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2 Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY

3  
4 Subtitle 02 LOTTERY PROVISIONS

5  
6 Chapter 01 General

7  
8 Authority: State Government Article, §§9-103, 9-104, 9-109 – 9-111 and 9-122, Annotated Code of  
9 Maryland

10  
11 .01 Definitions.

12 A. In addition to the terms defined in State Government § 9-101, Annotated Code of Maryland and in  
13 COMAR 36.01.01.01, which have the same meanings in this subtitle, ~~this title,~~ the following terms have the  
14 meanings indicated.

15 B. Terms Defined.

16 (1) – (6) (text unchanged)

17 (7) “Coupon” means an instrument that a player may use to obtain a lottery ticket at reduced or no  
18 cost.

19 ~~(7)~~ (8) “Daily game” means a draw game for which the Agency offers a drawing every day.

20 ~~(8)~~ (9) “Designated cutoff time” means the time after which a ticket may no longer be purchased for the  
21 next drawing of a specified lottery game.

22 ~~(9)~~ (10) Draw Game.

23 (a) “Draw game” means a lottery game:

24 (i) Sold and redeemed through a subscription or a computer network at retailer locations; and

25 (ii) For which tickets are generated by a terminal and are a record of a transaction for a draw game.

26 (b) “Draw game” includes:

27 (i) A jackpot game;

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For August 22, 2019 Commission Meeting.

The majority of the proposed amendments are intended to authorize the Agency to sell a new product category called Fast Play games, which are terminal printed games. Additional proposed amendments eliminate a definition that is no longer used and would make necessary and stylistic corrections to existing regulations.

- 1 (ii) A nonjackpot game;
- 2 (iii) A monitor game;
- 3 (iv) A multi-jurisdictional game played with draw game tickets; and
- 4 (v) Any other Agency-issued game played as described in this section.

5 ~~(10)~~ **(11)** “Draw ticket” or “Draw game ticket” means a ticket purchased from a terminal or through a  
6 subscription.

7 ~~(11)~~ **(12)** “Drawing” means a random selection event used for determining winning numbers of certain  
8 lottery games.

9 ~~(12)~~ **(13)** “Drawing date” means the day, days of the week, or times of day on which the winning numbers  
10 for the lottery games are selected.

11 ~~(13)~~ ~~(14)~~ “ePlayslip” means an electronically-generated game play selection process using an official web  
12 or mobile application issued by the Agency that is used by a player to select the purchaser’s playable  
13 numbers.

14 **(15) Fast Play game.**

15 **(a) “Fast Play game” means a game produced by a lottery terminal where predetermined game**  
16 **results are obtained from a finite pool of randomly generated results for that specific game and are**  
17 **printed on a ticket.**

18 **(b) “Fast Play game” does not include games where players select their numbers or symbols and**  
19 **there is a drawing to determine a winning number or symbol.**

20 ~~(14)~~ **(16)** “Instant game” or “instant ticket game” means a lottery game where tickets have an area that the  
21 player exposes in accordance with the game instructions, and includes:

- 22 (a) Scratch-off tickets; and
- 23 (b) Tickets using other methods of revealing a hidden area.

24 ~~(15)~~ **(17)** “Instant ticket” or “instant game ticket” means an authorized lottery game ticket issued in an  
25 instant game.

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1 ~~(16)~~ “Instant ticket vending machine” or “ITVM” means a machine from which an instant ticket may be  
2 purchased directly, without an individual receiving payment and delivering the ticket.

3 ~~(17)~~ **(18)** “Jackpot game” means a lottery where the top prize amount varies depending on amounts  
4 wagered and on whether the top prize was won in the preceding drawing.

5 ~~(18)~~ **(19)** “Lottery game” means a game, activity, or other enterprise offered by the Agency for  
6 consideration to win a prize by random chance and, unless specified by the Director, does not include a  
7 promotional game.

8 ~~(19)~~ **(20)** “Monitor” means a television screen or similar type of screen used to display draw game results.

9 ~~(20)~~ **(21)** “Monitor game” means a draw game where:

10 (a) Tickets are generated by an Agency vendor’s computer;

11 (b) An Agency vendor’s computer generates results of the draw game; and

12 (c) Drawing results may be graphically displayed on a monitor.

13 ~~(21)~~ **(22)** “Multi-jurisdictional game” means a lottery game offered by the Agency and:

14 (a) Any other political entity outside Maryland or outside the United States;

15 (b) Any private licensee of a state or a foreign nation; or

16 (c) Both.

17 ~~(22)~~ **(23)** “Nonjackpot game” means a lottery game where the top prize remains constant.

18 ~~(23)~~ **(24)** “Number” means any item or symbol used to play to win a lottery game, including:

19 (a) Numerals;

20 (b) Letters; and

21 (c) Icons.

22 ~~(24)~~ **(25)** “Odds” means the long run ratio of the number of times a win does not occur to the number of  
23 times a win does occur.

