

**CHAPTER 817. INTERACTIVE GAMING LIVE STUDIO—  
TEMPORARY REGULATIONS**

Sec.  
817.1. Live studio simulcasting.

**Authority**

The temporary provisions of this Chapter 817 issued under 4 Pa.C.S. §§ 1202(b)(30) and 13B03(b), unless otherwise noted.

**Source**

The temporary provisions of this Chapter 817 adopted April 27, 2018, effective April 28, 2018, expire April 28, 2020, 48 Pa.B. 2550, unless otherwise noted.

**§ 817.1. Live studio simulcasting.**

(a) An interactive gaming certificate holder or interactive gaming operator licensee shall obtain Board approval to simulcast authorized table games.

(b) An interactive gaming certificate holder or interactive gaming operator licensee shall obtain Board approval for the location of its proposed live simulcast studio.

(c) An entity producing, hosting, offering or otherwise providing live studio services shall be licensed by the Board prior to providing live studio services.

(d) An interactive gaming certificate holder or interactive gaming operator licensee seeking to offer live studio simulcasting, as well as the entity producing, hosting, offering or otherwise providing live studio services, shall adhere to § 465a.9 (relating to surveillance system; surveillance department control; surveillance department restrictions), Chapter 611a (relating to table game minimum training standards) and game approval as set forth in this chapter.

(e) Table game simulcasting must utilize a simulcast control server for the purpose of recording all wagering activity and game results. The simulcast control server must do all of the following:

(1) Provide the player with real time visual access to the live game being played.

(2) Prevent anyone from accessing the wagering outcome prior to finalizing a wager.

(3) Record dealer-verified game results before posting.

(4) Be equipped with a mechanism to void game results, if necessary.

(f) All of the following information, at a minimum, must be readily available on an interactive gaming certificate holder's or interactive gaming operator's skin/web site before a player begins play and at all times during play:

(1) The table number and location.

(2) The table minimum and maximum wagers.

(3) The number of decks used, if applicable.

(4) Dealer actions, if applicable.

- (5) The amount wagered.
- (6) The game outcome.
- (7) Vigorish amount, if applicable.
- (8) Payout odds, when applicable.
- (9) The amount won or lost.

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