

UNOFFICIAL COPY OF HOUSE BILL 1319

HOUSE BILL 1319

C7

4lr2107

By: **Delegate Atterbeary**

Introduced and read first time: February 9, 2024

Assigned to: Ways and Means

A BILL ENTITLED

1 AN ACT concerning

2 **Internet Gaming - 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 operations in the State; requiring the Commission to regulate
6 Internet gaming and the conduct of Internet gaming in the State; authorizing the
7 Governor, on recommendation of the Commission, to enter into certain
8 multijurisdictional Internet gaming agreements with certain other governments,
9 subject to certain limitations; submitting this Act to a referendum of the qualified
10 voters of the State; and generally relating to Internet gaming.

BY repealing and reenacting, without amendments,

Article - Economic Development

Section 5-1501(a)

Annotated Code of Maryland

(2018 Replacement Volume and 2023 Supplement)

BY repealing and reenacting, with amendments,

Article - Economic Development

Section 5-1505(b)(1)(i)

Annotated Code of Maryland

(2018 Replacement Volume and 2023 Supplement)

11 BY repealing and reenacting, without amendments,

12 Article - Education

13 Section 5-206(b)

14 Annotated Code of Maryland

15 (2022 Replacement Volume and 2023 Supplement)

16 BY repealing and reenacting, with amendments,

17 Article - Education

18 Section 5-206(f)

19 Annotated Code of Maryland

20 (2022 Replacement Volume and 2023 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 2023 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 2023 Supplement)

21 BY adding to

22 Article - State Government

23 Section 9-1F-01 through ~~9-1F-11~~ 9-1F-12 to be under the new subtitle "Subtitle 1F. Internet

24 Gaming"
25 Annotated Code of Maryland
26 (2021 Replacement Volume and 2023 Supplement)

27 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND,

2

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1 That the Laws of Maryland read as follows:

Article - Economic Development

5-1501.

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

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

2

Article - Education

3 5-206.

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

5 (f) The Fund consists of:

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

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

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

12

Article - State Government9-1A-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] §§ 9-1A-27 AND 9-1F-05 of this subtitle.

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] §§ 9-1A-27 AND 9-1F-05 of this subtitle for the first 16 years of operations at each video lottery facility.

13

SUBTITLE 1F. INTERNET GAMING.14 **9-1F-01.**

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

17 (B) **"COMMISSION" MEANS THE STATE LOTTERY AND GAMING CONTROL**
18 **COMMISSION.**

19 (C) **"ECONOMICALLY DISADVANTAGED AREA" MEANS A GEOGRAPHIC AREA,**
20 **IDENTIFIED BY THE COMMISSION, THAT MEETS THREE OR MORE OF THE**
21 **FOLLOWING CRITERIA:**

22 (1) **HAS A MEDIAN INCOME RATE THAT IS 80% OR LESS OF THE**

23 AVERAGE MEDIAN HOUSEHOLD INCOME OF THE ~~STATE~~ STATE WITHIN WHICH THE GEOGRAPHIC AREA IS
LOCATED;

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

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

28 (4) HAS A SUPPLEMENTAL NUTRITION ASSISTANCE PLAN

3

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1 PARTICIPATION RATE THAT IS AT LEAST 150% OF THE SUPPLEMENTAL NUTRITION
 2 ASSISTANCE PLAN PARTICIPATION RATE OF THE ~~STATE~~ STATE WITHIN WHICH THE GEOGRAPHIC AREA IS
 LOCATED; AND

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

5 (D) "INTERNET GAMING" MEANS CASINO-STYLE GAMING THROUGH AN
 6 ONLINE GAMING SYSTEM:

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

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

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

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

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

17 ~~(H)~~ (H) (1) "PERSONAL NET WORTH" MEANS THE NET VALUE OF THE ASSETS
 18 HELD BY AN INDIVIDUAL, INCLUDING THE INDIVIDUAL'S SHARE OF ASSETS HELD
 19 JOINTLY OR AS COMMUNITY PROPERTY WITH THE INDIVIDUAL'S SPOUSE, AFTER
 20 TOTAL LIABILITIES ARE DEDUCTED.

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

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

24 (II) THE INDIVIDUAL'S EQUITY IN THE INDIVIDUAL'S PRIMARY
 25 PLACE OF RESIDENCE;

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

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

30 ~~(I)~~ (I) "PROCEEDS" MEANS THE AMOUNT OF MONEY BET ON INTERNET

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1 GAMING, LESS:

2 (1) THE AMOUNT RETURNED TO SUCCESSFUL PLAYERS;

3 (2) THE CASH EQUIVALENTS OF ANY MERCHANDISE OR THING OF
4 VALUE AWARDED AS A PRIZE TO SUCCESSFUL PLAYERS; AND

5 ~~(3) (H) THROUGH THE FIRST YEAR OF OPERATION OF AN INTERNET~~
6 ~~GAMING LICENSEE, FREE PLAY AND PROMOTIONAL CREDITS REDEEMED BY~~
7 ~~PLAYERS; AND~~

8 ~~(H) FOLLOWING THE FIRST YEAR OF OPERATION OF AN~~
9 ~~INTERNET GAMING LICENSEE, 20% OF FREE PLAY AND PROMOTIONAL CREDITS~~
10 ~~REDEEMED BY PLAYERS.~~

(3) THROUGH THE FIRST FIVE YEARS OF OPERATION OF AN INTERNET
GAMING LICENSEE:

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

(II) IF THE INTERNET GAMING LICENSEE'S PROCEEDS IS AT LEAST
\$4,000,000 BUT DOES NOT EXCEED \$8,000,000 DURING THE IMMEDIATELY PRECEDING
YEAR OF OPERATION, 31.25% OF FREE PLAY AND PROMOTIONAL CREDITS REDEEMED BY
PLAYERS;

(III) IF THE INTERNET GAMING LICENSEE'S PROCEEDS IS AT LEAST
\$8,000,000 BUT DOES NOT EXCEED \$10,000,000 DURING THE IMMEDIATELY PRECEDING
YEAR OF OPERATION, 27.5% OF FREE PLAY AND PROMOTIONAL CREDITS REDEEMED BY
PLAYERS;

(IV) IF THE INTERNET GAMING LICENSEE'S PROCEEDS IS AT LEAST
\$10,000,000 BUT DOES NOT EXCEED \$12,000,000 DURING THE IMMEDIATELY PRECEDING
YEAR OF OPERATION, 23.75% OF FREE PLAY AND PROMOTIONAL CREDITS REDEEMED BY
PLAYERS; OR

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

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

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

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

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

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

(K) "VIDEO LOTTERY FACILITY" HAS THE MEANING STATED IN § 9-1A-01
OF THIS TITLE.

