATIONS AND OTHER REGULATORY ACTIVITIES;**

15 **(VII) 1% OF ALL GAMING PROCEEDS TO THE PROBLEM**
16 **GAMBLING FUND ESTABLISHED UNDER § 9-1A-33 OF THIS TITLE;**

17 **(VIII) 5% OF ALL GAMING PROCEEDS TO COUNTY GOVERNING**
18 **BODIES, DISTRIBUTED TO EACH COUNTY BASED ON THE COUNTY'S CURRENT FISCAL**
19 **YEAR ENROLLMENT COUNT, AS DEFINED IN § 5-201 OF THE EDUCATION ARTICLE,**
20 **TO BE USED TO ASSIST COUNTIES IN MEETING THEIR EDUCATION FUNDING**
21 **REQUIREMENTS UNDER § 5-235(A) OF THE EDUCATION ARTICLE; AND**

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

24 **(C) (1) (I) EXCEPT AS PROVIDED IN SUBPARAGRAPH (II) OF THIS**
25 **PARAGRAPH, ALL BINGO PROCEEDS FROM ONLINE BINGO SHALL BE**
26 **ELECTRONICALLY TRANSFERRED DAILY INTO THE STATE LOTTERY FUND**
27 **ESTABLISHED UNDER SUBTITLE 1 OF THIS TITLE.**

28 **(II) AN ONLINE BINGO LICENSEE SHALL RETAIN 60% OF THE**
29 **BINGO PROCEEDS RECEIVED BY THE LICENSEE FROM ONLINE BINGO.**

5 (I) 1% OF ALL BINGO PROCEEDS TO THE STATE LOTTERY AND
6 GAMING CONTROL AGENCY FOR THE COST OF PERFORMING BACKGROUND
7 INVESTIGATIONS AND OTHER REGULATORY ACTIVITIES;

10 (III) 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, EACH INTERNET GAMING LICENSEE AND ONLINE BINGO LICENSEE
15 SHALL:

31 (4) PROHIBIT THE USE OF CREDIT CARDS FOR ANY INTERNET
32 GAMING-RELATED OR ONLINE BINGO-RELATED TRANSACTIONS; AND

4 (II) REQUIRE AN INDIVIDUAL TO CERTIFY THAT THE
5 INDIVIDUAL HAS READ THE DISCLOSURE DESCRIBED UNDER ITEM (I) OF THIS ITEM
6 BEFORE ESTABLISHING AN INTERNET GAMING OR ONLINE BINGO ACCOUNT; AND

10 (B) IF A SUSPENSION OF INTERNET GAMING OR ONLINE BINGO ACTIVITY
11 UNDER SUBSECTION (A)(3) OF THIS SECTION IS IMPOSED BY THE ACCOUNT HOLDER
12 FOR AT LEAST 72 HOURS, THE INTERNET GAMING LICENSEE OR ONLINE BINGO
13 LICENSEE MAY NOT SEND GAMING-RELATED E-MAIL TO THE ACCOUNT HOLDER
14 UNTIL THE SUSPENSION EXPIRES.

15 (c) (1) EXCEPT AS PROVIDED IN PARAGRAPH (2) OF THIS SUBSECTION,
16 EACH INTERNET GAMING LICENSEE AND ONLINE BINGO LICENSEE SHALL PROVIDE
17 A MECHANISM BY WHICH AN ACCOUNT HOLDER MAY PERIODICALLY CHANGE THE
18 CONTROLS ON GAMING ACTIVITY IMPOSED BY THE ACCOUNT HOLDER UNDER THIS
19 SECTION.

28 (D) NOTWITHSTANDING A TEMPORARY SUSPENSION OF INTERNET GAMING
29 OR ONLINE BINGO ACTIVITY IMPOSED BY AN ACCOUNT HOLDER UNDER SUBSECTION
30 (A)(3) OF THIS SECTION, THE ACCOUNT HOLDER MAY CONTINUE TO HAVE ACCESS
31 TO THE ACCOUNT AND IS AUTHORIZED TO WITHDRAW FUNDS FROM THE ACCOUNT
32 ON PROPER APPLICATION TO THE INTERNET GAMING LICENSEE OR ONLINE BINGO
33 LICENSEE.

