

<h2 style="margin: 0;">Regulatory Analysis Form</h2> <p style="margin: 0;">(Completed by Promulgating Agency)</p> <p style="margin: 0;">(All Comments submitted on this regulation will appear on IRRC's website)</p>	<p style="margin: 0;"><i>INDEPENDENT REGULATORY REVIEW COMMISSION</i></p> <p style="margin: 10px 0 0 0;">RECEIVED</p> <p style="margin: 0 0 0 20px;"><small>Independent Regulatory Review Commission</small></p> <p style="margin: 0 0 0 20px;">June 4, 2026</p>
<p>(1) Agency Pennsylvania Gaming Control Board</p>	<p>IRRC Number: 3491</p>
<p>(2) Agency Number: 125 Identification Number: 258</p>	
<p>(3) PA Code Cite: 58 Pa.Code §§ 501a, 503a, 609a, 812a, 814a, 815a, 1118a, 1208a and 1209a</p>	
<p>(4) Short Title: Compulsive and Problem Gaming Regulation Updates</p>	
<p>(5) Agency Contacts (List Telephone Number and Email Address):</p> <p>Primary Contact: Robert Wood Senior Counsel Pennsylvania Gaming Control Board 303 Walnut Street Commonwealth Tower, 5th Floor Harrisburg, PA 17101 Phone: (717) 346-8300 Email: rmwood@pa.gov</p> <p>Secondary Contact:</p>	
<p>(6) Type of Rulemaking (check applicable box):</p> <p><input checked="" type="checkbox"/> Proposed Regulation</p> <p><input type="checkbox"/> Final Regulation</p> <p><input type="checkbox"/> Final Omitted Regulation</p>	<p><input type="checkbox"/> Emergency Certification Regulation;</p> <p><input type="checkbox"/> Certification by the Governor</p> <p><input type="checkbox"/> Certification by the Attorney General</p>
<p>(7) Briefly explain the regulation in clear and nontechnical language. (100 words or less)</p> <p>This proposed rulemaking seeks to revise and update the Board's regulations under chapters 501a, 503a, 609a, 812a, 814a, 815a, 1118a, 1208a and 1209a. The regulations in these sections address compulsive and problem gambling requirements.</p>	
<p>(8) State the statutory authority for the regulation. Include <u>specific</u> statutory citation.</p> <p>The Pennsylvania Gaming Control Board has the authority pursuant to 4 Pa. C.S. §§ 311 (relating to general and specific powers of the board relative to fantasy contests), 325 (relating to conditions of licensure relative to fantasy contests), 1202 (relating to general and specific powers), 13A02 (regulatory authority relative to table games), 13A26 (relating to cash equivalents), 1509 (relating</p>	

to compulsive and problem gambling program), 1516 (relating to list of persons self-excluded from gaming activities), 13B02 (relating to interactive gaming regulatory authority), and 3302 (relating to video gaming regulatory authority).

(9) Is the regulation mandated by any federal or state law or court order, or federal regulation? Are there any relevant state or federal court decisions? If yes, cite the specific law, case or regulation as well as, any deadlines for action.

The provisions of this proposed rulemaking are not the result of any direct mandate by federal or state law, court order or federal regulation. Title 4 Amusements provides both a framework for regulated gaming in the Commonwealth and a directive that PGCB adopt regulations to govern regulated gaming. Updates to the Board’s regulations proposed in this rulemaking ensure that the Board’s regulations uphold the framework of Title 4, provide guidance to licensees, and adapt to the technologies and practices of the current environment.

(10) State why the regulation is needed. Explain the compelling public interest that justifies the regulation. Describe who will benefit from the regulation. Quantify the benefits as completely as possible and approximate the number of people who will benefit.

The proposed regulatory updates and revisions ensure that the regulation governing gaming, in this update specifically compulsive and problem gambling, remain in line with the advancements in technology, and best practices.

(11) Are there any provisions that are more stringent than federal standards? If yes, identify the specific provisions and the compelling Pennsylvania interest that demands stronger regulations.

There are no corresponding federal standards for any of these provisions in this rulemaking.

(12) How does this regulation compare with those of the other states? How will this affect Pennsylvania’s ability to compete with other states?

Pennsylvania remains a market leader in the gaming industry. The updates proposed do not affect this market leading position. Rather the updates reflect Pennsylvania’s continued leadership in regulated gaming oversight. Many of the updates in this rulemaking seeks to provide better guidance to the regulated community.

(13) Will the regulation affect any other regulations of the promulgating agency or other state agencies? If yes, explain and provide specific citations.

This regulation will not affect any regulations of other state agencies. To the extent that PGCB’s regulations intersect and cross reference, there may be some effects. However, the updates proposed by this rulemaking do not create inconsistencies nor regulatory interpretation problems with other sections and cross references.

(14) Describe the communications with and solicitation of input from the public, any advisory council/group, small businesses and groups representing small businesses in the development and drafting of the regulation. List the specific persons and/or groups who were involved. (“Small business” is defined in Section 3 of the Regulatory Review Act, Act 76 of 2012.)

No outside persons or groups were involved in the development and drafting of the regulation. However, members of the Board’s Office of Compulsive and Problem Gaming regularly engage with numerous organizations in order to remain current on current and emerging trends in addiction and treatment. The amendments proposed are based on the Board’s understanding of the current and emerging trends, not on specific input from any outside parties.

(15) Identify the types and number of persons, businesses, small businesses (as defined in Section 3 of the Regulatory Review Act, Act 76 of 2012) and organizations which will be affected by the regulation. How are they affected?

The Board anticipates that these regulations will have minimal measurable effect on its licensed operators. The proposed alterations to PGCB’s regulations do not create an enhanced burden on the regulated industry. To the extent that these amendments direct actions by the licensees, it is in line with existing requirements.

The Board does not believe that any affected entities nor individuals affected by this regulation would qualify as small businesses as defined in the United States Small Business Administration’s Small Business Size Regulations, under 13 C.F.R. Ch. 1 Part 121.

(16) List the persons, groups or entities, including small businesses, that will be required to comply with the regulation. Approximate the number that will be required to comply.

This proposed rulemaking does not expand the potential group of persons, groups, entities, or businesses which must comply with the Board’s regulatory framework. As noted, this proposed rulemaking is seeking to incorporate updates into the existing regulations to reflect changes in the gaming environment, technology, and best practices since the regulations were last adopted or amended.

(17) Identify the financial, economic and social impact of the regulation on individuals, small businesses, businesses and labor communities and other public and private organizations. Evaluate the benefits expected as a result of the regulation.

It is not anticipated that this rulemaking will have a negative financial or economic impact.

(18) Explain how the benefits of the regulation outweigh any cost and adverse effects.

This proposed rulemaking seeks to open the Board’s regulations to allow for updates. These updates will ensure that PGCB’s processes are in line with the realities of the present environment while maintaining PGCB’s regulatory oversight responsibilities and communicating expectations to the regulated community.

(19) Provide a specific estimate of the costs and/or savings to the **regulated community** associated with compliance, including any legal, accounting or consulting procedures which may be required. Explain how the dollar estimates were derived.

The Board anticipates that this proposed regulatory action will be cost neutral to the regulated community.

(20) Provide a specific estimate of the costs and/or savings to the **local governments** associated with compliance, including any legal, accounting or consulting procedures which may be required. Explain how the dollar estimates were derived.

This rulemaking will have no fiscal impact on local governments.

(21) Provide a specific estimate of the costs and/or savings to the **state government** associated with the implementation of the regulation, including any legal, accounting, or consulting procedures which may be required. Explain how the dollar estimates were derived.

The Board does not expect that the requirements of this rulemaking will have any fiscal impact on the Board or any other Commonwealth agency. Any additional work resulting from this proposed rulemaking will be handled by existing Board staff.

(22) For each of the groups and entities identified in items (19)-(21) above, submit a statement of legal, accounting or consulting procedures and additional reporting, recordkeeping or other paperwork, including copies of forms or reports, which will be required for implementation of the regulation and an explanation of measures which have been taken to minimize these requirements.

The updates proposed do not create wholly new reporting requirements. To the extent that there are changes in frequency or information to be reported, they reflect information licensees already maintain as part of existing regulatory requirements. Providing the information to the Board is seen as a de minimis ask of the Board's licensees.

(22a) Are forms required for implementation of the regulation?

These updates do not create new forms for implementation.

(22b) If forms are required for implementation of the regulation, **attach copies of the forms here.** If your agency uses electronic forms, provide links to each form or a detailed description of the information required to be reported.

Copies of all forms references in the Board's regulations are available on the Board's website https://gamingcontrolboard.pa.gov/licensing/licensing_applications_and_other_forms

(23) In the table below, provide an estimate of the fiscal savings and costs associated with implementation and compliance for the regulated community, local government, and state government for the current year and five subsequent years.

	Current FY Year	FY +1 Year	FY +2 Year	FY +3 Year	FY +4 Year	FY +5 Year
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SAVINGS:	\$	\$	\$	\$	\$	\$
Regulated Community	N/A	N/A	N/A	N/A	N/A	N/A
Local Government	N/A	N/A	N/A	N/A	N/A	N/A
State Government	N/A	N/A	N/A	N/A	N/A	N/A
Total Savings	N/A	N/A	N/A	N/A	N/A	N/A
COSTS:						
Regulated Community	N/A	N/A	N/A	N/A	N/A	N/A
Local Government	N/A	N/A	N/A	N/A	N/A	N/A
State Government	N/A	N/A	N/A	N/A	N/A	N/A
Total Costs	N/A	N/A	N/A	N/A	N/A	N/A
REVENUE LOSSES:						
Regulated Community	N/A	N/A	N/A	N/A	N/A	N/A
Local Government	N/A	N/A	N/A	N/A	N/A	N/A
State Government	N/A	N/A	N/A	N/A	N/A	N/A
Total Revenue Losses	N/A	N/A	N/A	N/A	N/A	N/A

(23a) Provide the past three year expenditure history for programs affected by the regulation.

Program	FY -3 2022-2023	FY -2 2023-2024	FY -1 2024-2025	Current FY 2025-2026
PGCB Overall Budget	\$48,189,000	\$52,159,000	\$57,222,000	\$60,423,000

(24) For any regulation that may have an adverse impact on small businesses (as defined in Section 3 of the Regulatory Review Act, Act 76 of 2012), provide an economic impact statement that includes the following:

- (a) An identification and estimate of the number of small businesses subject to the regulation.

The Board does not believe this rulemaking will affect any small businesses. To the extent that a Board licensee may qualify as a small business and be subject to the proposed rulemaking, it is not anticipated that the regulation will have any adverse impact on any business.

- (b) The projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation, including the type of professional skills necessary for preparation of the report or record.

It is not anticipated that there will be any significant reporting, recordkeeping or other administrative costs associated with this regulation that a licensee does not already perform based upon licensure in Pennsylvania or other jurisdictions, or as a matter of industry best practices.

(c) A statement of probable effect on impacted small businesses.

As stated above, the Board does not believe any of the entities subject to the regulation are small businesses. However, any impact will be limited to those entities wishing to engage in the covered activity, which would not be an adverse impact.

(d) A description of any less intrusive or less costly alternative methods of achieving the purpose of the proposed regulation.

It is not believed that there is a less intrusive or less costly alternative method available.

(25) List any special provisions which have been developed to meet the particular needs of affected groups or persons including, but not limited to, minorities, the elderly, small businesses, and farmers.

No special provisions have been added.

(26) Include a description of any alternative regulatory provisions which have been considered and rejected and a statement that the least burdensome acceptable alternative has been selected.

No alternative regulatory approaches were considered as this rulemaking, and the regulations therein reflect the least burdensome means of maintaining regulatory oversight of these activities.

(27) In conducting a regulatory flexibility analysis, explain whether regulatory methods were considered that will minimize any adverse impact on small businesses (as defined in Section 3 of the Regulatory Review Act, Act 76 of 2012), including:

- a) The establishment of less stringent compliance or reporting requirements for small businesses;
- b) The establishment of less stringent schedules or deadlines for compliance or reporting requirements for small businesses;
- c) The consolidation or simplification of compliance or reporting requirements for small businesses;
- d) The establishment of performance standards for small businesses to replace design or operational standards required in the regulation; and
- e) The exemption of small businesses from all or any part of the requirements contained in the regulation.

It is believed there will be no adverse impact on small businesses.

(28) If data is the basis for this regulation, please provide a description of the data, explain in detail how the data was obtained, and how it meets the acceptability standard for empirical, replicable and testable data that is supported by documentation, statistics, reports, studies or research. Please submit data or

supporting materials with the regulatory package. If the material exceeds 50 pages, please provide it in a searchable electronic format or provide a list of citations and internet links that, where possible, can be accessed in a searchable format in lieu of the actual material. If other data was considered but not used, please explain why that data was determined not to be acceptable.

There is no data, as defined under section (3) of the Regulatory Review Act (71 P.S. § 745.3), upon which this rulemaking is based.