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

11 **9-1F-02.**

12 **(A) (1) THIS SUBTITLE AUTHORIZES AN INTERNET GAMING LICENSEE TO**
13 **CONDUCT AND OPERATE INTERNET GAMING IN THE STATE AS PROVIDED IN THIS**
14 **SUBTITLE.**

15 **(2) AN INTERNET GAMING LICENSEE MAY ENTER INTO AN**
16 **AGREEMENT WITH UP TO ONE ~~OPERATOR TO CONDUCT AND OPERATE INTERNET~~**
17 **~~GAMING ON BEHALF OF THE LICENSEE~~ INTERNET GAMING OPERATOR.**

18 **(B) EXCEPT AS OTHERWISE PROVIDED IN THIS SUBTITLE, THE COMMISSION**
19 **SHALL REGULATE INTERNET GAMING AND THE CONDUCT OF INTERNET GAMING TO**
20 **THE SAME EXTENT THAT THE COMMISSION REGULATES THE OPERATION OF VIDEO**
21 **LOTTERY TERMINALS AND TABLE GAMES UNDER SUBTITLE 1A OF THIS TITLE AND**
22 **MOBILE SPORTS WAGERING UNDER SUBTITLE 1E OF THIS TITLE.**

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

(D) (1) THE FOLLOWING PERSONS SHALL BE LICENSED UNDER THIS SUBTITLE:

(I) A PERSON THAT CONDUCTS INTERNET GAMING;

(II) A PERSON THAT CONDUCTS INTERNET GAMING ON BEHALF OF AN INTERNET GAMING LICENSEE, INCLUDING AN INTERNET GAMING OPERATOR;

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

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

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

(2) THE COMMISSION MAY BY REGULATION REQUIRE A PERSON THAT CONTRACTS WITH A LICENSEE AND THE PERSON'S EMPLOYEES TO OBTAIN A LICENSE UNDER THIS SUBTITLE IF THE COMMISSION DETERMINES THAT THE LICENSING REQUIREMENTS ARE NECESSARY IN ORDER TO PROTECT THE PUBLIC INTEREST AND ACCOMPLISH THE POLICIES ESTABLISHED BY THIS SUBTITLE.

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

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

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

(II) A JURISDICTION DESIGNATED AS A STATE SPONSOR OF

TERRORISM BY THE UNITED STATES; OR

(III) A JURISDICTION IN WHICH ONLINE CASINO GAMING PROHIBITED AND THE REVENUE IS DERIVED FROM ONLINE CASINO GAMING IN THAT JURISDICTION.

(2) IF AT ANY TIME DURING THE LICENSURE OF A PERSON DESCRIBED UNDER SUBSECTION (D)(1)(II) OR (IV) OF THIS SECTION THE COMMISSION DETERMINES THAT THE LICENSE HOLDER OR ANY OF THE LICENSE HOLDER'S AFFILIATES, INCLUDING AN ENTITY UNDER COMMON CONTROL, IS KNOWINGLY ACCEPTING REVENUE THAT IS DIRECTLY OR INDIRECTLY DERIVED FROM A JURISDICTION DESCRIBED UNDER PARAGRAPH (1) OF THIS SUBSECTION, THE COMMISSION MAY REVOKE THE LICENSE OF THE LICENSE HOLDER IF THE COMMISSION DETERMINES THAT, AFTER NOTICE AND OPPORTUNITY FOR A HEARING, IT WOULD FURTHER THE PUBLIC INTEREST TO DISCONTINUE THE OPERATIONS OF THE LICENSE HOLDER WITHIN THE STATE.

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

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

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

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

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

29 ~~(D)~~ (F) THE COMMISSION SHALL ADOPT REGULATIONS THAT ESTABLISH:

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

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1 (2) STANDARDS, PROCEDURES, AND RULES THAT GOVERN THE
2 CONDUCT AND OPERATION OF INTERNET GAMING; AND

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

5 9-1F-03.

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

12 (B) (1) (I) SUBJECT TO ~~THE LIMITATIONS~~ SUBPARAGRAPH (IV) OF THIS
SUBSECTION, THE
13 COMMISSION MAY ISSUE AN INTERNET GAMING LICENSE TO:

1. A VIDEO LOTTERY OPERATOR;

2. THE HOLDER OF A SPORTS WAGERING FACILITY LICENSE
DESCRIBED UNDER § 9-1E-06(A)(2)(i)2 OR 3; AND

3. APPLICANTS THAT:

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

B. EMPLOYED ON DECEMBER 31, 2023, AND CONTINUE TO
EMPLOY, AT LEAST 250 EMPLOYEES IN THE STATE ON A FULL-TIME OR FULL-TIME
EQUIVALENT BASIS;

C. DURING THE PERIOD BETWEEN JANUARY 1, 2018, AND
ENDING ON DECEMBER 31, 2023, FILED AN APPLICATION OR RENEWAL APPLICATION TO OWN
AN EQUITY INTEREST OF AT LEAST 5% IN A VIDEO LOTTERY OPERATOR AND WERE FOUND BY
THE COMMISSION TO BE QUALIFIED;

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

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

(ii) 1. THE COMMISSION MAY AWARD A VIDEO
LOTTERY OPERATOR AN ADDITIONAL INTERNET GAMING LICENSE IF, AT THE TIME OF
APPLICATION FOR A LICENSE UNDER PARAGRAPH (1)(i)1. OF THIS SUBSECTION, THE VIDEO
LOTTERY OPERATOR CONCURRENTLY APPLIES FOR A LICENSE THAT THE VIDEO LOTTERY OPERATOR
AGREES TO OPERATE IN PARTNERSHIP WITH SOCIAL EQUITY APPLICANTS WHO DEMONSTRATE
DIRECT OR INDIRECT OWNERSHIP OF AT LEAST 33% IN A JOINT VENTURE.

2. IF A VIDEO LOTTERY OPERATOR APPLIES FOR A LICENSE IN
ACCORDANCE WITH SUBSUBPARAGRAPH 1 OF THIS SUBPARAGRAPH, THE COMMISSION MAY
AWARD THE VIDEO LOTTERY OPERATOR AN ADDITIONAL LICENSE THAT THE VIDEO LOTTERY
OPERATOR MAY OPERATE SUBJECT TO SUBPARAGRAPH (IV) OF THIS PARAGRAPH.

