

CHAPTER 816a. INTERACTIVE GAMING LIVE STUDIO

Sec.

816a.1. Live studio simulcasting.

816a.2. Submission of game rules for approval.

Authority

The provisions of this Chapter 816a added under 4 Pa.C.S. §§ 1202(b)(30) and 13B02, unless otherwise noted.

Source

The provisions of this Chapter 816a added August 27, 2021, effective August 28, 2021, 51 Pa.B. 5389, unless noted otherwise.

§ 816a.1. Live studio simulcasting.

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

(b) An interactive gaming certificate holder or interactive gaming operator 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 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) A visual display of the location of the table.

(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.

§ 816a.2. Submission of game rules for approval.

(a) Prior to offering a live studio table game authorized under this subpart governing interactive gaming in this Commonwealth, an entity producing, hosting, offering or otherwise providing live studio services shall submit and obtain approval of a Rules Submission which specifies which options the entity producing, hosting, offering or otherwise providing live studio services will use in the conduct of the live studio table game.

(b) The initial Rules Submission for any live studio interactive game and any amendment to the Rules Submission shall be submitted electronically to the Bureau of Gaming Operations using the form specified on the Board's web site at www.gamingcontrolboard.pa.gov.

(c) An entity producing, hosting, offering or otherwise providing live studio services may implement the provisions in a Rules Submission upon receipt of written notice of approval from the Board's Executive Director or on the 15th calendar day following the filing of the Rules Submission unless the entity producing, hosting, offering or otherwise providing live studio services receives written notice under subsection (d) tolling the Rules Submission or written notice of disapproval from the Board's Executive Director.

(d) If during the 15-day review period in subsection (c) the Bureau of Gaming Operations determines that a provision in the Rules Submission is inconsistent with the regulations for the conduct of that interactive game, the Bureau of Gaming Operations, by written notice to the entity producing, hosting, offering or otherwise providing live studio services, will:

- (1) Specify the nature of the inconsistency and, when possible, an acceptable alternative procedure.
- (2) Direct that the 15-calendar day review period in subsection (c) be tolled and that the Rules Submission not be implemented until approved under subsection (e).

(e) When a Rules Submission has been tolled under subsection (d), the entity producing, hosting, offering or otherwise providing live studio services may submit a revised Rules Submission within 15 days of receipt of the written notice from the Bureau of Gaming Operations. The entity producing, hosting, offering or otherwise providing live studio services may implement the revised Rules Submission upon receipt of written notice of approval from the Board's Executive Director or on the 15th calendar day following the filing of the revised Rule Submission unless the entity producing, hosting, offering or otherwise providing live

studio services receives written notice under subsection (d) tolling the revised Rules Submission or written notice of disapproval from the Board's Executive Director.

(f) The current version of each Rules Submission of an entity producing, hosting, offering or otherwise providing live studio services shall be maintained and made available in electronic form through secure computer access to the internal audit and surveillance departments of the entity producing, hosting, offering or otherwise providing live studio services and the Board's casino compliance representatives and other Board employees. Each page of the Rules Submission must indicate the date on which it was approved by the Board's Executive Director.

(g) An entity producing, hosting, offering or otherwise providing live studio services shall maintain a copy, either in paper or electronic form, of any superseded Rules Submission for a minimum of 5 years.

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