(29) Include a schedule for review of the regulation including:

- | | |
|---|-------------------------------|
| A. The length of the public comment period: | 30 days |
| B. The date or dates on which any public meetings or hearings will be held: | December 17, 2025 |
| C. The expected date of delivery of the final-form regulation: | 3rd quarter 2026 |
| D. The expected effective date of the final-form regulation: | Upon final publication |
| E. The expected date by which compliance with the final-form regulation will be required: | Upon final publication |
| F. The expected date by which required permits, licenses or other approvals must be obtained: | Ongoing |

(30) Describe the plan developed for evaluating the continuing effectiveness of the regulations after its implementation.

No formal review schedule has been established. Instead, the Board consistently reviews its regulations and proposes amendments as the need arises.

RECEIVED

Independent Regulatory
Review Commission

June 4, 2026

**FACE SHEET
FOR FILING DOCUMENTS
WITH THE LEGISLATIVE REFERENCE BUREAU
(Pursuant to Commonwealth Documents Law)**

DO NOT WRITE IN THIS SPACE

Copy below is hereby approved as to form and legality. Attorney General

BY: Amy M. Elliott
(DEPUTY ATTORNEY GENERAL)

5/8/26

DATE OF APPROVAL

Check if applicable
Copy not approved. Objections
attached.

Copy below is here by certified to be a true and correct copy of a document issued, prescribed or promulgated by:

Pennsylvania Gaming Control Board
(AGENCY)

DOCUMENT/FISCAL NOTE NO. 125-258

DATE OF ADOPTION: December 17, 2025

BY: Denise J. Smyler

TITLE Denise J. Smyler, Chair
(EXECUTIVE OFFICER, CHAIRMAN OR SECRETARY)

Copy below is hereby approved as to form and legality. Executive or Independent Agencies.

BY: Stephen S. Cook
Stephen S. Cook, Chief Counsel

December 17, 2025
DATE OF APPROVAL

(Chief Counsel, Independent Agency)
(Strike inapplicable title)

Check if applicable. No Attorney General
approval or objection within 30 days after
submission.

PROPOSED RULEMAKING 125-258

PENNSYLVANIA GAMING CONTROL BOARD

**58 PA. CODE CH. 501a, 503a, 609a, 812a, 814a, 815a, 1118a, 1208a
and 1209a**

**Compulsive and Problem Gambling Requirements; Casino Self-
Exclusion; Credit; Interactive Gaming Player Accounts;
Compulsive and Problem Gambling Requirements; Interactive Gaming
Self-Excluded Persons; Compulsive and Problem Gaming; Compulsive
and Problem Gaming; and Fantasy Contest Self-Exclusion**

The Pennsylvania Gaming Control Board (Board), under authority pursuant to 4 Pa. C.S. §§ 311 (relating to general and specific powers of the board relative to fantasy contests), 325 (relating to conditions of licensure relative to fantasy contests), 1202 (relating to general and specific powers), 13A02 (regulatory authority relative to table games), 13A26 (relating to cash equivalents), 1509 (relating to compulsive and problem gambling program), 1516 (relating to list of persons self-excluded from gaming activities), 13B02 (relating to interactive gaming regulatory authority), and 3302 (relating to video gaming regulatory authority), proposes to amend the board's regulations under chapters 501a, 503a, 609a, 812a, 814a, 815a, 1118a, 1208a, and 1209a, as outlined in Annex A.

Purpose of the Proposed Rulemaking

This proposed rulemaking makes updates to the Board's regulations to provide further clarifications and expectations for licensees in developing and implementing compulsive and problem gambling programs.

Explanation

The sections and provisions of this rulemaking broadly encompass provisions governing compulsive and problem gaming related matters. The Board seeks to amend its regulations, as outlined in Annex A, in order to update language in line with current terminology, to provide further clarification of Board expectations for licensees, and to ensure patrons may continue to have easy access to resources and information on problem gambling matters and responsible gaming.

Unless specifically enumerated, the proposed amendments under this rulemaking are being offered consistent with the following provisions of Title 4 Amusements (4 Pa. C. S. § 301 et. Seq.):

4 Pa. C.S. § 311 General and specific powers of the board (relating to fantasy contests);

4 Pa. C.S. § 1202 General and specific powers of the board, specifically §§1202(b)(12)-(15) 9(relating to power to award, revoke, suspend, condition, or deny classes of licenses), and 1202(b)(30) relating to power to promulgate rules and regulations necessary for the administration and enforcement of the act);

4 Pa. C.S. § 13A02 Regulatory authority (relating to the Board's authority to promulgate regulations relative to table games, devices, associated equipment, and licensees;

4 Pa. C.S. § 13B02 Regulatory authority (relating to the Board's authority to promulgates rules and regulations relative to interactive gaming);

4 Pa. C.S. § 1509(c) Compulsive and problem gambling program (relating to required notice of availability of assistance resources and tools);

4 Pa. C.S. § 3302 Regulatory Authority of the board (relating to video gaming).

Section 501a.2, Compulsive and problem gambling plan: The Board proposes to amend the language to clarify submission timeline of the plan to allow for Board review and comment prior to operation. Additionally, the amendments further clarifies the Board's expectations including the maintenance of records of training and annual reviews of training materials and programs by qualified persons.

Section 501a.3, Employee training program: The amendments outline the Board's expectations relative to CPG training programs, including which classes of employees shall be required to undergo trainings, including annual reinforcement trainings.

Section 501a.6, Cashless gaming self-limits: This section is being added pursuant to 4 Pa. C.S. §§ 1202(b)(12)-(15) (relating to Board's powers to award or condition licenses), 1202(b)(30) (relating to the Board's authority to promulgate rules and regulations for the enforcement the act), and 1509(c) (relating

to notice of availability of assistance). In adding this section, the Board seeks to ensure that all players using cashless means to fund gaming activities are afforded self-limitation tools and means required under other provisions of the Board's regulations.

Section 501a.7, Advertising: This section is being amended to further clarify the Board's expectations. In recognition of the requirement that licensees prohibit persons under the age of 21 from participating in gaming (see 4 Pa. C.S. §1207 (8)), the Board will require licensee to use commercially reasonable means to limit advertisement exposure and/or targeting of underage individuals. Additionally, the Board seeks to provide all Pennsylvanians with a means to opt out of directed gaming-related marketing materials.

Section 501a.8, Responsible Gaming Page: This adds a new section to the Board's regulations. Although new in terms of section numbering, the requirements of this section have been part of various sections of the Board's regulations. Section 501a.8 brings the expectations of making information and resources available to patrons under a singular regulation section, while providing some additional guidance to licensees of the Board's expectations.

Section 503a.4, Duties of slot machine licensees: This section is being updated consistent with the language and spirit of 4 Pa. C.S. 1516 (relating to List of persons self excluded from gaming activities). The amendment clarifies the Board's expectation that licensees shall act diligently upon receipt of updated self-exclusion list information. Further, in recognition of the spirit of self-exclusion programs, the Board proposes to continue the prohibition of marketing to self-excluded individual until the formerly self-excluded individual reinitiates contact with the licensee following the patron's successful removal from the self-exclusion list.

Section 609a.9 Voluntary credit suspension list: This provision is amended to clarify that usage of a cashless gaming account is not a circumvention of the voluntary credit suspension list.

Section 8012a.9 Player account controls: This section is being amended in line with 4 Pa. C.S. § 1509(c)(2.1)(ii) which provides for the minimum required player self-limitation controls. The Board, in line with the language and spirit of player self-limit resources under § 1509(c)(2.1)(ii) and under authority under 4 Pa. C.S. §13B02 (3)and (11)(relating to

regulatory authority for interactive gaming) further clarifies its expectations of the self-imposed limit offerings to be required by licensees.

Section 512a.11, Player account statements: This section is being amended to provide additional clarifications, including licensee's requirement for timely distribution of win/loss tax related documentation.

Section 814a.1, General requirements: This section is amended to clarify the Board's position regarding the dismissal of required pop-up messages. The amendments further remove certain responsible gaming information and resources in favor of direction to and cross reference to the newly added § 501a.8 responsible gaming page of the Board's regulations.

Section 814a.2 Responsible gaming self-limitations: This provision is amended to further clarify the Board's expectations on self-imposed limits for players.

Section 814a.3, Compulsive and problem gambling plan: This section is amended to ensure that Board staff has sufficient time to review and work through any needed alterations with licensees prior to plans going into effect.

Section 814a.4, Employee training program: This section is being amended to clarify the classes of employees that require training and annual recertification, as well as clarifying the requirement for Board review of amendment to licensee's training materials and plans.

Section 814a.5, Reports: This provision is being amended to require periodic reporting on responsible gaming tools and metrics.

Section 815a.5, Certificate holder and operator duties: This section is being updated consistent with the language and spirit of 4 Pa. C.S. 1516 (relating to List of persons self excluded from gaming activities). The amendment clarifies the Board's expectation that licensees shall act diligently upon receipt of updated self-exclusion list information. Further, in recognition of the spirit of self-exclusion programs, the Board proposes to continue the prohibition of marketing to self-excluded individual until the formerly self-excluded individual reinitiates contact with the licensee following the patron's successful removal from the self-exclusion list.

Section 1118a.4, Advertising: This section is being amended pursuant to 4 Pa. C.S. §3302(a)(10) (relating to the Board's power and duty to promulgate rules and regulations governing the advertisement of video gaming terminals). The Board seeks to clarify advertisement requirements.

Section 1208a.2, Problem gambling information: This section is being amended consistent with 4 Pa. C.S. § 311(b)(11), to direct licensees to provide players with required responsible and problem gaming resources under a responsible gaming page.

Section 1209a.4, Duties of fantasy contest licensees: This section is amended pursuant to 4 Pa. C.S. §§ 311 (general and specific powers of the board) and 325(6) (relating to self-exclusion). The amendment clarifies the Board's expectation that licensees shall act diligently upon receipt of updated self-exclusion list information. Further, in recognition of the spirit of self-exclusion programs, the Board proposes to continue the prohibition of marketing to formerly self-excluded individual until the self-excluded individual reinitiates contact with the licensee following the patron's successful removal from the self-exclusion list.

Fiscal Impact

Commonwealth. The Board does not expect that this proposed rulemaking will have a fiscal impact on the Board or other Commonwealth agencies. Any alterations in workload created because of this proposed rulemaking will be handled by existing Board staff.

Political subdivisions. This proposed rulemaking will not have fiscal impact on political subdivisions of this Commonwealth.

Private sector. This proposed rulemaking is not anticipated to have a fiscal impact on the private sector.

General public. This proposed rulemaking will not have fiscal impact on the general public.

Paperwork Requirements

The proposed revisions of this rulemaking do not significantly increase paperwork requirements for licensees. To the extent that these regulation amendments may create new or increased reporting requirements, it is the Board's view that such information is readily available to the licensees and providing

the Board with copies of the data would be a de minimis increase in the regular reporting to the Board's staff.

Effective Date

The proposed rulemaking will become effective upon final-form publication in the *Pennsylvania Bulletin*.

Public Comments

Interested persons are invited to submit written comments, suggestions or objections regarding the proposed rulemaking within 30 days after the date of publication in the *Pennsylvania Bulletin*. Public comments should be addressed to Robert Wood, Senior Counsel, Attention: Regulation #125-258 Public Comment, Pennsylvania Gaming Control Board, 303 Walnut Street, 5th Floor, Harrisburg, PA 17101, or submitted by way of electronic mail, subject: Regulation #125-258 to PGCBregs@pa.gov.

Contact Person

The contact person for questions about this proposed rulemaking is Robert Wood, Senior Counsel, (717) 346-8300.

Regulatory Review

Under section 5(a) of the Regulatory Review Act (71 P.S. § 745.5(a)), on **INSERT DATE HERE**, the Board submitted a copy of this proposed rulemaking and a copy of the Regulatory Analysis Form to the Independent Regulatory Review Commission (IRRC) and to the Chairpersons of the House Gaming Oversight Committee and the Senate Community, Economic and Recreational Development Committee. A copy of this material is available to the public upon request and is available on the Board's web site at www.gamingcontrolboard.pa.gov.

Under section 5(g) of the Regulatory Review Act, IRRC may convey any comments, recommendations or objections to the proposed rulemaking within 30 days of the close of the public comment period. The comments, recommendations or objections must specify the regulatory review criteria which have not been met. The Regulatory Review Act specifies detailed procedures for review, prior to final publication of the rulemaking, by the Board, the General Assembly and the Governor of comments, recommendations or objections raised.

DENISE J. SMYLER,
Chairperson

Annex A
Subpart I. COMPULSIVE AND PROBLEM GAMBLING
CHAPTER 501a. COMPULSIVE AND PROBLEM GAMBLING REQUIREMENTS

Sec.

501a.1. Definitions.

501a.2. Compulsive and problem gambling plan.

501a.3. Employee training program.

501a.4. Reports.

501a.5. Signage requirements.

501a.6. [(Reserved)] **Cashless gaming self-limits.**

501a.7. Advertising.