3. IF THE SOCIAL EQUITY APPLICANT WITH WHOM THE VIDEO LOTTERY OPERATOR AGREES TO PARTNER IN ACCORDANCE WITH SUBSUBPARAGRAPH 1 OR 2 OF THIS SUBPARAGRAPH IS THE HOLDER OF A SPORTS WAGERING FACILITY LICENSE DESCRIBED UNDER § 9-1E-06(A)(2)(I)2 OR 3, THE HOLDER OF THE SPORTS WAGERING FACILITY LICENSE DESCRIBED UNDER § 9-1E-06(A)(2)(I)2 OR 3 MAY NOT APPLY FOR A LICENSE IN ACCORDANCE WITH SUBPARAGRAPH (I)2 OF THIS PARAGRAPH.

(III) 1. IF A VIDEO LOTTERY OPERATOR THAT IS ELIGIBLE TO RECEIVE AN INTERNET GAMING LICENSE UNDER SUBPARAGRAPH (I) OF THIS PARAGRAPH FAILS TO APPLY FOR A LICENSE FOR WHICH THE ENTITY IS POTENTIALLY ELIGIBLE, INCLUDING THE ADDITIONAL LICENSES DESCRIBED UNDER SUBPARAGRAPH (II) OF THIS PARAGRAPH, THE COMMITTEE MAY ISSUE THE OTHERWISE AVAILABLE INTERNET GAMING LICENSES THROUGH TWO COMPETITIVE LICENSING ROUNDS TO ~~NOT MORE THAN 12 INTERNET GAMING LICENSES~~ TO APPLICANTS THAT MEET THE REQUIREMENTS FOR AN INTERNET GAMING LICENSE UNDER THIS SUBTITLE.

2. IN ADDITION TO THE LICENSES DESCRIBED UNDER SUBSUBPARAGRAPH 1 OF THIS SUBPARAGRAPH, THE COMMISSION MAY ISSUE 5 INTERNET GAMING LICENSES THROUGH TWO COMPETITIVE LICENSING ROUNDS TO APPLICANTS THAT MEET THE REQUIREMENTS FOR AN INTERNET GAMING LICENSE UNDER THIS SUBTITLE.

3. THE FIRST ROUND OF APPLICATIONS FOR LICENSES DESCRIBED UNDER SUBSUBPARAGRAPHS 1 AND 2 OF THIS SUBPARAGRAPH SHALL BE AVAILABLE TO APPLICANTS THAT DEMONSTRATE DIRECT OR INDIRECT OWNERSHIP OF AT LEAST 33% BY SOCIAL EQUITY APPLICANTS.

4. IF ANY LICENSES DESCRIBED UNDER SUBSUBPARAGRAPHS 1 AND 2 OF THIS PARAGRAPH REMAIN AVAILABLE AFTER THE FIRST ROUND OF APPLICATIONS DESCRIBED UNDER SUBSUBPARAGRAPH 3 OF THIS SUBPARAGRAPH, THE REMAINING LICENSES SHALL BE AVAILABLE TO APPLICANTS WHO SATISFY THE REQUIREMENTS UNDER SUBPARAGRAPH (IV) OF THIS PARAGRAPH.

~~(II)~~ (IV) 1. EXCEPT AS PROVIDED UNDER SUBSUBPARAGRAPH 2 OF THIS SUBPARAGRAPH, THE COMMISSION MAY NOT ~~AWARD~~ ISSUE A LICENSE TO AN APPLICANT THAT HAS NOT DEMONSTRATED DIRECT OR INDIRECT OWNERSHIP OF AT LEAST 5% BY INDIVIDUALS ~~WHOSE PERSONAL NET WORTH DOES NOT EXCEED AN AMOUNT DETERMINED BY THE COMMISSION TO ENCOURAGE DIVERSITY, EQUITY, AND INCLUSION IN THE INTERNET GAMING INDUSTRY~~ WHO ARE SOCIAL EQUITY APPLICANTS.

2. THE COMMISSION MAY ~~AWARD~~ ISSUE A LICENSE TO AN APPLICANT THAT, IN LIEU OF THE OWNERSHIP REQUIREMENT DESCRIBED UNDER SUBSUBPARAGRAPH 1 OF THIS SUBPARAGRAPH, HAS ESTABLISHED A PROFIT-SHARING AGREEMENT WITH NONMANAGEMENT EMPLOYEES ~~WHOSE PERSONAL NET WORTH DOES NOT EXCEED AN AMOUNT DETERMINED BY THE COMMISSION TO ENCOURAGE DIVERSITY, EQUITY, AND INCLUSION IN THE INTERNET GAMING INDUSTRY~~ WHO WOULD OTHERWISE QUALIFY AS SOCIAL EQUITY APPLICANTS.

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

~~(III)~~ (VI) IN ADDITION TO ANY OTHER FACTORS ESTABLISHED BY THE COMMISSION BY REGULATION TO ENSURE COMPLIANCE WITH THIS SUBTITLE, THE COMMISSION SHALL REVIEW APPLICATIONS FOR INTERNET GAMING LICENSES UNDER SUBPARAGRAPH (II) OF THIS PARAGRAPH BASED ON:

1. THE PERCENTAGE OF OWNERSHIP BY INDIVIDUALS ~~WHOSE PERSONAL NET WORTH DOES NOT EXCEED THE LIMITATION DESCRIBED UNDER SUBPARAGRAPH (II) OF THIS PARAGRAPH~~ WHO ARE SOCIAL EQUITY APPLICANTS;

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1 ~~2. THE PERCENTAGE OF PROCEEDS THAT THE~~
 2 ~~APPLICANT PROPOSES TO RETAIN, NOT TO EXCEED;~~