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1 ~~(25)~~ **(26)** “Pari-mutuel” means:

2 (a) The total number of winning matches per prize level, divided equally into the dollar value of the prize  
3 pool for the specific prize level; or

4 (b) The total number of winning matches in the designated prize levels, divided equally into the dollar  
5 value of the prize pool for the designated prize levels.

6 ~~(26)~~ **(27)** “Player-activated terminal” or “PAT” means a machine through which a player may purchase  
7 Agency tickets without action by a licensed retailer.

8 ~~(27)~~ **(28)** “Playslip” means a card issued by the Agency and used by a player to select the purchaser’s  
9 playable numbers.

10 ~~(28)~~ **(29)** “Probability” means the long-run ratio of the number of times a win occurs to the number of  
11 times that game’s drawings are held.

12 **(30) “Progressive jackpot” means a jackpot offered by a lottery game that may increase uniformly in**  
13 **value based on sales of that game.**

14 ~~(29)~~ **(31)** “Promotion” or “promotional game” means an activity or game offered by the Agency to  
15 advertise the Agency and its products and services.

16 ~~(30)~~ **(32)** “Retailer” means a person licensed by the Agency to sell lottery tickets.

17 ~~(31)~~ **(33)** “Subscription” means a method of playing a lottery game which provides the ability to play a  
18 specific number of games using the same numbers for a period of consecutive drawings as specified on the  
19 subscription membership card.

20 ~~(32)~~ **(34)** “Terminal” means a computerized unit specifically designed for issuing and processing tickets  
21 and for printing special reports.

22 ~~(33)~~ **(35)** “Validate” or “validation” means the process of determining that a ticket is the rightful winner so  
23 that the claimant may be paid the prize.

24 ~~(34)~~ **(36)** “Vendor” or “Agency vendor” means a person under contract to the Agency to provide services  
25 that support lottery games.

26

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1  
2 **Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY**

3  
4 **Subtitle 02 LOTTERY PROVISIONS**

5  
6 **Chapter 03 Retailer Requirements**

7  
8 **Authority: State Government Article, §§9-103, 9-104, 9-109 – 9-111 and 9-122, Annotated Code of**  
9 **Maryland**

10 **ALL NEW REGULATION**

11 **.04 Sale of Lottery Tickets — Fast Play Game Ticket Procedure.**

12 **A. Retailer Assisted Purchase Procedure.**

13 **(1) If a player wishes to purchase a Fast Play game ticket, the player shall indicate to the retailer the**  
14 **name of the Fast Play game desired.**

15 **(2) The retailer shall make the selection and issue the ticket through the terminal and deliver it to the**  
16 **player.**

17 **B. Player-activated Terminal.**

18 **(1) If a player wishes to purchase a ticket using a PAT, the player may purchase the ticket by**  
19 **selecting the icon for the desired Fast Play game on the terminal screen.**

20 **(2) The PAT shall generate and dispense the ticket.**

21  
22 **.04 .05 Lost, Stolen, or Missing Tickets.** (text unchanged)

23  
24 **.05 .06 Posting of Winning Numbers.** (text unchanged)

25  

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1 ~~.06~~ **.07 Payment of Prizes.**

2 A.- C. (text unchanged)

3 D. **Multiple Claims.** A retailer shall:

4 (1) Except in those cases of multiple claims totaling over \$600 by the same person, pay all claims in cash;  
5 and

6 (2) For multiple claims totaling over \$600, pay a minimum of \$500 in cash toward the claims, and issue  
7 checks or money orders for the balance.

8 E. **Validated and Paid Tickets.** Unless a ticket is cashed at a PAT, after a ticket is validated and paid, the  
9 retailer:

10 (1) May not return the ticket to the winner; and

11 (2) Shall secure the ticket.

12 F. **Cashing Period.** A retailer **or Agency claim center** may not cash or otherwise process a winning ticket  
13 more than 182 days after the ~~the~~ **the**:

14 (1) **Draw date;**

15 **(2) Date of sale of a Fast Play game ticket; or**

16 **(3) ~~announced~~ Announced** end of the game.

17  
18 ~~.07~~ **.08 Expanded Cashing Authority Program.** (text unchanged)

19  
20 ~~.08~~ **.09 Payments to Agency.**

21 A. A retailer shall:

22 (1) Be financially responsible to the Agency for all:

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- 1 (a) Revenues derived from the sale of lottery tickets;
- 2 (b) Lottery tickets in the possession of the retailer; and
- 3 (c) Except for tickets ~~that the retailer~~ cashed through a PAT, tickets that the retailer cashed or cancelled
- 4 which are later submitted to the Agency for payment;

5 (2) – (6) (text unchanged)

6 B. – D. (text unchanged)

7

8 ~~.09~~ **.10 Americans with Disabilities Act.** (text unchanged)

9

10 ~~.10~~ **.11 Changes in Ownership.** (text unchanged)