501a.8 Responsible Gaming Page

§ 501a.2. Compulsive and problem gambling plan.

(a) An applicant for a slot machine license shall submit a compulsive and problem gambling plan for review at the time of submission of the application. The plan must, at a minimum, contain the elements listed in subsection (d).

(b) The compulsive and problem gambling plan of an applicant for a slot machine license that has been approved to receive a slot machine license must be approved by the Director of OCPG. An applicant for a slot machine license who has been approved to receive a slot machine license **shall submit the compulsive and problem gambling plan at least 60 days prior to the effective date of the plan and** will be notified in writing of any deficiencies in the plan and may submit revisions to the plan to the Director of OCPG. A slot machine licensee may not commence operations until the Director of OCPG approves the plan.

(c) Compliance with the plan approved under this chapter will be a condition of license renewal.

(d) A compulsive and problem gambling plan must include the following:

(1) The goals of the plan and procedures and timetables to implement the plan.

(2) The identification of the individual who will be responsible for the implementation and maintenance of the plan.

(3) Policies and procedures including the following:

(i) The commitment of the licensee to train appropriate employees.

(ii) The duties and responsibilities of the employees designated to implement or participate in the plan.

(iii) The responsibility of patrons with respect to responsible gambling.

(iv) Procedures to identify patrons and employees with suspected or known compulsive and problem gambling behavior.

(v) Procedures for providing information to individuals regarding community, public and private treatment services, gamblers anonymous programs and similar treatment or addiction therapy programs designed to prevent, treat, or monitor **[compulsive and problem gamblers] individuals with a gambling disorder** and to counsel family members.

(vi) Procedures for responding to patron requests for information regarding community, public and private treatment services, gamblers anonymous programs and similar treatment or addiction therapy programs designed to prevent, treat, or monitor ~~[compulsive and problem gamblers]~~ **individuals with a gambling disorder** and to counsel family members. The provisions of this subsection do not create a duty for a slot machine licensee or its employees to refer **[compulsive and problem gamblers] individuals with a gambling disorder** to qualified treatment professionals.

(4) The provision of printed material to educate patrons about **[compulsive and problem] gambling disorder** and to inform them about treatment services available to **[compulsive and problem gamblers] individuals with gambling disorder** and their families. The slot machine licensee shall provide examples of the materials to be used as part of its plan, including signs required under § 501a.5 (relating to signage requirements), brochures and other printed material and a description of how the material will be disseminated.

(5) An employee training program as required under § 501a.3 (relating to employee training program), including **the curriculum vitae of the trainer and the training creator and** training materials to be utilized and a plan for periodic reinforcement training.

(6) A **[certification]** process established by the slot machine licensee to verify that each employee has completed the training required by the plan **and to maintain a record of every date on which each employee received annual reinforcement training.**

(7) An estimation of the cost of development, implementation and administration of the plan.

(8) A list of community, public and private treatment services, gamblers anonymous programs and similar treatment or addiction therapy programs designed to prevent, treat, or monitor compulsive and problem gamblers and to counsel family members.

(9) Procedures to prevent underage gambling as required under § 513a.3(b) (relating to responsibilities of licensees, permittees, registrants and certification holders).

(10) Procedures to prevent excluded **and self-excluded** persons from gambling.

(11) Procedures to prevent intoxicated patrons from gambling.

(12) Details of outreach programs which the slot machine licensee intends to offer to employees and individuals who are not employees of the slot machine licensee.

(13) The plan for posting signs required under § 501a.5 within the licensed facility, containing **the approved gambling assistance message. [gambling treatment information.]**

(14) Policies and procedures on the governing of cashless gaming limits.

(15) Attachments to the Plan, as determined by the Director of the OCPG.

(e) A slot machine licensee shall also submit other policies and procedures the slot machine licensee intends to use beyond what is required under subsection (d) to prevent and raise awareness of **[compulsive and problem] gambling disorder**.

(f) **[The Board may provide the plan submitted by the slot machine licensee to the Department of Drug and Alcohol Programs or its successor agency for its use in administering the act. The Department of Drug and Alcohol Programs or its successor may provide comments and recommendations to the OCPG and the licensee relating to the plan.]** **A slot machine licensee shall, on no less than an annual basis, evaluate the policies and procedures contained in the plan. The slot machine licensee shall submit a summary of the evaluation to the OCPG and may include this summary as part of the annual report under § 501a.4.**

(g) A slot machine licensee shall submit amendments to the compulsive and problem gambling plan to the Director of OCPG for review and approval at least **[30] 60** days prior to the intended implementation date of the amendments. The slot machine licensee may implement the amendments on the **[30th] 60th** calendar day following the filing the amendments unless the slot machine licensee receives a notice under subsection (h) objecting to the amendments.

(h) If during the **[30-day] 60-day** review period the Director of OCPG determines that the amendments may not promote the prevention of compulsive and problem gambling or assist in the proper administration of responsible gaming programs, the Director of OCPG may, by written notice to the slot machine licensee, object to the amendments. The objection will:

(1) Specify the nature of the objection and, when possible, an acceptable alternative.

(2) Direct that the amendments not be implemented until approved by the Director of OCPG.

(i) When amendments have been objected to under subsection (h), the slot machine licensee may submit revised amendments for review in accordance with subsections (g) and (h).

§ 501a.3. Employee training program.

(a) The employee training program required under § 501a.2(d)(5) (relating to compulsive and problem gaming plan) must include instruction in the following:

(1) Characteristics and symptoms of compulsive behavior, including **[compulsive and problem] gambling disorder**.

(2) The relationship of **[compulsive and problem] gambling disorder** to other addictive behavior.

(3) The social and economic consequences of **[compulsive and problem] gambling disorder**, including debt, treatment costs, suicide, criminal behavior, unemployment and domestic issues.

(4) Techniques to be used when **[compulsive and problem] gambling disorder** is suspected or identified.

(5) Techniques to be used to discuss **[compulsive and problem] gambling disorder and responsible gambling** with patrons and advise patrons regarding community, public and private treatment services.

(6) Procedures designed to prevent serving alcohol to visibly intoxicated gaming patrons.

(7) Procedures designed to prevent persons from gaming after having been determined to be visibly intoxicated.

(8) Procedures for the dissemination of written materials to patrons explaining **responsible gambling, signs of gambling disorder, gambling disorder treatment information, and the [casino] self-exclusion [program] programs**, described in Chapters 503a (relating to casino self-exclusion), **815a (relating to interactive gaming self-exclusion), 1119a (relating to video gaming self-exclusion), 1209a (relating to fantasy contest self-exclusion), and 1411a (relating to sports wagering self-exclusion)** .

(9) Procedures for removing an excluded person, an underage individual or a person on the casino self-exclusion list from a licensed facility including, if necessary, procedures that include obtaining the assistance of appropriate law enforcement personnel.

(10) Procedures for offering gambling disorder treatment information to an excluded person or person on the casino self-exclusion list found to be located within a licensed facility.

[(10)] (11) Procedures for preventing an excluded person or a person on the casino self-exclusion list from being mailed any advertisement, promotion or other target mailing no later than 5 business days after receiving notice from the Board that the person has been placed on the excluded person or casino self-exclusion list.

[(11)] **(12)** Procedures for preventing an individual under 21 years of age from receiving any advertisement, promotion or other target mailing.

[(12)] **(13)** Procedures to prevent an excluded person, an individual under 21 years of age or a person on the casino self-exclusion list from having access to or from receiving complimentary services, or other like benefits.

[(13)] **(14)** Procedures to prevent an excluded person, an individual under 21 years of age or a person on the casino self-exclusion list from cashing checks.

(b) All management level employees (those positions with supervisory responsibilities), all employees of departments with duties or responsibilities relating to the Compulsive and Problem Gambling Plan, and all employees who interact with patrons or the public shall be required to complete the compulsive and problem gambling employee training program.

[(b)] **(c)** Training and training materials shall be updated annually and include current research and information on responsible **gambling** and problem gambling **by a person with specialized knowledge, skill, training, and experience in responsible gaming employee programs.**

[(c)] **(d)** Training for employees shall be **created and** conducted by a person with specialized knowledge, skill, training and experience in responsible gaming employee training programs as part of the employee's orientation.

[(d)] **(e)** **[Employees who have received training shall be certified by the slot machine licensee under § 501a.2(d)(6) upon completion of the training.] A slot machine licensee shall maintain records of new and reinforcement training completed by all employees.**

[(e)] **(f)** Employees are required to receive periodic reinforcement training at least once every calendar year starting with the year following the year in which the employee was hired. The date of the reinforcement training shall be recorded **and maintained by the slot machine licensee. [in each employee's personnel file.]**

[(f)] **(g)** Employees shall report **an individual with a** suspected or identified **gambling disorder [compulsive or problem gamblers]** to a designated key employee or other supervisory employee.

[(g)] **(h)** The identity of an individual suspected **[of] or** known **[compulsive or problem] as having a** gambling **disorder** shall be confidential except as provided under § 503a.3(f) (relating to casino self-exclusion list) and section 1516(d) of the act (relating to list of persons self-excluded from gaming activities).

[(h)] **(i)** Slot machine licensees may collaborate with a person with specialized knowledge, skill, training and experience in responsible gaming employee training programs to

develop **and maintain** an in-house or Internet-based employee training program to provide the training and reinforcement training required under this chapter.

§ 501a.6. [(Reserved).] Cashless Gaming Responsible Gaming self-limits

(a) Any cashless gaming system must be capable of allowing a registered player to establish, at a minimum, the following responsible gaming limits:

(1) A deposit limit must be offered on a daily, weekly and monthly basis and must specify the maximum amount of money a registered player may deposit into his cashless gaming account during a particular period of time.

(2) A limit on the number of deposits must be offered on a daily, weekly, and monthly basis and must allow a registered player to specify the number of deposits that may be made into the cashless gaming account during the specified period of time.

(3) A limit on the amount of money spent within a daily, weekly and monthly basis must be offered. The registered player shall be unable to participate in gaming for the remainder of the time selected if the registered player reaches the spend limit.

(4) A temporary suspension of a player's cashless gaming account must be offered for any number of hours or days, as selected by the registered player, which shall not be less than 72 hours and shall be available for at least 1 year.

(5) The registered player shall be provided with a mechanism by which they may change the controls of paragraphs (1)— (4). Notwithstanding any other provision in this section, the registered player may not change gaming controls while a cashless gaming account is suspended. The registered player shall continue to have access to the cashless gaming account and shall be permitted to withdraw funds from the account upon proper application for the funds to the cashless gaming account operator.

(b) Any decrease to the limits under these sections may not be effective later than the registered player's next login. Any increase to these limits must become effective only after the time period of the previous limit has expired and the registered player reaffirms the requested increase.

(c) For purposes of this section, a cashless gaming account shall include electronic wallets regardless of the method by which funds were credited to such electronic wallet.

§ 501a.7. Advertising.

(a) A licensee, entity certified or registered by the Board, or its agent may not employ or contract with an individual or entity to persuade or convince a person to engage in gaming or play a specific slot machine or table game while on the gaming floor of a licensed facility.

(b) A licensee, entity certified or registered by the Board, or its agent shall discontinue as expeditiously as possible the use of a particular advertisement upon receipt of written notice that the OCPG has determined that the use of the particular advertisement in, or with respect to, this Commonwealth could adversely impact the public or the integrity of gaming.

(c) A licensee, entity certified or registered by the Board, or its agent shall not engage in advertisement strategies which target individuals based upon removal from suspended or excluded gaming status.

[(c)] **(d)** Advertisements used by a licensee, entity certified or registered by the Board, or its agent may not:

(1) Contain false or misleading information, **or encourage excessive or irresponsible gambling behavior, such as advertising which:**

(i) Encourages players to engage in problematic play, including chase their loss or re-invest their winnings;

(ii) Implies or suggests that gambling is a means of solving financial problems or is a way to pay bills;

(iii) Implies or suggests that gambling can solve personal or professional problems;

(iv) Guarantees winning, or social, financial, or personal success;

(v) Implies or suggests that chances of winning increase the longer one plays or the more one spends;

(vi) Implies or suggests that skill can influence outcome for games where skill is not a factor;

(vii) Implies or suggests any illegal activity;

(viii) Implies or suggests that gambling is risk free; or

(ix) Implies, misleads or misrepresents the odds of winning.

(2) Fail to disclose conditions or limiting factors associated with the advertisement.

(3) Use a font, type size, location, lighting, illustration, graphic depiction or color obscuring conditions or limiting factors associated with the advertisement or the statement required under subsection (e).

(4) Be placed with such intensity and frequency that it saturates the given communication medium and/or location, or otherwise becomes excessive.

(5) Direct advertising and marketing campaigns that disproportionately target groups, which have been identified by empirical evidence, to be considered at higher risk of experiencing gambling related harm.

(6) Be placed before any audience where the majority of the audience is below the legal age to participate in the advertised gambling activity.