3 ~~A. 80% OF THE PROCEEDS FROM LIVE DEALER GAMES~~
 4 ~~CONDUCTED IN ACCORDANCE WITH § 9-1F-10 OF THIS SUBTITLE; AND~~

5 ~~B. 45% OF PROCEEDS FROM ALL OTHER INTERNET~~
 6 ~~GAMING;~~

7 ~~3. 2. THE APPLICANT'S FINANCIAL STABILITY,~~
 8 ~~RESOURCES, INTEGRITY, AND BUSINESS ABILITY AND ACUMEN;~~

9 ~~4. 3. THE APPLICANT'S WORKFORCE DEVELOPMENT~~
 10 ~~PLANS FOR INTERNET GAMING INDUSTRY EMPLOYEES IN THE STATE;~~

11 ~~5. 4. THE APPLICANT'S PLANS FOR EMPLOYING~~
 12 ~~INDIVIDUALS IN THE INTERNET GAMING INDUSTRY WHO RESIDE IN ECONOMICALLY~~
 13 ~~DISADVANTAGED AREAS; AND~~

14 ~~6. 5. THE APPLICANT'S RESPONSIBLE GAMING PROGRAMS~~
 15 ~~AND AN EFFECTIVE GOVERNANCE AND COMPLIANCE PROGRAM.~~

16 (2) (i) THE COMMISSION MAY CONTRACT WITH A CONSULTANT TO
 17 ASSIST THE COMMISSION WITH THE DEVELOPMENT OF AN INTERNET GAMING
 18 LICENSE APPLICATION AND THE REVIEW OF APPLICANTS.

19 (ii) AS PART OF THE REVIEW OF AN APPLICATION FOR AN
 20 INTERNET GAMING LICENSE, THE COMMISSION SHALL DETERMINE WHETHER THE
 21 ISSUANCE OF A LICENSE TO THE APPLICANT SERVES THE PUBLIC INTEREST.

22 (3) (i) 1. THE INITIAL LICENSE FEE FOR AN INTERNET GAMING
 23 LICENSE IS EQUAL TO \$1,000,000.

24 2. THE COMMISSION MAY AUTHORIZE THE PAYMENT OF
 25 THE FEE REQUIRED UNDER SUBSUBPARAGRAPH 1 OF THIS SUBPARAGRAPH IN
 26 SEPARATE INSTALLMENTS.

27 (ii) THE TERM OF AN INTERNET GAMING LICENSE IS 5 YEARS.

28 (4) (i) ON APPLICATION BY AN INTERNET GAMING LICENSEE AND
 29 PAYMENT OF A LICENSE RENEWAL FEE UNDER SUBPARAGRAPH (ii) OF THIS
 30 PARAGRAPH, THE COMMISSION SHALL RENEW FOR 5 YEARS AN INTERNET GAMING

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1 LICENSE IF THE LICENSEE COMPLIES WITH ALL STATUTORY AND REGULATORY
2 REQUIREMENTS.

3 (II) THE LICENSE RENEWAL FEE IS EQUAL TO 1% OF THE
4 INTERNET GAMING LICENSEE'S AVERAGE ANNUAL PROCEEDS RETAINED BY THE
5 LICENSEE UNDER § 9-1F-05(B)(1)(II) OF THIS SUBTITLE FOR THE PRECEDING
6 3-YEAR PERIOD.

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

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

13 (2) 1% TO THE PROBLEM GAMBLING FUND ESTABLISHED UNDER §
14 9-1A-33 OF THIS TITLE; AND

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

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

25 ~~(1)~~ (1) WAIVE SOME OR ALL OF THE REQUIREMENTS OF THIS
26 ~~SUBTITLE SECTION~~; AND

27 ~~(2)~~ (2) ISSUE A LICENSE TO THAT APPLICANT.

28 ~~(2)~~ ~~(1)~~ ~~EXCEPT AS PROVIDED IN PARAGRAPH (3) OF THIS~~
29 ~~SUBSECTION, ON THE REQUEST OF AN APPLICANT, THE COMMISSION MAY GRANT AN~~
30 ~~EXEMPTION OR A WAIVER OF A LICENSING REQUIREMENT OR GROUNDS FOR DENIAL~~
31 ~~OF A LICENSE IF THE COMMISSION DETERMINES THAT THE REQUIREMENT OR~~
32 ~~GROUNDS FOR DENIAL OF A LICENSE AS APPLIED TO THE APPLICANT ARE NOT~~
33 ~~NECESSARY TO PROTECT THE PUBLIC INTEREST OR ACCOMPLISH THE POLICIES~~
34 ~~ESTABLISHED BY THIS SUBTITLE.~~

35 ~~(1)~~ (1) ON GRANTING AN APPLICANT AN EXEMPTION OR A WAIVER

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~~1 UNDER THIS PARAGRAPH, OR AT ANY TIME AFTER AN EXEMPTION OR A WAIVER HAS
2 BEEN GRANTED, THE COMMISSION MAY:~~

~~3 1. LIMIT OR PLACE RESTRICTIONS ON THE EXEMPTION
4 OR WAIVER AS THE COMMISSION CONSIDERS NECESSARY IN THE PUBLIC INTEREST;
5 AND~~

~~6 2. REQUIRE THE PERSON THAT IS GRANTED THE
7 EXEMPTION OR WAIVER TO COOPERATE WITH THE COMMISSION AND TO PROVIDE
8 THE COMMISSION WITH ANY ADDITIONAL INFORMATION REQUIRED BY THE
9 COMMISSION AS A CONDITION OF THE WAIVER OR EXEMPTION.~~

~~10 (3) EXCEPT AS PROVIDED UNDER THIS SUBTITLE OR IN REGULATION,
11 THE COMMISSION MAY NOT WAIVE A REQUIREMENT UNDER PARAGRAPH (1) OR
12 PARAGRAPH (2) OF THIS SUBSECTION THAT RELATES TO MINORITY BUSINESS
13 ENTERPRISE PARTICIPATION GOALS AND PROCEDURES ESTABLISHED UNDER §
14 9-1F-04(B) OF THIS SUBTITLE.~~

15 (E) (1) WITHIN 30 DAYS AFTER THE AWARD ISSUANCE OF AN INTERNET GAMING
16 LICENSE, THE INTERNET GAMING LICENSEE SHALL SUBMIT TO THE COMMISSION A
17 DIVERSITY PLAN THAT DESCRIBES THE STEPS THAT THE LICENSEE WILL TAKE TO
18 PROMOTE MEANINGFUL DIVERSITY AMONG ITS OWNERS, INVESTORS, MANAGERS,
19 EMPLOYEES, AND CONTRACTORS AND TO PROMOTE EQUALITY OF OPPORTUNITY.

