

CHAPTER 818. INTERACTIVE GAMING COMMENCEMENT OF OPERATIONS—TEMPORARY REGULATIONS

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Authority

The temporary provisions of this Chapter 818 issued under 4 Pa.C.S. §§ 1202(b)(30) and 13B03(b), unless otherwise noted.

Source

The temporary provisions of this Chapter 818 adopted May 4, 2018, effective May 5, 2018, expire May 5, 2020, 48 Pa.B. 2631, unless otherwise noted.

§ 818.1. Definitions.

The following terms, when used in this chapter, have the following meaning, unless the context clearly indicates otherwise:

Remote game server or remote game content—Interactive gaming system hardware and software separate from that which comprises the gaming platform which allows access to games or may drive the features common to game offerings, game configurations, random number generators, reporting, and the like. The registered player initially communicates directly with the interactive gaming platform which can be integrated with one or more remote game servers or include remote game content, or both.

§ 818.2. Commencement of operations generally.

(a) Prior to the commencement of interactive gaming operations, an interactive gaming certificate holder or interactive gaming operator licensee shall submit all of the following:

- (1) Documentation verifying the platform and related information to include all of the following:
 - (i) Platform version number.
 - (ii) A list of all submitted games.
 - (iii) Documentation listing the entity that created the submitted games.
 - (iv) Certification that the system operates in accordance with Commonwealth law and regulations.
 - (v) A list of all critical files within the interactive gaming system.
 - (vi) A list of any remote game content providers that will work in conjunction with the submitted platform.
- (2) Testing results for the platform as well as all games.

- (3) Documentation that provides a detailed overview of the interactive gaming system including system architecture, encryption methods utilized, user roles and permission settings, configuration settings, and logical and physical security.
- (4) Documentation that provides an overview of the random number generator which must include a method that allows for extraction of the random number generator values for statistical analysis
- (5) A list of devices that will work in conjunction with the submitted platform.
- (6) Details regarding the location and security standards for the primary and secondary equipment as well as data warehouses, data safes and other system related equipment.
- (7) Copies of signed contracts between the interactive gaming certificate holder or interactive gaming operator licensee and any third party integrating with the submitted platform.
- (8) Documentation demonstrating, to the satisfaction of Board staff, implementation of all accounting and internal controls governing all of the following:
 - (i) Age and identity verification procedures.
 - (ii) Geolocation compliance.
 - (iii) Procedures on establishing and maintaining player accounts.
 - (iv) Procedures for ensuring player confidentiality.
 - (v) Procedures for ensuring accurate and timely submission of revenue and tax information to the Department.
 - (vi) Procedures governing player complaints.
 - (vii) Procedures for compiling and maintaining all requisite reports and logs.
 - (viii) Procedures regarding player protection, including implementation of compulsive and problem gambling and self-exclusion links on the certificate holder's web site.
- (b) Prior to commencement of operations, the interactive gaming certificate holder's or interactive gaming operator's employees required to be licensed or permitted by the Board shall be appropriately licensed or permitted and trained in the performance of their responsibilities.
- (c) Prior to commencement of operations, the interactive gaming certificate holder or interactive gaming operator licensee shall ensure that new and existing employees of the certificate holder and interactive gaming operator licensee are regularly informed about the restrictions on placing wagers by the interactive gaming sites offered by or associated with the interactive certificate holder.
- (d) Prior to commencement of operations, the interactive gaming certificate holder or interactive gaming operator licensee shall have successfully completed a test period.

(e) The Board will establish a commencement date upon which interactive gaming may commence in this Commonwealth.

(f) All interactive gaming certificate holders and interactive gaming operator licensees shall commence operations on the date established by the Board unless granted an extension by the Board, upon a showing of good cause by the interactive gaming certificate holder or interactive gaming operator licensee, up to 12 months from that date. Failure to commence interactive gaming operations within the time directed by the Board may result in administrative sanctions up to and including revocation of the certificate or license to operate interactive gaming in this Commonwealth.

Cross References

This section cited in 58 Pa. Code § 830.11 (relating to commencement of multiuse computing device gaming).

§ 818.3. Interactive gaming skins.

(a) Under the act, the Board may issue an interactive gaming certificate to slot machine licensees to conduct interactive gaming in this Commonwealth, directly or through an interactive gaming operator licensee acting on behalf of the interactive gaming certificate holder pursuant to the terms of an interactive gaming agreement that has been approved by the Board. For purposes of this subpart, “slot machine licensee” includes all Category 1, 2 and 3 slot machine licensees, and eligible qualified gaming entities.

(b) Under the act, the Board may authorize interactive gaming certificate holders or interactive gaming operator licensees operating an interactive gaming system on behalf of an interactive gaming certificate holder to deploy interactive gaming skins or interactive gaming web sites, including through mobile applications, to facilitate the conduct of interact gaming activities for registered players in this Commonwealth or registered players in any other state or jurisdiction which the Commonwealth has entered into an interactive gaming reciprocal agreement.

(c) Interactive gaming operator licensees are not permitted to offer interactive games in this Commonwealth independent from an interactive gaming certificate holder and the interactive gaming certificate holder’s webpage or the webpage of an entity within the interactive gaming certificate holder’s organizational structure.

(d) Interactive gaming certificate holders and interactive gaming operator licensees acting on behalf of an interactive gaming certificate holder may only offer interactive gaming in this Commonwealth through the interactive gaming certificate holder’s webpage or mobile application or the webpage or mobile applicaion of an entity within the interactive gaming certificate holder’s organizational structure.

(e) Interactive gaming certificate holders and interactive gaming operator licensees operating an interactive gaming system on behalf of an interactive gaming certificate holder shall obtain Board approval of all interactive gaming skins operated on behalf of the interactive gaming certificate holder for purposes of conducting interactive gaming in this Commonwealth.

(f) To ensure compliance with the act:

(1) A slot machine licensee or eligible qualified gaming entity shall petition for and obtain its own interactive gaming certificate to operate interactive gaming operations in this Commonwealth.

(2) All interactive gaming webpages, web sites, skins or mobile applications must, at all times, clearly identify the interactive gaming certificate holder or an entity within the interactive gaming certificate holder's organizational structure on the display screen visible to players.

(g) Nothing in this section is intended to prohibit interactive gaming certificate holders from entering into interactive gaming operation agreements with multiple licensed interactive gaming operators to offer interactive games the Board has authorized the interactive gaming certificate holder to conduct.

(h) Nothing in this section is intended to prohibit interactive gaming operator licensees from entering into interactive gaming operation agreements with multiple interactive gaming certificate holders to offer interactive games the Board has authorized the interactive gaming certificate holder to conduct.

(i) Nothing in this section is intended to prohibit interactive gaming certificate holders or interactive gaming operator licensees operating an interactive gaming system on behalf of an interactive gaming certificate holder from conducting interactive gaming utilizing players registered in other jurisdictions with which the Commonwealth has entered into a reciprocal agreement permitting interstate interactive gaming.

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