(d) Advertisements and marketing materials that contain gambling promotions, bonuses, and/or credits shall not:

(1) Be described as free unless the promotion, bonus, or credit is free. If the patron has to risk or lose their own money or other cash equivalent, or if there are conditions attached, the offer must clearly disclose the terms and conditions, and may not be described as free.

(2) Be described as risk-free if the player needs to incur any loss or risk of loss of their own money or other cash equivalent to use or withdraw winnings from the risk-free bet.

[(d)] (e) Advertisements must contain a gambling assistance message that includes the telephone number established by the Department of Drug and Alcohol Programs or its successor agency to provide persons with information on assistance for compulsive or problem gambling.

[(e)] (f) The complete text of the gambling assistance message and the font to be used for the statement, if it has not been previously approved, shall be submitted to the Director of OCPG for approval utilizing the process in § 501a.2(g) (relating to compulsive and problem gambling plan) and comply with the following:

(1) For signs, direct mail marketing materials, posters and other print advertisements, the height of the font used for the gambling assistance message must be the greater of:

(i) The same size as the majority of the text used in the sign, direct mail marketing material, poster or other print advertisement.

(ii) Two percent of the height or width, whichever is greater, of the sign, direct mail marketing material, poster or other print advertisement.

(2) For billboards, the height of the font used for the gambling assistance message must be at least **[5%] 2%** of the height or width, whichever is greater, of the face of the billboard.

(3) For video and television, the gambling assistance message must be visible for either:

(i) The entire time the video or television advertisement is displayed. The height of the font used for the gambling assistance message must be at least 2% of the height or width, whichever is greater, of the image that will be displayed.

(ii) From the first time a table game, table game device, slot machine, associated equipment or casino name is displayed or verbally referenced, and on a dedicated screen shot visible for at least the last 3 seconds of the video or television advertisement. If the licensee elects to utilize this option, the height of the font used for the gambling assistance message displayed:

(A) During the advertisement must be at least 2% of the height or width, whichever is greater, of the image that will be displayed.

(B) On the dedicated screen shot must be at least 8% of the height or width, whichever is greater, of the image that will be displayed.

(4) For web sites, including social media sites:

(i) The gambling assistance message must be posted on each webpage or profile page and on a gaming related advertisement posted on the webpage or profile page.

(ii) The height of the font used for the gambling assistance message must be at least the same size as the majority of the text used in the webpage or profile page.

(iii) For advertisements posted on the webpage or profile page, the height of the font used for the gaming assistance message must comply with paragraph (1).

(g) A licensee, certificate holder, entity certified or registered by the Board, or an agent acting on behalf of the aforementioned, shall take steps to limit the exposure of its advertising to underage persons. Such steps may include the usage of age-gating technology which limit underage individuals from accessing gaming related websites, social media profiles, and/or other channels of gaming related marketing.

(h) A licensee, certificate holder, entity certified or registered by the Board, or an agent acting on behalf of the aforementioned, shall notify registered patrons and players via electronic mail or other messaging method approved by the Board, of all available self-imposed limits and the availability of responsible gaming tools and problem gambling resources located within licensed facilities and online. The notification shall:

(1) Be dedicated to the topic of responsible gaming or gambling disorder.

(2) Be sent monthly to all registered patrons and players.

(3) Not contain advertisements for or promotions of any licensee, certificate holder, or any entity certified or registered with the Board.

(i) A licensee, certificate holder, entity certified or registered by the Board, or an agent acting on behalf of the aforementioned, shall endeavor to regularly inform the general public of available self-imposed limits, the PGCB self-exclusion programs, the availability of responsible gaming tools, the availability of gambling disorder resources located within licensed gaming facilities and online.

(i) A licensee, certificate holder, entity certified or registered by the Board, or an agent acting on behalf of the aforementioned, shall provide persons with the ability to opt out of directed marketing.

(1) A Board approved directed marketing opt out shall:

(i) Easily allow a person to elect to remove themselves from receiving directed marketing materials.

(ii) Allow a person to re-initialize receiving directed marketing materials.

(iii) Cease sending directed marketing materials to an individual who has elect to opt out under subparagraph (i) as soon as practical, but no later than five (5) full business days following the person's opt out.

(2) A licensee, certificate holder, entity certified or registered by the Board, or an agent acting on behalf of the aforementioned, shall not offer any special promotion or other means of inducement not otherwise offered to the general public to encourage or otherwise reward an individual for re-initializing directed marketing materials.

(3) Nothing in this subsection shall be construed to limit or otherwise abrogate the required notification containing responsible gaming and or gambling disorders under subsection (h).

§ 501a.8 Responsible Gaming Page.

(a) All website(s) operated by Board licensees in the Commonwealth shall contain a Responsible Gaming Page, which shall not require an account to be created or a person to log into an account to be viewed.

(b) All website(s) operated by Board licensees in the Commonwealth shall contain a Board approved responsible gaming logo, located prominently at or near the top of all webpages, which links to the Responsible Gaming Page.

(c) The Responsible Gaming Page shall contain, at a minimum, the following information:

(1) A prominent message, which states “If you or someone you know has a gambling problem, help is available. Call 1-800-GAMBLER” in a size, font, and color contrast approved by the Director of the Office of Compulsive and Problem Gaming.

(2) Links which direct a person to the following resources:

(i) The Council on Compulsive Gambling of Pennsylvania’s website.

(ii) The National Council on Problem Gambling.

(iii) The Department of Drug and Alcohol Programs’ gambling addiction participating provider list.

(iv) The Pennsylvania Gaming Control Board’s Office of Compulsive and Problem Gaming webpage.

(v) Gamblers Anonymous of PA.

(vi) Gam-Anon of PA.

(vii) A suicide prevention organization’s website and telephone number.

(3) A clear statement of the Board licensee’s policy and commitment to responsible gaming.

(4) Informational documents, which shall be reviewed and updated no less than annually by Board licensees, or links to informational documents from organizations dedicated to helping people with potential gambling disorders on the following topics:

(i) Rules of responsible gambling.

(ii) Myths about gambling.

(iii) Risks associated with gambling.

(iv) Signs and symptoms of gambling disorders.

(v) The Board’s self-exclusion brochure and link to the self-exclusion enrollment website.

(5) Detail how players and individuals on the self-exclusion list can access their history of Win/Loss Statements and any applicable tax forms. The following shall be included:

(i) Instructions on where to find the history of Win/Loss statement or applicable tax form information within the registered players account.

(ii) A telephone number to a customer assistance line that may be contacted to assist individuals in obtaining copies of their Win/Loss statements or applicable tax forms.

(iii) An email address that may be contacted to assist individuals in obtaining copies of their Win/Loss statements or applicable tax forms.

(iv) A sample Win/Loss statement which contains instructions on how to properly read and derive information from the Win/Loss statement.

(d) No advertisement or gambling promotion shall be displayed on the Responsible Gaming Page.

CHAPTER 503a. CASINO SELF-EXCLUSION

Sec.

503a.1. Definitions.

503a.2. Request for casino self-exclusion.

503a.3. Casino self-exclusion list.

503a.4. Duties of slot machine licensees.

503a.5. Removal from casino self-exclusion list.

503a.6. Exceptions for individuals on the casino self-exclusion list.

503a.7. Disclosure of information related to persons on the casino self-exclusion list.

§ 503a.4. Duties of slot machine licensees.

(a) A slot machine licensee shall train its employees and establish procedures to:

(1) Identify a casino self-excluded person when present on the gaming floor, in areas off the gaming floor where gaming activity is conducted or engaging in gaming related activities and, upon identification, immediately notify the following persons:

(i) Employees of the slot machine licensee whose duties include the removal of casino self-excluded persons.

(ii) Casino compliance representatives at the licensed facility.

(iii) The Pennsylvania State Police, or local police department if applicable.

(2) Refuse wagers from and deny gaming privileges to a casino self-excluded person.

(3) Deny gaming related activities, gaming junket participation and other similar privileges and benefits to a casino self-excluded person.

(4) Ensure that casino self-excluded persons do not receive, either from the slot machine licensee or any agent thereof, gaming junket solicitations, targeted mailings, telemarketing promotions, player club materials or other promotional materials [**relating to gaming activities at its licensed facility or other location approved by the Board to conduct gaming activity**] as required under § 501a.3(a) (11) (relating to employee training program).

(5) Comply with § 503a.3(d) (relating to casino self-exclusion list).

(6) Make available to patrons written materials explaining the casino self-exclusion program.

(7) Ensure that any account, including players club accounts and credit accounts in good standing, belonging to a casino self-excluded person are closed within 2 business days of receiving notification of the individual's enrollment in the self-exclusion program.

(8) Ensure any account belonging to a casino self-excluded person remains closed or deactivated until:

(i) The individual has been removed from the self-exclusion list; and,

(ii) The slot machine licensee has received a request to reopen or reactivate the account from the individual.

(b) A slot machine licensee shall submit a copy of its procedures and training materials established under subsection (a) to the Director of OCPG for review and approval at least **[30] 60** days prior to initiation of gaming activities at the licensed facility or other location approved by the Board to conduct gaming activity. The slot machine licensee will be notified in writing of any deficiencies in the procedures and training materials and may submit revisions to the procedures and training materials to the Director of OCPG. A slot machine licensee may not commence operations until the Director of OCPG approves the procedures and training.

(c) A slot machine licensee shall submit amendments to the procedures and training materials required under subsection (b) to the Director of OCPG for review and approval at least **[30] 60** days prior to the intended implementation date of the amendments. The slot machine licensee may implement the amendments on the **[30th] 60th** calendar day following the filing of the amendments unless the slot machine licensee receives a notice under subsection (d) objecting to the amendments.

(d) If during the [30] 60-day review period the Director of OCPG determines that the amendments to the procedures and training materials may not promote the prevention of gaming by self-excluded individuals or assist in the proper administration of the casino self-exclusion program, the Director of OCPG may, by written notice to the slot machine licensee, object to the amendments. The objection will:

(1) Specify the nature of the objection and, when possible, an acceptable alternative.

(2) Direct that the amendments not be implemented until approved by the Director of OCPG.

(e) When the amendments to the procedures and training materials have been objected to under subsection (d), the slot machine licensee may submit revised amendments in accordance with subsections (c) and (d).

(f) A slot machine licensee shall post signs at all entrances to a licensed facility or other location approved by the Board to conduct gaming activity indicating that a person who is on the casino self-exclusion list will be subject to arrest for trespassing under 18 Pa.C.S. § 3503 (relating to criminal trespass) if the person is on the gaming floor, in areas off the gaming floor where gaming activity is conducted or engaging in gaming related activities in the licensed facility or other location approved by the Board to conduct gaming activity. The text and font size of the signs shall be submitted for approval to the Director of OCPG under the procedures specified in subsection (b).

(g) The list of casino self-excluded persons is confidential, and any distribution of the list to an unauthorized source constitutes a violation of the act.

(h) Under section 1516 of the act (relating to list of persons self-excluded from gaming activities), slot machine licensees and employees thereof may not be liable for damages in any civil action, which is based on the following:

(1) Failure to withhold gaming privileges from or restore gaming privileges to a casino self-excluded person.

(2) Permitting or not permitting a casino self-excluded person to gamble.

(3) Good faith disclosure of the identity of a casino self-excluded person to someone, other than those authorized by this chapter, for the purpose of complying with this chapter.

(i) A slot machine licensee shall report the discovery of a casino self-excluded person on the gaming floor, in areas off the gaming floor where gaming activity is conducted or engaging in gaming related activities to the Director of OCPG within 24 hours.

(j) A slot machine licensee, or agents acting on their behalf of their interests, may not contact or directly market to an individual who has been removed from the self-

exclusion list, until the individual proactively requests to receive communications from the slot machine licensee, or until the individual opens or reopens a players club account.

Subpart K. TABLE GAMES

CHAPTER 609a. CREDIT

Sec.

- 609a.1. Definitions.
- 609a.2. Internal control requirements.
- 609a.3. Application and verification procedures for granting credit.
- 609a.4. Approval of credit limits.
- 609a.5. Derogatory information; reduction or suspension of credit.
- 609a.6. Additional reverification requirements.
- 609a.7. Patron credit transactions.
- 609a.8. Recordkeeping requirements.
- 609a.9. Voluntary credit suspension list.
- 609a.10. Request for voluntary credit suspension.
- 609a.11. Reinstatement of credit and removal from the voluntary credit suspension list.
- 609a.12. Duties of certificate holders.
- 609a.13. Requirements for Counter Checks.
- 609a.14. Issuance and reconciliation of Counter Checks.
- 609a.15. Redemption of Counter Checks.
- 609a.16. Substitution and consolidation of Counter Checks.
- 609a.17. Deposit of Counter Checks and personal checks substituted for Counter Checks.
- 609a.18. Collection of returned checks.
- 609a.19. Use of an electronic credit system for the processing of Counter Checks and customer deposits.

§ 609a.9. Voluntary credit suspension list.

(a) The Board will maintain a voluntary credit suspension list of all individuals who have requested suspension of credit privileges and will provide a current list of these individuals to the credit department of each certificate holder.