20 (2) EACH INTERNET GAMING LICENSEE SHALL MAKE GOOD FAITH
21 EFFORTS TO MEET THE DIVERSITY OBJECTIVES OUTLINED IN THE DIVERSITY PLAN
22 SUBMITTED UNDER PARAGRAPH (1) OF THIS SUBSECTION AND REPORT TO THE
23 COMMISSION ANY NECESSARY METRICS TO MEASURE PROGRESS IN MEETING THOSE
24 OBJECTIVES.

25 (3) THE COMMISSION MAY MAKE THE DIVERSITY PLANS AND
26 METRICS SUBMITTED IN ACCORDANCE WITH THIS SUBSECTION AVAILABLE TO THE
27 PUBLIC.

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

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

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1 9-1F-04.

2 (A) AN INTERNET GAMING LICENSEE:

3 (1) SHALL:

4 (I) COMPLY WITH ALL STATE AND FEDERAL DATA PRIVACY AND SECURITY
5 LAWS; AND6 (II) MAINTAIN ALL INTERNET GAMING DATA SECURELY FOR AT
7 LEAST 5 YEARS;(III) ONLY AUTHORIZE INDIVIDUALS WHO ARE AT LEAST 21 YEARS OF
AGE TO ENGAGE IN INTERNET GAMING; AND(IV) VERIFY AN INDIVIDUAL'S AGE AND IDENTITY AT THE TIME OF
INTERNET GAMING ACCOUNT ESTABLISHMENT AND PERIODICALLY REVERIFY THE
INDIVIDUAL'S IDENTITY; AND

8 (2) MAY NOT:

9 (I) SHARE ANY PERSONALLY IDENTIFIABLE INFORMATION
10 WITH ANY THIRD PARTIES WITHOUT PERMISSION, EXCEPT AS NEEDED TO OPERATE
11 INTERNET GAMING, ADMINISTER THE LICENSEE'S OBLIGATIONS UNDER THIS
12 SUBTITLE, AND SUPPORT PROBLEM GAMBLING INITIATIVES;13 (II) TARGET ADVERTISING TO INDIVIDUALS WHO ARE
14 PROHIBITED FROM PARTICIPATING IN GAMBLING ACTIVITIES UNDER THIS TITLE
15 AND OTHER AT-RISK INDIVIDUALS; OR

16 (III) ENGAGE IN ANY FALSE OR DECEPTIVE ADVERTISING.

17 (B) (1) THE FINDINGS AND EVIDENCE RELIED ON BY THE GENERAL
18 ASSEMBLY FOR THE CONTINUATION OF THE MINORITY BUSINESS ENTERPRISE
19 PROGRAM UNDER TITLE 14, SUBTITLE 3 OF THE STATE FINANCE AND
20 PROCUREMENT ARTICLE ARE INCORPORATED IN THIS SUBSECTION.21 (2) TO THE EXTENT PRACTICABLE AND AUTHORIZED BY THE UNITED
22 STATES CONSTITUTION, AN INTERNET GAMING LICENSEE SHALL COMPLY WITH THE
23 STATE'S MINORITY BUSINESS ENTERPRISE PROGRAM.24 (3) (I) WITHIN 6 MONTHS AFTER THE ISSUANCE OF AN INTERNET
25 GAMING LICENSE UNDER THIS SUBTITLE, THE GOVERNOR'S OFFICE OF SMALL,
26 MINORITY, AND WOMEN BUSINESS AFFAIRS, IN CONSULTATION WITH THE OFFICE
27 OF THE ATTORNEY GENERAL AND THE INTERNET GAMING LICENSEE, SHALL
28 ESTABLISH A CLEAR PLAN FOR SETTING REASONABLE AND APPROPRIATE MINORITY
29 BUSINESS ENTERPRISE PARTICIPATION GOALS AND PROCEDURES FOR THE
30 PROCUREMENT OF GOODS AND SERVICES RELATED TO INTERNET GAMING.

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1 (II) TO THE EXTENT PRACTICABLE, THE GOALS AND
 2 PROCEDURES SPECIFIED IN SUBPARAGRAPH (I) OF THIS PARAGRAPH SHALL BE
 3 BASED ON THE REQUIREMENTS OF TITLE 14, SUBTITLE 3 OF THE STATE FINANCE
 4 AND PROCUREMENT ARTICLE AND THE REGULATIONS IMPLEMENTING THAT
 5 SUBTITLE.

6 (C) AN APPLICANT FOR AN INTERNET GAMING LICENSE ~~OR~~ AN INTERNET
 7 GAMING LICENSEE, OR AN ENTITY THAT OPERATES A LIVE DEALER STUDIO ON BEHALF OF AN INTERNET GAMING
LICENSEE SHALL PRODUCE INFORMATION, DOCUMENTATION, AND
 8 ASSURANCES TO ESTABLISH BY CLEAR AND CONVINCING EVIDENCE THAT:

9 (1) UNLESS THE APPLICANT ~~OR LICENSEE~~, LICENSEE, OR LIVE DEALER STUDIO
OPERATOR ALREADY HAS A
 10 COLLECTIVE BARGAINING AGREEMENT, THE APPLICANT ~~OR LICENSEE~~, LICENSEE, OR LIVE DEALER STUDIO
OPERATOR HAS
 11 ENTERED INTO A LABOR PEACE AGREEMENT WITH EACH LABOR ORGANIZATION
 12 THAT IS ACTIVELY ENGAGED IN REPRESENTING OR ATTEMPTING TO REPRESENT
 13 INTERNET GAMING INDUSTRY WORKERS, INCLUDING DEALERS CONDUCTING LIVE
 14 DEALER GAMES IN ACCORDANCE WITH § 9-1F-10 OF THIS SUBTITLE, IN THE STATE;

15 (2) THE LABOR PEACE AGREEMENT IS VALID AND ENFORCEABLE
 16 UNDER 29 U.S.C. § 158; AND

17 (3) THE LABOR PEACE AGREEMENT PROTECTS THE STATE'S
 18 REVENUES BY PROHIBITING THE LABOR ORGANIZATION AND ITS MEMBERS FROM
 19 ENGAGING IN PICKETING, WORK STOPPAGES, BOYCOTTS, AND ANY OTHER
 20 ECONOMIC INTERFERENCE WITH THE OPERATION OF INTERNET GAMING WITHIN
 21 THE FIRST 5 YEARS OF THE EFFECTIVE DATE OF AN INTERNET GAMING LICENSE.

22 9-1F-05.