34 (E) (1) THE COMMISSION SHALL ADOPT REGULATIONS THAT ARE
35 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 EXCLUDED FROM ANY INTERNET GAMING OR ONLINE BINGO ACTIVITY LICENSED UNDER THIS SUBTITLE; AND

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

(4) AN INTERNET GAMING LICENSEE OR ONLINE BINGO LICENSEE:

20 (II) MAY PERMIT AN INDIVIDUAL ON THE VOLUNTARY
21 EXCLUSION LIST WHO PREVIOUSLY ESTABLISHED AN INTERNET GAMING ACCOUNT
22 OR ONLINE BINGO ACCOUNT TO ACCESS THE ACCOUNT ONLY FOR THE PURPOSE OF
23 VIEWING AND DOWNLOADING THE INDIVIDUAL'S TRANSACTION HISTORY.

28 (F) AT LEAST ONCE EACH YEAR, EACH INTERNET GAMING LICENSEE AND
29 ONLINE BINGO LICENSEE SHALL REPORT TO THE COMMISSION ON:

1 9-1F-07.

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

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

8 (2) OFFERS OR ALLOWS TO BE OFFERED ANY INTERNET GAME OR
9 ONLINE BINGO THAT HAS BEEN TAMPERED WITH IN A WAY THAT AFFECTS THE ODDS
10 OR THE PAYOUT OF A GAME OR HAS BEEN DISABLED FROM OPERATING ACCORDING
11 TO THE RULES OF THE GAME AS ADOPTED BY THE COMMISSION.

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

17 9-1F-08.

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

21 (1) THE IMPACT OF INTERNET GAMING AND ONLINE BINGO ON
22 PROBLEM GAMBLERS AND GAMBLING ADDICTION IN THE STATE; AND

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

26 9-1F-09.

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

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

4 **9-1F-10.**

5 (A) (1) IN THIS SECTION THE FOLLOWING WORDS HAVE THE MEANINGS
6 INDICATED.

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

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

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

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

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

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

31 (II) DISTRIBUTES VIRTUAL CARDS, DICE, OR OTHER
32 EQUIPMENT TO AUTHORIZED PARTICIPANTS ACCORDING TO THE TABLE GAME OR
33 AUTHORIZED INTERACTIVE GAME; AND

34 (III) MONITORS GAME PACE AND PLAY.

6 (C) AN ONLINE GAMING OPERATOR THAT CONDUCTS AND OPERATES
7 INTERNET GAMING ON BEHALF OF AN INTERNET GAMING LICENSEE MAY USE LIVE
8 STUDIO DEALERS TO ADMINISTER AN AUTHORIZED INTERACTIVE GAME.

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

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

15 9-1F-11.

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

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

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

29 (C) THE COMMISSION MAY ADOPT REGULATIONS UNDER THIS SECTION
30 THAT PROVIDE FOR:

5 (4) RESOLUTION OF PLAYER DISPUTES;

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

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

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

29 (I) UNDER THIS SUBTITLE; OR

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

16 9-1F-12.

17 **ON OR BEFORE DECEMBER 1 EACH YEAR, THE COMMISSION SHALL REPORT**
18 **TO THE GOVERNOR AND, IN ACCORDANCE WITH § 2-1257 OF THIS ARTICLE, THE**
19 **GENERAL ASSEMBLY ON:**

20 (1) THE OPERATION OF INTERNET GAMING AND ONLINE BINGO IN
21 THE STATE; AND

25 9-1F-13.

26 (A) IN THIS SECTION, "FUND" MEANS THE VIDEO LOTTERY FACILITY
27 EMPLOYEE DISPLACEMENT FUND.

28 (B) THERE IS A VIDEO LOTTERY FACILITY EMPLOYEE DISPLACEMENT
29 FUND.

30 (c) THE PURPOSE OF THE FUND IS TO SUPPORT VIDEO LOTTERY FACILITY
31 EMPLOYEES WHO ARE DISPLACED BY THE IMPLEMENTATION OF INTERNET GAMING.