(b) The list provided to certificate holders will contain the following information for each individual on the list:

- (1) The individual's name, including any aliases or nicknames.
- (2) The individual's address.
- (3) The individual's date of birth.

(c) Information furnished to or obtained by the Board or a certificate holder under this chapter will be deemed confidential and may not be disclosed except in accordance with this chapter.

(d) Any individual who has voluntarily added their name to the Voluntary Credit Suspension list may not receive credit that is issued to a cashless gaming account.

Subpart K. INTERACTIVE GAMING

CHAPTER 812a. INTERACTIVE GAMING PLAYER ACCOUNTS

Sec.

- 812a.1. Definitions.
- 812a.2. Player account registration.
- 812a.3. Account security.
- 812a.4. Single account requirement.
- 812a.5. Account terms and conditions disclosures.
- 812a.6. Self-exclusion list.
- 812a.7. Player funding of accounts.
- 812a.8. Player loyalty programs.
- 812a.9. Player account controls.
- 812a.10. Player withdrawals.
- 812a.11. Player account statements.
- 812a.12. Suspended accounts.
- 812a.13. Dormant accounts.
- 812a.14. Use of player data.

§ 812a.9. Player Account Controls

- (a) A player session is started when a player logs in to the interactive gaming system.

(1) A player must be provided with the electronic identifier created by the interactive gaming certificate holder or interactive gaming operator, if applicable, and a password to start a session.

(2) The interactive gaming system must allow players to change their passwords.

(3) When a player has forgotten his password or PIN, the interactive gaming system must provide a secure process for the reauthentication of the player and the retrieval or resetting, or both, of the password or PIN. Processes for dealing with lost player user IDs or passwords must be clearly described to the player.

(4) When a player logs in to the interactive gaming system, the date and time of his prior player session must be displayed.

(5) Each player session must have a unique identifier assigned by the interactive gaming system which distinguishes the current session from previous and future sessions.

(b) During a peer-to-peer game, the software must permit a player to set an away from computer status (that is, self-imposed session inactivity). This functionality must be fully described in the help screens or applicable terms and conditions.

(1) The away from computer status must disallow all play and also cause the player's turn to be automatically skipped during any round of play which takes place while this status is active.

(2) If a player sets an away from computer status during the middle of a round of play, he automatically forfeits play for that round (for example, for a round of poker, the software must automatically fold the player's hand during the next round of betting).

(3) If a player performs any game action within the game window while in an away from computer status, the status must be removed and the player will be enrolled into the next round of play. Nongame sensitive actions, such as accessing the help menu from the game window do not require this status to be removed.

(4) If action has not been taken by the player within the time period specified in the help screens or the terms and conditions, or both, the player must be automatically placed into the away from computer status.

(5) If a player has been in the away from computer status for over 30 minutes, the player must be automatically logged out of the game or player account, or both.

(c) Interactive gaming systems must employ a mechanism that detects session inactivity and terminates a player session when applicable.

(1) If the interactive gaming system fails to receive a response from the interactive gaming device within 15 minutes, whether the player has been in away from

computer mode or not, the interactive gaming system must implement a user inactivity timeout and terminate the player session.

(2) If a player session is terminated due to player inactivity timeout, the interactive gaming device must display to the player the player session termination (that is, the user inactivity timeout) upon the player's next attempted action on the interactive gaming system.

(3) Further game play is not permitted until the interactive gaming system and the interactive gaming device establish a new session.

(d) A player session ends when:

(1) The player notifies the interactive gaming system that the session is finished (for example, logs out).

(2) A session inactivity timeout is reached.

(3) The interactive gaming system terminates the session.

(i) When the interactive gaming system terminates a player session, a record must be written to an audit file that includes the termination reason.

(ii) The interactive gaming system must attempt to send a session finished message to the interactive gaming device each time a session is terminated by the interactive gaming system.

(e) The Board's Responsible Gaming logo linking to a responsible gaming page shall be placed at the top of the interactive gaming web site, **but shall not require players to login to access**. The responsible gaming page **shall conform to § 501a.8 (relating to Responsible Gaming Page)**, [must contain, at a minimum, all of the following:

(1) Information about potential risks associated with gambling and where to get help for a gambling problem.

(2) A list of the responsible gaming measures that can be invoked by the player, such as player session time limits and bet limits, and an option to enable the player to invoke those measures.

(3) Mechanisms which detect unauthorized use of the player's account, such as observing the Last Log in Time Display, the IP address of the last login and reviewing financial account information.

(4) A link to the terms and conditions that the player agreed to be bound to by entering and playing on the site.

(5) A link to the applicable privacy policy.

(6) A link to Board's web site.]

(f) All links to player protection services (for example, self-exclusion and other player-imposed limits) provided by third parties are to be tested by the interactive gaming certificate holder or interactive gaming operator periodically as required by the Board. Game play may not occur when links used to supply information on player protection services are not displayed or are not operational. When the link to player protection services is no longer available, the interactive gaming certificate holder or interactive gaming operator shall provide an alternative support service.

(g) Players must be provided with a clear mechanism to impose self-limitations for gaming parameters including deposits, wagers, losses and player session durations as required by the Board. The self-limitation mechanism must provide all of the following functionality:

(1) Any decrease to self-limitations for gaming must be effective no later than the player's next login. Any increase to these limits must become effective only after the time-period of the previous limit has expired and the player reaffirms the requested increase.

(i) For example, a player sets a \$1,000 monthly deposit limit on the 1st day of the month. The player may not increase this limit to more than \$1,000 until the 1st day of the following month. The same player may decrease the limit to less than \$1,000 at any point, and shall be effective at the player's next login.

(2) A deposit limit as determined by the player must be offered on a daily, weekly and monthly basis, and must specify the maximum amount of money **and the maximum number of deposit transactions** a player may deposit into his interactive gaming account during the designated period of time.

(3) A spend limit as determined by the player must be offered on a daily, weekly and monthly basis, and must specify the maximum amount of player deposits that may be put at risk during a designated period of time.

(4) A single wager limit as determined by the player must be offered and must specify the maximum amount of any single wager a player may put at risk in a single wager in an interactive game.

(i) This single wager limit is not applicable for peer-to-peer poker games offered by interactive gaming certificate holders or operators.

(ii) Notwithstanding the provisions of paragraph (1), a requested increase in the player's single wager limit (that is, from \$50 to \$100) shall not take effect for 24 hours after the request is made.

(5) A time-based limit as determined by the player must be offered on a daily, **weekly, and monthly** basis and must specify the maximum amount of time that a player may spend playing on an interactive gaming system, provided that if the time-based limit is reached a player will be permitted to complete any round of play, or active or prepaid tournament.

(i) Players shall be provided with the ability to set daily time-based limits as the player deems appropriate (thirty minutes, one hour, four hours, etc.)

(ii) Players shall be provided the ability to set weekly time-based limits.

(A) Players may elect to limit the number of days per week in which they may engage in gaming. For example, a player could elect to set a limit to only allow gaming three days a week.

(B) Players may elect to build upon subparagraph (i) and limit the total number of hours they can game in a week.

(iii) Players shall be provided with the ability to set monthly time-based limits.

(A) Players may elect to limit the number of days per month in which they may engage in gaming. For example, a player could elect to set a limit to only allow gaming three days per month.

(B) Players may elect to build upon subparagraph (i) and limit the total number of hours they can game in a month.

(6) A table limit as determined by the player must be offered and must specify the maximum amount a registered player may bring to a peer-to-peer interactive gaming table.

(7) A potential jackpot limit as determined by the player must be offered which allows a player to limit their participation in games or tournaments, or otherwise limit bets based upon the potential jackpot. For example, a player may wish to set a limit to disallow their entry into a tournament with a \$250,000 jackpot or to disallow their placing a progressive wager with a \$150,000 potential payout.

(8) An auto-play limit as determined by the play must be offered to limit the player's usage of auto-play game functionality. The auto-play limit must afford a player to totally disallow auto-play on their account, as well as provide the player with the ability to limit auto-play in terms of both number of rounds and amount wagered through auto-play functionality.

(9) A promotion self-suspension as determined by the player must be offered which allows a player an easy to initiate means to opt out of promotions for such time period as the player elects.

[(7)](10) The self-limitations set by a player may not override any system imposed limitations or contradict information within the game rules.

(11) The self-limitations set by a player shall be configurable to afford a player the ability to set limits either jointly or separately for interactive gaming and sports wagering activities.

(h) The interactive gaming system must be capable of applying system-imposed limits as required by the terms and conditions agreed to by the player upon registration and as required by the Board. System-imposed limits must adhere to all of the following:

§ 812a.11. Player account statements.

(a) At the request of a player, interactive gaming systems must provide an interactive gaming account statement which must include detailed account activity for at least the ~~6~~ **12** months preceding the request. In addition, an interactive gaming system must, upon request, be capable of providing a summary statement of all player activity **[during the past year] since the account's creation, consistent with 4 Pa. C.S. § 13B27.** Information to be provided on the summary statement must include, at a minimum, all of the following:

- (1) Deposits to the interactive gaming account.
- (2) Withdrawals from the interactive gaming account.
- (3) Win or loss statistics.

(i) Win and loss data shall be available in daily, weekly, monthly, and yearly breakdowns.

(ii) Win and loss data shall clearly provide information pertaining to real money gaming activity, regardless of any promotional or bonus play wins and losses experienced by the player that did not result in real money effects.

(4) Beginning and ending account balances, **including a current account balance.**

- (5) Self-imposed responsible gaming limit history, if applicable.

(b) Account statements must be either displayed on the interactive gaming web site or mobile app or available for immediate download, or if requested by the player, sent to the player's registered address (e-mail or first class) for the time period specified.

(c) Annual win loss tax documentation shall be made available to players consistent with the timetable mandated by the IRS. To the extent that such information would not trigger IRS thresholds, the relevant materials shall be made available to players no later than January 31 of each year.

CHAPTER 814a. COMPULSIVE AND PROBLEM GAMBLING REQUIREMENTS

Sec.

- 814a.1. General requirements.
- 814a.2. Responsible gaming self-limits.
- 814a.3. Compulsive and problem gambling plan.
- 814a.4. Employee training program.
- 814a.5. Reports.
- 814a.6. Web site requirements.

§ 814a.1. General requirements

(e) Software utilized for interactive gaming must display all of the following information, in addition to the minimum display standards in this subpart:

(1) The current time in the time zone where the registered player is physically located and the time elapsed while in the current registered player session.

(2) Cause a pop-up notification, at least every hour, to be prominently displayed on the interactive gaming device advising the registered player of the amount of time elapsed since his log on, and the amount of money wagered since his log on.

(3) Offer the registered player the option to select a pop-notification, in 15-minute and 30-minute increments, advising the registered player of the amount of money wagered since his log on.

(4) Offer the option to activate self-imposed limits during the player account registration process.

(5) Pop-up notifications under this subsection shall not automatically dismiss, but rather must require the player to take an active step to dismiss the notification.

(f) An interactive gaming certificate holder or interactive gaming operator offering interactive gaming shall have a dedicated licensed employee responsible for notifying the Board upon detecting a person participating in interactive gaming who is required to be excluded under Board regulations or any person who is otherwise prohibited from engaging in interactive gaming. This employee shall be licensed as a key employee.

(g) All terms and conditions for interactive gaming must be included as an appendix to the internal controls or, when specified, as part of the interactive gaming compulsive and problem gambling plan of the interactive gaming certificate holder or interactive gaming operator addressing all aspects of the operation, including all of the following:

(1) Registered player's right to set responsible gaming limits and to self-exclude.

(2) Registered player's right to suspend his account for any selected period of time.

(3) Information to be displayed on a **responsible gaming page** [registered player protection page,] which shall be accessible **at any time. [to a registered player during a registered player session.]** The [registered player protection] **responsible gaming page** must **comply with the requirements of § 501a.8 (relating to Responsible Gaming page)**. [contain, at a minimum, all of the following:

(i) A prominent message, which states "If you or someone you know has a gambling problem, help is available. Call 1-800-Gambler" in a size and font as approved the Director of the Office of Compulsive and Problem Gaming (OCPG).

(ii) A direct link to all of the following:

(A) The Council on Compulsive Gambling of Pennsylvania's web site.

(B) The Department of Drug and Alcohol Programs' (or successor agency) gambling addiction participating provider list webpage.

(C) The OCPG webpage.

(iii) All of the following responsible gaming information that shall be approved by the Board's Director of the OCPG:

(A) A clear statement of the interactive gaming certificate holder or interactive gaming operator's policy and commitment to responsible gaming.

(B) Informational documents, which shall be reviewed and updated annually by the interactive gaming certificate holder or interactive gaming operator, regarding all of the following subjects, or a direct link to information regarding all of the following subjects, if available, from an organization based in this Commonwealth or the United States dedicated to helping people with potential gambling disorders and labeled as:

(I) Rules of responsible gambling.

(II) Myths about gambling.

(III) Risks associated with gambling.

(IV) Signs and symptoms of gambling disorders.

(V) The Board's self-exclusion brochure.