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

25 (2) THE PROCEEDS FROM INTERNET GAMING, LESS THE AMOUNT
 26 RETAINED BY THE LICENSEE UNDER SUBSECTION (B)(1)(II) OF THIS SECTION,
 27 SHALL BE UNDER THE CONTROL OF THE COMPTROLLER AND DISTRIBUTED AS
 28 PROVIDED UNDER SUBSECTION (B) OF THIS SECTION.

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

33 ~~(II) A LICENSEE SHALL RETAIN THE PERCENTAGE OF~~
 34 ~~PROCEEDS FROM INTERNET GAMING THAT THE LICENSEE PROPOSED IN THE~~

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1 ~~LICENSE APPLICATION SUBMITTED UNDER § 9-1F-03 OF THIS SUBTITLE.~~

(ii) A LICENSEE SHALL RETAIN:

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

2. 45% OF THE PROCEEDS RECEIVED BY THE LICENSEE FROM ALL OTHER INTERNET GAMING.

2 (2) ALL PROCEEDS FROM INTERNET GAMING IN THE STATE LOTTERY
 3 FUND ESTABLISHED UNDER SUBTITLE 1 OF THIS TITLE SHALL BE DISTRIBUTED ON
 4 A MONTHLY BASIS, ON A PROPERLY APPROVED TRANSMITTAL PREPARED BY THE
 5 COMMISSION IN THE FOLLOWING MANNER:

(i) TO JURISDICTIONS WITH VIDEO LOTTERY FACILITIES BASED ON EACH JURISDICTION'S PERCENTAGE OF OVERALL GROSS REVENUES FROM VIDEO LOTTERY TERMINALS AND TO BE UTILIZED FOR PURPOSES DESCRIBED UNDER § 9-1A-27(B) OF THIS TITLE:

1. \$6,500,000 IN FISCAL YEAR 2026;
2. \$8,300,000 IN FISCAL YEAR 2027;
3. \$10,000,000 IN FISCAL YEAR 2028; AND
4. \$11,300,000 IN FISCAL YEAR 2029; AND
5. \$11,400,000 IN FISCAL YEAR 2030;

(ii) TO THE PURSE DEDICATION ACCOUNT ESTABLISHED UNDER § 9-1A-28 OF THIS TITLE:

1. \$4,900,000 IN FISCAL YEAR 2026;
2. \$6,300,000 IN FISCAL YEAR 2027;
3. \$7,600,000 IN FISCAL YEAR 2028;
4. \$8,600,000 IN FISCAL YEAR 2029; AND
5. \$8,700,000 IN FISCAL YEAR 2030;

(iii) TO THE RACETRACK FACILITY RENEWAL ACCOUNT ESTABLISHED UNDER § 9-1A-29 OF THIS TITLE:

1. \$900,000 IN FISCAL YEAR 2026;
2. \$1,000,000 IN FISCAL YEAR 2027;
3. \$1,200,000 IN FISCAL YEAR 2028; AND
4. \$700,000 IN EACH OF FISCAL YEARS 2029 AND
2030;

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

1. \$1,300,000 IN FISCAL YEAR 2026;

2. \$1,600,000 IN FISCAL YEAR 2027;

3. \$1,900,000 IN FISCAL YEAR 2028; AND

4. \$2,200,000 IN EACH OF FISCAL YEARS 2029 AND
2030;

6 ~~(H)~~ (V) 1% OF ALL PROCEEDS TO THE STATE LOTTERY AND GAMING
CONTROL

7 AGENCY FOR THE COST OF PERFORMING BACKGROUND INVESTIGATIONS AND
8 OTHER REGULATORY ACTIVITIES;

9 ~~(H)~~ (VI) 1% OF ALL PROCEEDS TO THE PROBLEM GAMBLING FUND
ESTABLISHED

10 UNDER § 9-1A-33 OF THIS TITLE;

11 ~~(H)~~ (VII) 1% OF ALL PROCEEDS TO LOCAL JURISDICTIONS,
DISTRIBUTED TO EACH

12 COUNTY BASED ON THE COUNTY'S SCHOOL-AGE POPULATION, TO BE USED FOR
13 FUNDING EDUCATION; AND

14 ~~(H)~~ (VIII) THE REMAINDER TO THE BLUEPRINT FOR MARYLAND'S
15 FUTURE FUND ESTABLISHED UNDER § 5-206 OF THE EDUCATION ARTICLE.

16 9-1F-06.

17 (A) IN ORDER TO ASSIST INDIVIDUALS WHO MAY HAVE A GAMBLING
18 PROBLEM, AN INTERNET GAMING LICENSEE SHALL:

19 (1) CAUSE THE WORDS "IF YOU OR SOMEONE YOU KNOW HAS A
20 GAMBLING PROBLEM AND WANTS HELP, CALL 1-800-GAMBLER" OR SOME
21 COMPARABLE LANGUAGE APPROVED BY THE COMMISSION TO BE DISPLAYED
22 PROMINENTLY AT LOG-ON AND LOG-OFF TIMES TO ANY INDIVIDUAL VISITING OR
23 LOGGED ONTO AN INTERNET GAMING PLATFORM;

24 (2) ~~PROVIDE A MECHANISM BY WHICH AN INTERNET GAMING~~
25 ~~ACCOUNT HOLDER MAY ESTABLISH THE FOLLOWING CONTROLS ON THE ACCOUNT~~
26 ~~HOLDER'S GAMING ACTIVITY THROUGH THE ACCOUNT;~~

27 ~~(H)~~ REQUIRE AN INTERNET GAMING ACCOUNT HOLDER TO ESTABLISH A LIMIT ON
28 THE AMOUNT OF MONEY DEPOSITED WITHIN A
29 SPECIFIED PERIOD OF TIME AND THE LENGTH OF TIME THE ACCOUNT HOLDER WILL
30 BE UNABLE TO PARTICIPATE IN INTERNET GAMING AND MAKE ADDITIONAL DEPOSITS IF THE ACCOUNT
31 HOLDER
32 REACHES THE ESTABLISHED DEPOSIT LIMIT; AND

31 ~~(H)~~ (3) PROVIDE A MECHANISM BY WHICH AN INTERNET GAMING ACCOUNT HOLDER MAY
32 ESTABLISH A TEMPORARY SUSPENSION OF INTERNET GAMING
33 ACTIVITY THROUGH THE ACCOUNT FOR ANY NUMBER OF HOURS OR DAYS;