32 (B) THE MARYLAND DEPARTMENT OF LABOR SHALL ADMINISTER THE

1 **FUND.**

2 **(E) (1) THE FUND IS A SPECIAL, NONLAPSING FUND THAT IS NOT**
3 **SUBJECT TO § 7-302 OF THE STATE FINANCE AND PROCUREMENT ARTICLE.**

4 **(2) THE STATE TREASURER SHALL HOLD THE FUND SEPARATELY,**
5 **AND THE COMPTROLLER SHALL ACCOUNT FOR THE FUND.**

6 **(F) THE FUND CONSISTS OF:**

7 **(1) REVENUE DISTRIBUTED TO THE FUND UNDER § 9-1F-05(B)(2)(I)**
8 **OF THIS SUBTITLE;**

9 **(2) MONEY APPROPRIATED IN THE STATE BUDGET TO THE FUND; AND**

10 **(3) ANY OTHER MONEY FROM ANY OTHER SOURCE ACCEPTED FOR**
11 **THE BENEFIT OF THE FUND.**

12 **(G) THE FUND MAY BE USED ONLY:**

13 **(1) FOR ADMINISTRATIVE EXPENSES RELATED TO ADMINISTRATION**
14 **OF THE FUND;**

15 **(2) FOR GRANTS TO FORMER VIDEO LOTTERY FACILITY EMPLOYEES**
16 **DISPLACED BY THE IMPLEMENTATION OF INTERNET GAMING TO OFFSET ANY**
17 **REDUCTION IN THE TAKE-HOME PAY OF THE FORMER EMPLOYEES;**

18 **(3) TO SUPPLEMENT UNEMPLOYMENT INSURANCE PAYMENTS**
19 **RECEIVED BY FORMER VIDEO LOTTERY FACILITY EMPLOYEES DISPLACED BY THE**
20 **IMPLEMENTATION OF INTERNET GAMING;**

21 **(4) TO ESTABLISH JOB TRAINING PROGRAMS FOR FORMER VIDEO**
22 **LOTTERY FACILITY EMPLOYEES DISPLACED BY THE IMPLEMENTATION OF**
23 **INTERNET GAMING; AND**

24 **(5) FOR ANY OTHER PROGRAM ESTABLISHED BY THE MARYLAND**
25 **DEPARTMENT OF LABOR TO ASSIST FORMER VIDEO LOTTERY FACILITY EMPLOYEES**
26 **DISPLACED BY THE IMPLEMENTATION OF INTERNET GAMING.**

27 **(H) (1) THE STATE TREASURER SHALL INVEST THE MONEY OF THE FUND**
28 **IN THE SAME MANNER AS OTHER STATE MONEY MAY BE INVESTED.**

(2) ANY INTEREST EARNINGS OF THE FUND SHALL BE CREDITED TO
THE GENERAL FUND OF THE STATE.

3 **(I) EXPENDITURES FROM THE FUND MAY BE MADE ONLY IN ACCORDANCE**
4 **WITH THE STATE BUDGET.**

5 (J) THE MARYLAND DEPARTMENT OF LABOR SHALL ADOPT REGULATIONS
6 TO IMPLEMENT THIS SECTION.

7 SECTION 2. AND BE IT FURTHER ENACTED, That § 5-235(a) of the Education
8 Article, as enacted by Section 1 of this Act, may not be construed to reduce overall funding
9 appropriated by a county governing body based on that section of law as it existed before
10 the enactment of this Act.

11 SECTION 3. AND BE IT FURTHER ENACTED, That:

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

17 "Do you favor the expansion of commercial gaming in the State of Maryland to
18 authorize Internet gaming and online bingo for the primary purpose of raising revenue for
19 education?"

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

26 SECTION 4. AND BE IT FURTHER ENACTED, That, subject to the provisions of
27 Section 3 of this Act and for the sole purpose of providing for the referendum required by
28 Section 3 of this Act, this Act shall take effect July 1, 2026.