(C) Rules governing self-imposed responsible gaming limits, including all of the following:

(I) List of each type of self-imposed limit.

(II) How to enroll in each type of self-imposed limit.

(iv) The following statement: "A person who has enrolled in interactive gaming self-exclusion or has otherwise been excluded from interactive gaming activities, and individuals who are under the age of 21, shall not participate in interactive gaming or interactive gaming activities and will have their winnings forfeited and interactive gaming accounts suspended upon violation." The text and font size of the notices shall be submitted for approval to the Director of the OCPG.]

(h) An interactive gaming system must comport with all requirements regarding player accounts in Chapter 812a (relating to interactive gaming player accounts).

§ 814a.2. Responsible gaming self-limits.

An interactive gaming system must be capable of allowing a registered player to establish the following responsible gaming limits. Any decrease to these limits may not be effective later than the registered player's next login. Any increase to these limits must become effective only after the time period of the previous limit has expired and the registered player reaffirms the requested increase:

(1) A deposit limit must be offered on a daily, weekly and monthly basis and must specify the maximum amount of money a registered player may deposit into his interactive gaming account during a particular period of time.

(2) A limit on the amount of money spent within a daily, weekly and monthly basis must be offered. The registered player shall be unable to participate in gaming for the remainder of the time selected if the registered player reaches the loss limit.

(3) A limit on the maximum amount of any single wager on any interactive game.

(4) A time-based limit must be offered on a daily, **weekly, and monthly** basis and must specify the maximum amount of time, measured hourly from the registered player's login to log off, a registered player may spend engaging in interactive gaming, provided that if the time-based limit is reached a registered player is permitted to complete any round of play, or active or prepaid tournament.

(5) A table limit must be offered and must specify the maximum amount a registered player may bring to a peer-to-peer interactive gaming table.

(6) A temporary suspension of a player's interactive gaming account must be offered for any number of hours or days, as selected by the registered player, which shall not be less than 72 hours, **and shall include the ability for a player to select a period of time up to 12 months.**

(7) The interactive gaming certificate holder or interactive gaming operator shall provide a mechanism by which a registered player may change the controls of paragraphs (1)—(6). Notwithstanding any other provision in this section, the registered player may not change gaming controls while an interactive gaming account is suspended. The registered player shall continue to have access to the interactive gaming account and shall be permitted to withdraw funds from the account upon proper application for the funds to the interactive gaming certificate holder or interactive gaming operator.

§ 814a.3. Compulsive and problem gambling plan.

(a) An interactive gaming certificate **holder** or interactive gaming operator applicant shall submit a compulsive and problem gambling plan for review at the time of submission of the application that conforms with § 501a.2 (relating to compulsive and problem gambling plan).

(1) The compulsive and problem gambling plan shall be submitted to the Director of the OCPG at least 60 days prior to the planned commencement of operations and must be approved by the Director of OCPG before interactive gaming operations may commence.

(2) OCPG shall notify the interactive gaming certificate holder or interactive gaming operator of any deficiencies in the plan in writing.

(b) In addition to the requirements in § 501a.2, an interactive gaming certificate holder's or interactive gaming operator applicant's compulsive and problem gambling plan must include all of the following:

(1) The goals of the plan.

(2) The identification of the individual who will be responsible for the implementation and maintenance of the plan.

(3) Policies and procedures including all of the following:

(i) The commitment of the interactive gaming certificate holder or interactive gaming operator to train appropriate employees.

(ii) The duties and responsibilities of the employees designated to implement or participate in the plan, including the dedicated employee who is responsible for ensuring the operation and integrity of interactive gaming and reviewing all reports of suspicious behavior.

(iii) The responsibility of registered players with respect to responsible gambling.

(iv) Procedures to identify registered players and employees with suspected or known compulsive and problem gambling behavior.

(v) Procedures for prominently posting the message “IF YOU OR SOMEONE YOU KNOW HAS A GAMBLING PROBLEM, HELP IS AVAILABLE, CALL 1-800-GAMBLER,” or comparable language approved by the Board, on all interactive gaming sites and displaying the message to a person visiting or logging onto and logging off the interactive gaming certificate holder or interactive gaming operator’s interactive gaming skin or interactive gaming web site.

(vi) Procedures on displaying the date and time of the registered player’s previous log on each time that registered player logs on to his interactive gaming account.

(vii) Procedures for preventing an underage person or a person on the interactive gaming self-exclusion list from being mailed any advertisement, promotion or other target mailing, including those sent electronically, no later than 5 business days after receiving notice from the Board that the person has been placed on the interactive gaming self-exclusion list.

(viii) A policy and procedures for the display of the time in the time zone where the registered player is physically located and the time elapsed while in the current registered player session and the cause of a pop-up notification, at least every hour, to be prominently displayed on the interactive gaming device advising the registered player of the amount of time elapsed and the money wagered since his log on.

(ix) Procedures for offering registered players the option to select a pop-up notification in 15-minute and 30-minute increments advising the registered player of the amount of money wagered since his log on.

(x) Procedures for reviewing, updating and posting information on the interactive gaming certificate holder or interactive gaming operator’s **Responsible Gaming page and** web site regarding gambling addiction treatment services, gamblers anonymous programs, compulsive gambling organizations and informational documents **as prescribed under § 501a.8 (relating to Responsible Gaming Page).** [on all of the following:

(A) Rules of responsible gambling.

(B) Myths about gambling.

- (C) Risks associated with gambling.
- (D) Signs and symptoms of gambling disorders.
- (E) Randomness of play.]

(xi) Procedures for **alerting individuals to the organizations and resources on the Responsible Gaming Page.** [posting links to all of the following organizations' web sites on the interactive gaming certificate holder/operator licensee's web site:

- (A) The Council on Compulsive Gambling of Pennsylvania.
- (B) The National Council on Problem Gambling.
- (C) The Department of Drug and Alcohol Programs' (or successor agency) gambling addiction participating provider list.
- (D) Gamblers Anonymous of PA.
- (E) Gam-Anon of PA.
- (F) The Board's Office of Compulsive and Problem Gambling.
- (G) A Pennsylvania or United States suicide prevention organization's webpage and telephone number.]

(xii) Procedures for responding to registered player requests for information regarding gambling **disorder [addiction]** treatment services, gamblers anonymous programs, compulsive gambling organizations, and other informational documents.

(A) The interactive gaming certificate holder or interactive gaming operator shall provide examples of the materials to be used as part of its plan, including the problem gambling helpline number and message, informational documents and other posted material, including all of the following:

- (I) Rules of responsible gambling.
- (II) Myths about gambling.
- (III) Risks associated with gambling.
- (IV) Signs and symptoms of gambling disorders.
- (V) Randomness of play.
- (VI) Self-exclusion brochure.

(4) Policies and procedures on the governing of self-imposed limits and suspension.

(5) An employee training program as required under this chapter, including **the curriculum vitae of the trainer and the training creator and** training materials to be utilized and a plan for annual reinforcement training.

(6) A certification process established by the interactive gaming certificate holder or interactive gaming operator to verify that each employee has completed the training required by the plan **and to maintain a record of every date in which each employee received annual reinforcement training.**

(7) An estimation of the cost of development, implementation and administration of the plan.

(8) Procedures to prevent underage gambling as required under § 513a.3(b) (relating to responsibilities of licensees, permittees, registrants and certification holders).

(9) Procedures to prevent excluded persons from gambling.

(10) Procedures to prevent self-excluded and temporarily suspended persons from gambling.

(11) Procedures to monitor all interactive gaming sites for suspicious activity including those who are:

(i) Engaging in or attempting to engage in, or who are reasonably suspected of, cheating, theft, embezzlement, collusion, money laundering or any other illegal activities.

(ii) Required to be excluded under Board regulations.

(iii) Prohibited by the interactive gaming certificate holder or interactive operator licensee from interactive gaming.

(12) Procedures on the reporting of those who may have or have a known gambling disorder.

(13) Details of outreach programs which the interactive gaming certificate holder or interactive gaming operator intends to offer to employees and individuals who are not employees of the interactive gaming certificate holder or interactive gaming operator.

(14) The plan for posting the statement “If you or someone you know has a gambling problem, help is available. Call 1-800-GAMBLER” on the interactive gaming certificate holder’s or interactive gaming operator’s webpage and each skin.

(15) Attachments to the Plan, as determined by the Director of the OCPG.

(c) The compulsive and problem gambling plan of an applicant for an interactive gaming certificate or interactive gaming license that has been approved to receive an interactive gaming certificate or interactive gaming license shall be **submitted to the Director of the OCPG at**

least 60 days prior to the planned commencement of operations. The plan shall be approved by the Director of the Office of Compulsive and Problem Gaming (OCPG). An applicant for an interactive gaming certificate or interactive gaming license who has been approved to receive an interactive gaming certificate or interactive gaming license will be notified in writing of any deficiencies in the plan and may submit revisions to the plan to the Director of the OCPG. An interactive gaming certificate holder or interactive gaming operator may not commence operations until the Director of the OCPG approves the plan.

(d) Compliance with the plan approved under this chapter will be a condition of interactive gaming certificate or interactive gaming license renewal.

(e) An interactive gaming certificate holder or interactive gaming operator shall submit any other policies and procedures intended to be used beyond what is required under subsection [(d)] **(b)** to prevent and raise awareness of gambling disorders.

(f) An interactive gaming certificate holder or interactive gaming operator shall submit amendments to the compulsive and problem gambling plan to the Director of the OCPG for review and approval at least ~~30~~ **60** days prior to the intended implementation date of the amendments. The interactive gaming certificate holder or interactive gaming operator may implement the amendments on the **[30th] 60th** calendar day following the filing the amendments unless the interactive gaming certificate holder or interactive gaming operator receives a notice under subsection (h) objecting to the amendments.

(g) If during the **[30-day] 60-day** review period the Director of the OCPG determines that the amendments may not promote the prevention of compulsive and problem gambling or assist in the proper administration of responsible gaming programs, the Director of the OCPG may, by written notice to the interactive gaming certificate holder or interactive gaming operator, object to the amendments. The objection will:

(1) Specify the nature of the objection and, when possible, an acceptable alternative.

(2) Direct that the amendments not be implemented until approved by the Director of the OCPG.

(h) When amendments have been objected to under subsection (g), the interactive gaming certificate holder or interactive gaming operator may submit revised amendments for review in accordance with subsections (f) and (g).

§ 814a.4. Employee training program.

(a) The annual employee training program required under this chapter must include instruction on all of the following:

(1) Characteristics and symptoms of compulsive behavior, including [**compulsive and problem**] gambling **disorder**.

(2) The relationship of gambling disorders to other addictive behavior.

(3) The social and economic consequences of a gambling disorder, including debt, treatment costs, suicide, criminal behavior, unemployment and domestic issues.

(4) Techniques to be used when a gambling disorder is suspected or identified.

(5) Techniques to be used to discuss a gambling disorder **and responsible gambling** with registered players and advise registered players to contact 1-800-GAMBLER to receive information regarding community, public and private treatment services.

(6) Procedures for suspending an interactive gaming account belonging to an underage individual or a person on the interactive gaming self-exclusion list, if necessary, procedures that include obtaining the assistance of appropriate law enforcement personnel.

(7) Procedures for preventing an excluded person or a person on the interactive gaming self-exclusion list from being mailed any advertisement, promotion or other target mailing no later than 5 business days after receiving notice from the Board that the person has been placed on the interactive gaming self-exclusion list.

(8) Procedures for preventing an individual under 21 years of age from receiving any advertisement, promotion or other target mailing.

(9) Procedures to prevent an individual under 21 years of age or a person on the interactive gaming self-exclusion list from having access to or from receiving complimentary services, or other like benefits.

(10) Procedures to direct players to all of the following:

(i) The Responsible Gaming Page under § 501a.8,

(ii) The page a player uses to set self-imposed limites;

(iii) The Board's self-exclusion enrollment website.

(b) Training and training materials shall be **evaluated for effectiveness,** updated annually and include current research and information on responsible and problem gambling. **This annual review shall be conducted by an individual with specialized knowledge, skill,**

training, and experience in responsible gaming treatment or responsible gaming employee training programs.

(c) As part of each employee's orientation, and prior to the start of their job duties, responsible and problem gambling training for employees shall be conducted by a person with specialized knowledge, skill, training and experience in responsible gaming employee training programs as part of the employee's orientation. If an online training program is utilized, the training shall be created and maintained by a person with specialized knowledge, skill, training and experience in responsible gaming employee training programs.

(d) **[Employees who have received training shall be certified by the interactive gaming certificate holder or interactive gaming operator under this chapter upon completion of the training.] Interactive gaming certificate holders or interactive gaming operators shall maintain records of new and reinforcement trainings completed by all employees.**

(e) Employees are required to receive periodic reinforcement training at least once every calendar year starting with the year following the year in which the employee was hired. The **[date] dates** of the reinforcement training **completed by the employee** shall be recorded in each employee's personnel file, **as well as part of a comprehensive training ledger covering all employees maintained by the interactive gaming certificate holder or interactive gaming operator.**

(f) Employees shall report persons with a suspected or identified gambling disorder to a designated employee or other supervisory employee.