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1 ~~(2)~~ (4) ~~DEFINE THE PERMISSIBLE~~ PROHIBIT THE USE OF CREDIT
 CARDS FOR ANY
 2 INTERNET GAMING-RELATED TRANSACTIONS; AND

3 ~~(4)~~ (5) (I) CAUSE THE DISPLAY OF A PROBLEM GAMBLING
 4 DISCLOSURE CONCERNING THE RISKS ASSOCIATED WITH GAMBLING AND THE
 5 SUPPORT AVAILABLE TO PROBLEM GAMBLERS AT ACCOUNT LOGIN;

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

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

12 (B) IF A SUSPENSION OF INTERNET GAMING ACTIVITY UNDER SUBSECTION
 13 (A)(2)(II) OF THIS SECTION IS IMPOSED BY THE ACCOUNT HOLDER FOR AT LEAST 72
 14 HOURS, THE INTERNET GAMING LICENSEE MAY NOT SEND GAMING-RELATED
 15 ELECTRONIC MAIL TO THE ACCOUNT HOLDER UNTIL THE SUSPENSION EXPIRES.

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

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

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

23 (D) NOTWITHSTANDING A TEMPORARY SUSPENSION OF INTERNET GAMING
 24 ACTIVITY IMPOSED BY AN ACCOUNT HOLDER UNDER SUBSECTION (A)(2)(II) OF THIS
 25 SECTION, THE ACCOUNT HOLDER MAY CONTINUE TO HAVE ACCESS TO THE ACCOUNT
 26 AND IS AUTHORIZED TO WITHDRAW FUNDS FROM THE ACCOUNT ON PROPER
 27 APPLICATION TO THE INTERNET GAMING LICENSEE.

(E) (1) BY REGULATION, THE COMMISSION SHALL ADOPT
 MEASURES 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 EXCLUDED FROM
 ANY INTERNET GAMING 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.

(3) UNLESS AN INDIVIDUAL REQUESTING PLACEMENT ON THE
 VOLUNTARY EXCLUSION LIST AFFIRMATIVELY DECLINES THE PROVISION OF THE INDIVIDUAL'S
 CONTACT INFORMATION TO THE MARYLAND CENTER FOR EXCELLENCE ON PROBLEM
 GAMBLING, THE COMMISSION SHALL PROVIDE THE INDIVIDUAL'S CONTACT INFORMATION TO

THE CENTER FOR THE PURPOSE OF PROVIDING THE INDIVIDUAL INFORMATION ABOUT FREE AND CONFIDENTIAL RESPONSIBLE GAMBLING ASSISTANCE.

(4) AN INTERNET GAMING LICENSEE:

(I) MAY NOT PERMIT AN INDIVIDUAL ON THE VOLUNTARY EXCLUSION LIST TO ESTABLISH AN INTERNET GAMING ACCOUNT OR ENGAGE IN INTERNET GAMING; AND

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

(5) THE COMMISSION MAY IMPOSE SANCTIONS ON A LICENSEE IN ACCORDANCE WITH THIS SUBTITLE IF THE LICENSEE KNOWINGLY FAILS TO EXCLUDE AN INDIVIDUAL ON THE VOLUNTARY EXCLUSION LIST FROM ENGAGING IN INTERNET GAMING.

(F) AT LEAST ONCE EACH YEAR, EACH INTERNET GAMING LICENSEE SHALL REPORT TO THE COMMISSION ON:

(1) THE NUMBER OF PLAYERS THAT THE INTERNET GAMING LICENSEE HAS IDENTIFIED AS ENGAGING IN ERRATIC OR INCREASED GAMBLING BEHAVIOR; AND

(2) THE NUMBER AND LENGTH OF ANY BANS OR SUSPENSIONS IN RESPONSE TO THE BEHAVIOR DESCRIBED UNDER ITEM (1) OF THIS SUBSECTION.

28 9-1F-07.

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

31 (1) TAMPERS WITH SOFTWARE, COMPUTERS, OR OTHER EQUIPMENT
32 USED TO CONDUCT INTERNET GAMING TO ALTER THE ODDS OR THE PAYOUT OF A

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1 GAME OR DISABLE THE GAME FROM OPERATING ACCORDING TO THE RULES OF THE
2 GAME AS ADOPTED BY THE COMMISSION; OR

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

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

12 9-1F-08.

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

16 (1) THE IMPACT OF INTERNET GAMING ON PROBLEM GAMBLERS AND
17 GAMBLING ADDICTION IN THE STATE; AND

18 (2) THE EFFECTIVENESS OF THE STATUTORY AND REGULATORY
19 CONTROLS IN PLACE TO ENSURE THE ~~INTEGRITY OF INTERNET GAMING~~
20 OPERATIONS EFFECTIVENESS OF MEASURES TO PROTECT VULNERABLE AND PROBLEM GAMBLERS.

21 9-1F-09.

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

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

30 9-1F-10.

31 (A) (1) IN THIS SECTION THE FOLLOWING WORDS HAVE THE MEANINGS
32 INDICATED.

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

8 **(3) (I) "LIVE DEALER GAME" MEANS AN AUTHORIZED**
9 **INTERACTIVE GAME CONDUCTED BY LIVE STUDIO DEALERS OR OTHER PHYSICAL**
10 **GAMING EQUIPMENT, SUCH AS AN AUTOMATED ROULETTE WHEEL, BALL BLOWER,**
11 **OR GAMING DEVICE, OR BOTH, IN A LIVE GAME ENVIRONMENT IN WHICH THE**
12 **AUTHORIZED PARTICIPANTS HAVE THE ABILITY TO PARTICIPATE IN GAME PLAY AND**
13 **COMMUNICATE GAME DECISIONS THROUGH AN AUTHORIZED INTERACTIVE GAMING**
14 **PLATFORM.**

15 **(II) "LIVE DEALER GAME" INCLUDES A LIVE CARD GAME, A LIVE**
16 **TABLE GAME, AND ANY OTHER LIVE AUTHORIZED INTERACTIVE GAME.**

17 **(4) "LIVE GAMING STUDIO" MEANS A PHYSICAL LOCATION IN THE**
18 **STATE THAT UTILIZES LIVE VIDEO STREAMING TECHNOLOGY TO PROVIDE**
19 **AUTHORIZED INTERACTIVE GAMES TO A PLAYER'S INTERACTIVE GAMING DEVICE OR**
20 **MULTI-USE COMPUTING DEVICE.**