(g) The identity of an individual with suspected or known problem gambling behavior must be confidential except as provided under Board regulations regarding interactive gaming self-exclusion list and section 1516(d) of the act (relating to list of persons self-excluded from gaming activities).

(h) An interactive gaming certificate holder or interactive gaming operator may collaborate with a person with specialized knowledge, skill, training and experience in responsible gaming employee training programs to develop an in-house or Internet-based employee training program to provide the training and reinforcement training required under this chapter.

(i) Interactive gaming certificate holder or interactive gaming operators may enact policies or procedures, or both, that are more stringent than those listed in these regulations, including stricter rules for those who sign up for a self-exclusion list.

(j) At a minimum, the following employees shall be subject to the completion of the training program under this section upon hiring and annually thereafter:

(1) All employees who interact with players or the public as part of their job.

(2) All employees with duties pertaining to the Compulsive and Problem Gambling Plan.

(3) All employees who have gaming-related duties. Examples of such employees and duties include:

(i) Game presenters, dealers, or person otherwise engaged in facilitating and advancing gameplay in an interactive gaming live studio environment.

(ii) Individuals engaged in the creation of marketing content.

(iii) Individuals engaged in the development of content for use on the interactive gaming website and/or app.

(iv) Such person or duty as designated by the Board.

(3) All management or supervisors to whom the employees in paragraphs (1)-(3) report, whether directly or indirectly.

(k) The training program under this section shall be subject to Board review and approval. The program and materials shall be submitted to the Director of the Office of Compulsive and Problem Gambling at least 60 days prior to the commencement of operations, or the intended implementation date of any revision or amendment to the plan.

(l) The provisions of this section shall apply to Interactive Gaming Live Studio operations except that a Live Studio operator may utilize its partnering interactive gaming operator's approved employee training program in lieu of creating and maintaining its own program.

§ 814a.5. Reports.

(a) An interactive gaming certificate holder or interactive gaming operator shall submit to the Director of the Office of Compulsive and Problem Gaming (OCPG) an annual summary of its compulsive and problem gambling program by the last business day of July.

(b) The annual summary must contain, at a minimum, detailed information regarding all of the following:

(1) Employee training, including all of the following:

(i) The dates of new hires and annual reinforcement compulsive gambling training.

(ii) The individual or group who conducted the training.

(iii) The number of employees who completed the new hire compulsive gambling training.

(iv) The number of employees who completed the annual reinforcement compulsive gambling training.

(2) The amount spent on the Compulsive and Problem Gambling Plan for all of the following:

(i) Employee training.

(ii) Outreach including community training and sponsorships.

(3) Additional information including all of the following:

(i) The number of underage individuals who were denied interactive gaming access.

(ii) The number of self-excluded individuals who were denied interactive gaming access.

(iii) A summary of any community outreach conducted by the certificate holder/operator licensee.

(c) An interactive gaming certificate holder or interactive gaming operator shall submit to the Director of the Office of Compulsive and Problem Gaming (OCPG) a monthly update on self-imposed limits and responsible gaming.

(d) The monthly self-imposed limits and responsible gaming update must contain, at a minimum, detailed information and statistics on all of the following:

(1) Employee training, including all of the following:

(i) The dates of new hires and annual reinforcement compulsive gambling training.

(ii) The individual or group who conducted the training.

(iii) The number of employees who completed the new hire compulsive gambling training.

(iv) The number of employees who completed the annual reinforcement compulsive gambling training.

(2) Information including all of the following

(i) The number of underage individuals who were denied interactive gaming account access.

(ii) The number of self-excluded individuals who were denied interactive gaming access.

(iii) Number of Pennsylvania accounts closed due to responsible gambling and/or problem gambling reasons, including:

(A) The number of accounts closed by the operator, and

(B) The number of accounts closed by the player.

(iv) Statistics relating to the operator's Problem Gaming Page under §501a.8, including the number of times the page has been accessed.

(v) Statistics relating to communications between the operator and players related to responsible gambling, problem gaming, and/or gambling disorder.

(vi) Statistics relating to Pennsylvania registered accounts, including all of the following

(A) Total number of Pennsylvania accounts,

(B) Total number of Pennsylvania accounts utilizing self-imposed limits, including a breakdown outlining how many accounts have used each self-imposed limit under § 812a.9(g) (relating to self-imposed limits).

(vii) Other information as required by the Board.

CHAPTER 815a. INTERACTIVE GAMING SELF-EXCLUDED PERSONS

Sec.

- 815a.1. Scope.
- 815a.2. Definitions.
- 815a.3. Requests for interactive gaming self-exclusion.
- 815a.4. Interactive gaming self-exclusion list.
- 815a.5. Certificate holder and operator duties.
- 815a.6. Removal from the interactive gaming self-exclusion list.
- 815a.7. Exceptions for individuals on the interactive gaming self-exclusion list.
- 815a.8. Disclosures of information related to persons on the self-exclusion list.

§ 815a.5. Certificate holder and operator duties.

(a) An interactive gaming certificate holder or interactive gaming operator shall train its employees and establish procedures to do all of the following:

(1) Refuse wagers from and deny gaming privileges to an interactive gaming self-excluded person.

(2) Deny gaming related activities and benefits to an interactive gaming self-excluded person.

(3) Ensure that interactive gaming self-excluded persons do not receive, either from the interactive gaming certificate holder, interactive gaming operator or any agent thereof, targeted mailings, telemarketing promotions, player club materials or other promotional materials relating to interactive gaming activities.

(4) Make available to registered players materials explaining the interactive gaming self-exclusion program.

(5) Ensure that any account, including registered players accounts in good standing, belonging to an interactive gaming self-excluded person are closed within 2 business days of receiving notification of the individual's enrolment in the self-exclusion program.

(8) Ensure any account belonging to an interactive gaming self-excluded person remains closed or deactivated until:

(i) The individual has been removed from the self-exclusion list; and
(ii) The interactive gaming certificate holder or the interactive gaming operator licensee has received a request to reopen or reactivate the account from the individual.

(b) An interactive gaming certificate holder or interactive gaming operator shall submit a copy of its procedures and training materials established under this subsection to the Director of OCPG for review and approval at least ~~30~~ 60 days prior to initiation of interactive gaming activities on interactive gaming sites. The interactive gaming certificate holder or interactive gaming operator will be notified in writing of any deficiencies in the procedures and training materials and may submit revisions to the procedures and training materials to the Director of the OCPG. An interactive gaming certificate holder or interactive gaming operator may not commence operations until the Director of the OCPG approves the procedures and training.

(c) An interactive gaming certificate holder or interactive gaming operator shall submit amendments to the procedures and training materials required under this subsection to the Director of the OCPG for review and approval at least ~~30~~ 60 days prior to the intended implementation date of the amendments. The interactive gaming certificate holder or interactive gaming operator may implement the amendments on the ~~30th~~ 60th calendar day following the filing of the amendments unless the interactive gaming certificate holder or interactive gaming operator receives a notice under this subsection objecting to the amendments.

(d) If during the [~~30-day~~] 60-day review period the Director of the OCPG determines that the amendments to the procedures and training materials may not promote the prevention of interactive gaming by self-excluded individuals or assist in the proper administration of the interactive gaming self-exclusion program, the Director of the OCPG may, by written notice to the interactive gaming certificate holder or interactive gaming operator, object to the amendments. The objection will:

(1) Specify the nature of the objection and, when possible, an acceptable alternative.

(2) Direct that the amendments not be implemented until approved by the Director of the OCPG.

(e) When the amendments to the procedures and training materials have been objected to under this subsection, the interactive gaming certificate holder or interactive gaming operator may submit revised amendments in accordance with this subsection (c).

(f) The list of interactive gaming self-excluded persons is confidential, and any distribution of the list to an unauthorized source constitutes a violation of the act.

(g) Under section 1516 of the act (relating to list of persons self-excluded from gaming activities), interactive gaming certificate holders and interactive gaming operators and employees thereof may not be liable for damages in any civil action, which is based on the following:

(1) Failure to withhold gaming privileges from or restore gaming privileges to an interactive gaming self-excluded person.

(2) Permitting or not permitting an interactive gaming self-excluded person to gamble.

(3) Good faith disclosure of the identity of an interactive gaming self-excluded person to someone, other than those authorized by this chapter, for the purpose of complying with this chapter.

[(g)] (h) An interactive gaming certificate holder or interactive gaming operator shall report the discovery of an interactive gaming self-excluded person that did or attempt to engage in interactive gaming related activities to the Director of the OCPG within 24 hours.

(i) A interactive gaming certificate holder or interactive gaming operator licensee, or agents acting on their behalf of their interests, may not contact or directly market to an individual who has been removed from the self-exclusion list, until the individual proactively requests to receive communications from the licensee, or until the individual opens or reopens an interactive gaming account.

Subpart N. VIDEO GAMING

CHAPTER 1118a. COMPULSIVE AND PROBLEM GAMING

Sec.

- 1118a.1. Signage requirements.
- 1118a.2. Problem gambling information.
- 1118a.3. Problem gambling training.
- 1118a.4. Advertising.
- 1118a.5. Penalties.

§ 1118a.4. Advertising.

(a) Advertisements related to video gaming used by a terminal operator or establishment licensee or its agent **shall conform to the standards of § 501a.7 (relating to Advertising)** [may not:

- (1) Contain false or misleading information.
- (2) Fail to disclose conditions or limiting factors associated with the advertisement.
- (3) Use a font, type size, location, lighting, illustration, graphic depiction or color obscuring conditions or limiting factors associated with the advertisement or the statement required under subsection (b).

(b) Advertisements must contain a gambling assistance message that is similar to one of the following:

- (1) If you or someone you know has a gambling problem, help is available. Call (toll free telephone number).
- (2) Gambling Problem? Call (toll free telephone number).
- (3) The text of the gambling assistance message and the font to be used for the statement must comply within § 501a.7(e) (relating to advertising).]

[(c)- ~~(b)~~ A terminal operator or establishment licensee or its agent shall discontinue as expeditiously as possible the use of a particular advertisement upon receipt of written notice that the Board's Office of Compulsive and Problem Gaming has determined that the use of the particular advertisement in this Commonwealth could adversely impact the public or the integrity of video gaming.

Subpart O. FANTASY CONTESTS

CHAPTER 1208a. COMPULSIVE AND PROBLEM GAMING

Sec.

- 1208a.1. Signage requirements.
- 1208a.2. Problem gambling information.

§ 1208a.2. Problem gambling information.

A licensed operator shall make available through its web site a Responsible Gaming page, as approved by the Board's Office of Compulsive and Problem Gaming (Office), **consistent with § 501a.8 (relating to Responsible Gaming Page)**. [containing links to compulsive and problem gaming treatment information and provider sites and materials provided by the Office regarding compulsive and problem gaming.]

CHAPTER 1209a. FANTASY CONTEST SELF-EXCLUSION

Sec.

- 1209a.1. Fantasy contest self-exclusion definitions.
- 1209a.2. Fantasy contest self-exclusion procedure.
- 1209a.3. Fantasy contest self-exclusion list.
- 1209a.4. Duties of fantasy contest licensees.
- 1209a.5. Removal from fantasy contest self-exclusion list.

§ 1209a.4. Duties of fantasy contest licensees.

(a) A fantasy contest licensee shall do all of the following:

(1) Deny fantasy contest related activities to a fantasy contest self-excluded person.

(2) Ensure that a fantasy contest self-excluded persons may not establish an account or deposit money in an established account while the person is on the fantasy contest self-exclusion list.

(3) Retain a record of any attempts of a fantasy contest self-excluded person to engage in fantasy contest related activity and to provide the record to the Board's Office of Compulsive and Problem Gaming (Office) in a form and manner as approved by the Office. The record must include the name of the self-excluded person, the date of the occurrence and a description of the attempted fantasy contest related activity.

(4) Notify the Office within 24 hours of identifying that an individual on the self-exclusion list has gained access to the individual's account or has entered a fantasy contest.

(5) Make available to patrons materials explaining the fantasy contest self-exclusion program.

(6) Ensure that any fantasy contest account belonging to a fantasy contest self-excluded person is closed within 2 business days of receiving notification of the individual's enrollment in the program.

(7) Ensure that any account belonging to a fantasy contest self-excluded person remain closed or deactivated until:

(i) the individual has been removed from the self-exclusion lists, and

(ii) the fantasy contest licensee has received a request to reopen or reactivate the account from the individual.

(b) The list of fantasy contest self-excluded persons is confidential, and any distribution of the list to an unauthorized source constitutes a violation of 4 Pa. C.S. Chapter 3 (relating to fantasy contests).

(c) A fantasy contest licensee, or agents acting on their behalf of their interests, may not contact or directly market to an individual who has been removed from the self-exclusion list, until the individual proactively requests to receive communications from the fantasy contest licensee, or until the individual opens or reopens a fantasy contest account.



PENNSYLVANIA GAMING CONTROL BOARD
303 Walnut Street
Commonwealth Tower, 5th Floor
Harrisburg, PA 17101
www.gamingcontrolboard.pa.gov

ROBERT WOOD
Senior Counsel
303 Walnut Street
Commonwealth Tower, 5th Floor
Harrisburg, PA 17101
Phone: (717) 346-8300
Fax: (717) 346-8350
Email: rmwood@pa.gov

June 4, 2026

Chair
DENISE J. SMYLER

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GEORGE DUNBAR
EDWARD C. GAINEY
CHRISTOPHER W. HUFFMAN
SARA MANZANO-DÍAZ
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Ex-Officio Members
PAT BROWNE
STACY GARRITY
RUSSELL C. REDDING

Delivered via e-mail

David Sumner, Executive Director
Independent Regulatory Review Commission
333 West Market Street, 14th Floor
Harrisburg, PA 17120

RE: PGCB Proposed Rulemaking #125-258: Compulsive and Problem Gaming Program Regulations Update

Dear Mr. Sumner:

Enclosed with this letter please find a copy of a proposed rulemaking for review by the Independent Regulatory Review Commission (“Commission”) from the Pennsylvania Gaming Control Board (“Board”). This proposed rulemaking provides updates to the Board’s compulsive and problem gaming program regulations. This proposed rulemaking was adopted by the Board December 17, 2025, and was approved for form and legality by the Attorney General’s Office on May 8, 2026.

This proposed rulemaking was e-Delivered to the Majority Chair and Minority Chair of the House Gaming Oversight Committee, the Majority Chair and Minority Chair of the Senate Community, Economic and Recreational Development Committee, the Legislative Reference Bureau, and the Governor’s Budget Office for the issuance of a fiscal note. Confirmation of the deliveries to the Committees and the Legislative Reference Bureau is contained in the proposed rulemaking packet.

Sincerely,

Robert Wood
Senior Counsel

Enclosure

From: [Bulletin](#)
To: [Wood, Robert \(PGCB\)](#); [A.J. Mendelsohn](#); [Adeline E. Gaydosh](#); [Leah Brown](#)
Cc: [Posavec, Cheryl \(PGCB\)](#)
Subject: [External] Re: E-Delivery of PGCB Proposed Rulemaking 125-258
Date: Thursday, June 4, 2026 11:36:01 AM

Independent Regulatory
Review Commission

June 4, 2026

ATTENTION: *This email message is from an external sender. Do not open attachments or click links from unknown senders. To report suspicious email, use the [Report Phish button](#) in Outlook.*

Hello Robert!

I hope that you have been well!

Thank you for sending Proposed Rulemaking 125-258. A member of the staff will be in touch regarding a publication date for this Proposed Rulemaking once we have received the Fiscal Note.

I hope you have a great day!

Leah

From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Thursday, June 4, 2026 11:28 AM
To: Bulletin <bulletin@palrb.us>; A.J. Mendelsohn <amendelsohn@palrb.us>; Adeline E. Gaydosh <agaydosh@palrb.us>; Leah Brown <lbrown@palrb.us>
Cc: Posavec, Cheryl (PGCB) <cposavec@pa.gov>
Subject: FW: E-Delivery of PGCB Proposed Rulemaking 125-258

Resending... Looks like I did not successfully add the LRB resource account.

From: Wood, Robert (PGCB)
Sent: Thursday, June 4, 2026 11:25 AM
To: A.J. Mendelsohn <amendelsohn@palrb.us>; Adeline E. Gaydosh <agaydosh@palrb.us>; Bulletin; Leah Brown <lbrown@palrb.us>
Cc: Posavec, Cheryl (PGCB) <cposavec@pa.gov>
Subject: E-Delivery of PGCB Proposed Rulemaking 125-258

This email serves as electronic delivery of PGCB Proposed Rulemaking #125-258. This Proposed Rulemaking relates to compulsive and problem gaming regulation updates.

Attached to this email are the following documents:

1. Regulatory Analysis Form (Word)
2. Face Sheet (PDF Format)
3. Preamble (Word)
4. Annex A text (Word)

The Attorney General completed its review on May 8, 2026, as noted by the signed facesheet.

Please reply to this email confirming receipt of the materials on behalf of LRB. A confirmatory email is required in order to be able to document delivery for IRRC. Thank you, and please let me know if you need anything else from the PGCB.

RECEIVED

Independent Regulatory
Review Commission

June 4, 2026

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

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From: [Clepper, Derek](#)
To: [Wood, Robert \(PGCB\)](#)
Subject: RE: E-Delivery of PGCB Proposed Rulemaking 125-258
Date: Thursday, June 4, 2026 8:57:41 AM
Attachments: [image001.png](#)
[image002.png](#)
[image003.png](#)

Independent Regulatory
Review Commission

June 4, 2026

On behalf of Senator Rosemary Brown, Chair of the PA Senate Community, Economic, and Recreational Development Committee, I have received **PGCB Proposed Rulemaking 125-258** (relating to regulation updates to compulsive and problem gaming sections of the Board's Regulation).

Thank you,
Derek R. Clepper

DEREK CLEPPER, Esq., Counsel/Executive Director
PA SENATE COMMUNITY, ECONOMIC & RECREATIONAL DEVELOPMENT COMMITTEE
SENATOR ROSEMARY M. BROWN (PA 40)
Monroe: 2398 Route 611, Scotrun | 570.620.4326
Lackawanna: 487 Cortez Road, Jefferson Township | 570.213.5705
Harrisburg: 172 Main Capitol, Harrisburg | 717.787.6123



[SIGN UP FOR SENATOR BROWN'S ENEWS](#)

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From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Thursday, June 4, 2026 7:03 AM
To: Sally Bowman (PA Sen Min (D)) <Sally.Bowman@pasenate.com>; Clepper, Derek <dclepper@pasen.gov>; Jim Moser (PA House Maj. (D)) <jmoser@pahouse.net>; Jen Weeter (PA House Minority (R)) <jweeter@pahousegop.com>
Subject: E-Delivery of PGCB Proposed Rulemaking 125-258
Importance: High

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This email serves as electronic delivery of PGCB Proposed Rulemaking #125-258. This Proposed Rulemaking relates to regulation updates relating to compulsive and problem gaming sections of the Board's regulation.

Attached to this email are the following documents:

1. Regulatory Analysis Form (PDF Format)
2. Face Sheet (PDF Format)
3. Preamble (PDF Format)
4. Annex A text (PDF format)

RECEIVED

Independent Regulatory
Review Commission

June 4, 2026

Please reply to this email confirming receipt of the materials on behalf of the Committee Chairs. A confirmatory email is required in order to be able to document delivery for IRRC. Thank you, and please let me know if you need anything else from the PGCB.

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

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From: [Moser, Jim](#)
To: [Wood, Robert \(PGCB\)](#)
Subject: RE: E-Delivery of PGCB Proposed Rulemaking 125-258
Date: Thursday, June 4, 2026 9:00:58 AM

Independent Regulatory
Review Commission

June 4, 2026

Received

-----Original Message-----

From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Thursday, June 4, 2026 7:03 AM
To: Sally Bowman (PA Sen Min (D)) <Sally.Bowman@pasenate.com>; Derek Clepper (PA Sen Maj (R)) <dclepper@pasen.gov>; Moser, Jim <JMoser@pahouse.net>; Jen Weeter (PA House Minority (R)) <jweeter@pahousegop.com>
Subject: E-Delivery of PGCB Proposed Rulemaking 125-258
Importance: High

Good Morning,

This email serves as electronic delivery of PGCB Proposed Rulemaking #125-258. This Proposed Rulemaking relates to regulation updates relating to compulsive and problem gaming sections of the Board's regulation.

Attached to this email are the following documents:

1. Regulatory Analysis Form (PDF Format)
2. Face Sheet (PDF Format)
3. Preamble (PDF Format)
4. Annex A text (PDF format)

Please reply to this email confirming receipt of the materials on behalf of the Committee Chairs. A confirmatory email is required in order to be able to document delivery for IRRC. Thank you, and please let me know if you need anything else from the PGCB.

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

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RECEIVED

From: [Bowman, Sally](#)
To: [Wood, Robert \(PGCB\)](#)
Subject: RE: E-Delivery of PGCB Proposed Rulemaking 125-258
Date: Thursday, June 4, 2026 10:56:36 AM

Independent Regulatory
Review Commission
June 4, 2026

Received. Thanks, Robert.

Sally M. Bowman
Director of Caucus Operations
PA Senate Dems
55-56 EW
717-772-1737 (direct line)
717-982-3188 (cell)

-----Original Message-----

From: Wood, Robert (PGCB) <rmwood@pa.gov>
Sent: Thursday, June 4, 2026 7:03 AM
To: Bowman, Sally <Sally.Bowman@pasenate.com>; Derek Clepper (PA Sen Maj (R)) <dclepper@pasen.gov>; Jim Moser (PA House Maj. (D)) <jmoser@pahouse.net>; Jen Weeter (PA House Minority (R)) <jweeter@pahousegop.com>
Subject: E-Delivery of PGCB Proposed Rulemaking 125-258
Importance: High

| EXTERNAL EMAIL |

Good Morning,

This email serves as electronic delivery of PGCB Proposed Rulemaking #125-258. This Proposed Rulemaking relates to regulation updates relating to compulsive and problem gaming sections of the Board's regulation.

Attached to this email are the following documents:

1. Regulatory Analysis Form (PDF Format)
2. Face Sheet (PDF Format)
3. Preamble (PDF Format)
4. Annex A text (PDF format)

Please reply to this email confirming receipt of the materials on behalf of the Committee Chairs. A confirmatory email is required in order to be able to document delivery for IRRC. Thank you, and please let me know if you need anything else from the PGCB.

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

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RECEIVED

From: [Jennifer Weeter](#)
To: [Wood, Robert \(PGCB\)](#)
Subject: Re: [EXTERNAL]: E-Delivery of PGCB Proposed Rulemaking 125-258
Date: Thursday, June 4, 2026 7:06:36 AM

Independent Regulatory
Review Commission

June 4, 2026

Received!! Thanks for sending it early so i didn't miss it

Jen
Sent from my iPhone

On Jun 4, 2026, at 7:03 AM, Wood, Robert (PGCB) <rmwood@pa.gov> wrote:

Good Morning,

This email serves as electronic delivery of PGCB Proposed Rulemaking #125-258. This Proposed Rulemaking relates to regulation updates relating to compulsive and problem gaming sections of the Board's regulation.

Attached to this email are the following documents:

1. Regulatory Analysis Form (PDF Format)
2. Face Sheet (PDF Format)
3. Preamble (PDF Format)
4. Annex A text (PDF format)

Please reply to this email confirming receipt of the materials on behalf of the Committee Chairs. A confirmatory email is required in order to be able to document delivery for IRRC. Thank you, and please let me know if you need anything else from the PGCB.

Robert Wood, Esq.
Senior Counsel
Pennsylvania Gaming Control Board

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<PGCB reg #125-258 Face_Sheet - Fully Signed.pdf>

<PGCB Annex 125-258 (PGCB final).pdf>

<125-258 Proposed RAF (FINAL).pdf>

<125-258 Proposed Preamble (FINAL).pdf>

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**TRANSMITTAL SHEET FOR REGULATIONS SUBJECT TO THE
REGULATORY REVIEW ACT**

I.D. NUMBER: 125-258

SUBJECT: Compulsive and Problem Gaming Regulation Updates

AGENCY: Pennsylvania Gaming Control Board

RECEIVED


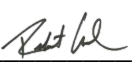

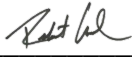


Independent Regulatory
Review Commission

June 4, 2026

TYPE OF REGULATION

- Proposed Regulation**
- Final Regulation**
- Final Regulation with Notice of Proposed Rulemaking Omitted**
- 120-day Emergency Certification of the Attorney General**
- 120-day Emergency Certification of the Governor**
- Delivery of Tolled Regulation**
 - With Revisions**
 - Without Revisions**

FILING OF REGULATION

<u>DATE</u>	<u>SIGNATURE</u>	<u>DESIGNATION</u>
		<u>HOUSE COMMITTEE -</u>
6/4/26		MAJORITY CHAIR <u>Rep. Patrick J. Harkins, via e-delivery</u>
6/4/26		MINORITY CHAIR <u>Rep. Russ Diamond, via e-delivery</u>
		<u>SENATE COMMITTEE -</u>
6/4/26		MAJORITY CHAIR <u>Sen. Rosemary M. Brown, via e-delivery</u>
6/4/26		MINORITY CHAIR <u>Sen. Anthony H. Williams, via e-delivery</u>
6/4/26		<u>INDEPENDENT REGULATORY REVIEW COMMISSION</u> David Sumner, via e-delivery
		<u>ATTORNEY GENERAL (for Final Omitted only)</u>
6/4/26		<u>LEGISLATIVE REFERENCE BUREAU (for Proposed only)</u> via e-delivery