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

22 **(I) LEADS A TABLE GAME, INCLUDING BLACKJACK, CRAPS,**
23 **POKER, ROULETTE, OR ANY OTHER AUTHORIZED INTERACTIVE GAME, WHILE**
24 **ASSISTING AUTHORIZED PARTICIPANTS WITH GAME-RELATED NEEDS;**

25 **(II) DISTRIBUTES VIRTUAL CARDS, DICE, OR OTHER**
26 **EQUIPMENT TO AUTHORIZED PARTICIPANTS ACCORDING TO THE TABLE GAME OR**
27 **AUTHORIZED INTERACTIVE GAME; AND**

28 **(III) MONITORS GAME PACE AND PLAY.**

29 **(B) SUBJECT TO APPROVAL BY THE COMMISSION, AN INTERNET GAMING**
30 **LICENSEE MAY OFFER AUTHORIZED INTERACTIVE GAMES, INCLUDING GAMING**
31 **TOURNAMENTS IN WHICH PLAYERS COMPETE AGAINST ONE ANOTHER IN ONE OR**
32 **MORE OF THE GAMES AUTHORIZED UNDER THIS SUBTITLE OR BY THE COMMISSION**
33 **OR IN APPROVED VARIATIONS OR COMPOSITES OF THOSE GAMES.**

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15

1 (C) AN INTERNET GAMING OPERATOR MAY USE LIVE STUDIO DEALERS TO
2 ADMINISTER AN AUTHORIZED INTERACTIVE GAME.

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

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

6 (2) IS NOT REQUIRED TO BE LOCATED WITHIN THE PREMISES OF A
7 VIDEO LOTTERY FACILITY, ~~AS DEFINED UNDER § 9-1A-01 OF THIS TITLE~~ UNLESS THE INTERNET GAMING
LICENSEE IS A VIDEO LOTTERY OPERATOR.

8 9-1F-11.

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

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

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

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

22 (C) THE COMMISSION MAY ADOPT REGULATIONS UNDER THIS SECTION
23 THAT PROVIDE FOR:

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

26 (2) MATTERS RELATING TO THE TAXATION OF INTERNET GAMING
27 REVENUE BY THE PARTIES TO THE AGREEMENT;

28 (3) THE SHARING AND DISTRIBUTION OF INTERNET GAMING
29 REVENUE AMONG THE PARTIES TO THE AGREEMENT;

30 (4) RESOLUTION OF PLAYER DISPUTES;

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

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

6 (7) THE INFORMATION THAT THE COMMISSION MUST PROVIDE TO
7 THE GOVERNOR THAT SUPPORTS THE RECOMMENDATIONS OF THE COMMISSION
8 MADE UNDER THIS SECTION; AND

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

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

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

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

19 (3) BY WHICH EACH PARTY TO THE AGREEMENT AGREES TO PROHIBIT
20 OPERATORS OF INTERNET GAMING, SERVICE PROVIDERS, AND MANUFACTURERS OR
21 DISTRIBUTORS OF INTERNET GAMING SYSTEMS FROM ENGAGING IN ANY ACTIVITY
22 PERMITTED UNDER THE AGREEMENT UNLESS THOSE PERSONS ARE LICENSED OR
23 FOUND SUITABLE:

24 (I) UNDER THIS SUBTITLE; OR

25 (II) BY ANY OTHER PARTY TO THE AGREEMENT UNDER
26 REQUIREMENTS THAT ARE MATERIALLY CONSISTENT WITH THE REQUIREMENTS OF
27 THIS SUBTITLE;

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

31 (5) PROHIBITING ANY SUBORDINATE OR SIDE AGREEMENTS, EXCEPT

17 UNOFFICIAL COPY OF HOUSE BILL 1319

1 WITH RESPECT TO SHARING OF REVENUES, AMONG ANY SUBSET OF THE
2 GOVERNMENTS THAT ARE PARTIES TO THE AGREEMENT; AND

3 (6) IF THE AGREEMENT ALLOWS PERSONS PHYSICALLY LOCATED IN
4 THE STATE TO PARTICIPATE IN INTERNET GAMING CONDUCTED BY ANOTHER PARTY
5 TO THE AGREEMENT OR AN OPERATOR OF INTERNET GAMING LICENSED BY THE
6 OTHER PARTY, REQUIRING THAT PARTY TO ESTABLISH AND MAINTAIN REGULATORY
7 REQUIREMENTS GOVERNING INTERNET GAMING THAT ARE CONSISTENT WITH THE
8 REQUIREMENTS OF THIS SUBTITLE IN ALL MATERIAL RESPECTS.

9-1F-12.

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

(1) THE OPERATION OF INTERNET GAMING IN THE STATE; AND

(2) THE IMPACT OF INTERNET GAMING ON VIDEO LOTTERY FACILITIES, OTHER GAMING VENUES, AND ANCILLARY BUSINESSES THAT SURROUND THOSE VIDEO LOTTERY FACILITIES AND GAMING VENUES.

(B) THE COMMISSION SHALL:

(1) STUDY THE IMPACTS OF OTHER ONLINE FORMS OF UNAUTHORIZED GAMING CONTENT THAT IS SIMILAR TO INTERNET GAMING, SUCH AS PLATFORMS THAT USE MICROTRANSACTIONS OR ONLINE SWEEPSTAKES; AND

(2) ON OR BEFORE DECEMBER 1, 2027, REPORT TO THE GOVERNOR AND, IN ACCORDANCE WITH § 2-1257 OF THIS ARTICLE, TO THE GENERAL ASSEMBLY ON ITS FINDINGS AND ANY RECOMMENDATIONS.

9 SECTION 2. AND BE IT FURTHER ENACTED, That:

10 (a) In accordance with Article XIX, § 1(e) of the Maryland Constitution, before
11 this Act, which authorizes additional forms or expansion of commercial gaming, becomes
12 effective, a question substantially similar to the following shall be submitted to a
13 referendum of the qualified voters of the State at the general election to be held in
14 November 2024:

15 "Do you favor the expansion of commercial gaming in the State of Maryland to
16 authorize Internet gaming for the primary purpose of raising revenue for education?"

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

23 SECTION 3. AND BE IT FURTHER ENACTED, That, subject to the provisions of
24 Section 2 of this Act and for the sole purpose of providing for the referendum required by
25 Section 2 of this Act, this Act shall take effect July 1, 2024.