11

12 ~~.11~~ **.12 Prohibited Acts.**

13 A. – E. (text unchanged)

14 F. All instant ticket and Fast Play game ticket sales are final and may not be cancelled once sold.

15 G. – I. (text unchanged)

16

17

18

19

20 **Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY**

21

22 **Subtitle 02 LOTTERY PROVISIONS**

23

24 **Chapter 04 Common Provisions for All Lottery Games**

25

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1 Authority: State Government Article, §§9-103, 9-104, 9-109 – 9-111 and 9-122, Annotated Code of  
2 Maryland

3 **.01 Governing Law and Rules.** (text unchanged)

4  
5 **.02 Ticket Purchaser Responsibilities.**

6 A. – B. (text unchanged)

7 C. To receive a prize, a person holding a winning ticket shall submit to an authorized claiming location the  
8 ticket and all necessary documentation for claiming within 182 days after the date of the drawing, **the date of**  
9 **sale of a Fast Play game ticket,** or the announced end of **an instant ticket** game.

10  
11 **.03 Methods of Purchase.** (text unchanged)

12  
13 **.04 Cancellation of Tickets.**

14 A. – B. (text unchanged)

15 **C. Fast Play Games. A Fast Play game ticket may not be cancelled.**

16  
17 **.05 - .08** (text unchanged)

18  
19  
20 **Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY**

21  
22 **Subtitle 02 LOTTERY PROVISIONS**

23  
24 **Chapter 05 Specific Game Provisions**  
25

\_\_\_\_\_

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1 Authority: State Government Article, §§9-103, 9-104, 9-109 – 9-111 and 9-122, Annotated Code of  
2 Maryland

3 **.01 Draw Games.**

4 A. Drawings.

5 (1) Except for multi-jurisdictional games, monitor games, and raffles, draw game drawings shall be open  
6 to the public and shall occur at least once a week.

7 (2) – (4) (text unchanged)

8 B. Draw Game Tickets.

9 (1) A draw game ticket shall be generated through the use of a terminal or a subscription purchase.

10 (2) The draw game ticket shall include the:

11 (a) Numbers played;

12 (b) Amount wagered;

13 (c) Ticket serial number; ~~and~~

14 (d) **Barcode with an encoded serial number and data to permit scanning of the ticket; and**

15 (e) Drawing date or, if the ticket is for multiple drawings, the range of drawing dates or draws.

16 C. – E. (text unchanged)

17  
18 **ALL NEW REGULATION**

19 **.02 Fast Play Games.**

20 **A. Fast Play Game Tickets.**

21 **(1) A Fast Play game ticket shall be generated through the use of a terminal.**

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1 **(2) The Fast Play game ticket shall include the:**

2 **(a) Graphic rendering of symbols or numbers that allow for visual inspection to determine if the**  
3 **ticket is entitled to a prize;**

4 **(b) Amount played;**

5 **(c) Ticket serial number;**

6 **(d) Barcode with an encoded serial number and data to permit scanning of the ticket; and**

7 **(e) Date and time of sale.**

8 **B. Consumer Game Information.**

9 **(1) The Agency shall provide information about Fast Play games.**

10 **(2) As determined by the Agency, consumer game information shall explain the:**

11 **(a) Game;**

12 **(b) Game play; and**

13 **(c) Play of any optional features.**

14 **(3) The Agency may provide consumer game information on its website or in any other location.**

15 **C. To determine if a Fast Play game ticket is a winning ticket, a player may present the ticket to a**  
16 **retailer, a PAT, or the Agency.**

17

18 ~~.02~~ **.03 Instant Ticket Games. (text unchanged).**

19

20 ~~.03~~ **.04 Bonus and Promotional Games. (text unchanged)**

21

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1 Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY

2  
3 Subtitle 02 LOTTERY PROVISIONS

4  
5 Chapter 06 Claims Procedures

6  
7 Authority: State Government Article, §§9-103, 9-104, 9-109 – 9-111 and 9-122, Annotated Code of  
8 Maryland

9 .01 - .03 (text unchanged)

10  
11 .04 Prize Claiming Locations.

12 A. (text unchanged)

13 B. Subscription Winner.

14 (1) The Agency may ~~decide whether to~~ **require a claim form to be submitted prior to issuing a check to**  
15 **a subscription winner** ~~pay a subscription winner by check or to require a claim form to be submitted.~~

16 (2) The claim form may be sent by mail or e-mail, as determined by the Agency.

17 (3) A payment for a subscription winner may be made by mail or at Agency headquarters.

18  
19 .05 - .07 (text unchanged)

20 .08 Ticket Validation — Draw Tickets.

21 A. – C. (text unchanged)

22 D. The draw ticket validation number shall:

23 (1) Be submitted in its entirety; and

24 (2) Correspond, using the computer validation file, to the:

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- 1 (a) Selected playable symbols or numbers; and
- 2 (b) Date or date range printed on the game ticket.

3 E. (text unchanged)

4 F. The official file of winning draw tickets shall match the information that appears on the winning draw ticket,  
5 including the:

- 6 (1) Playable symbols or numbers;
- 7 (2) Validation number data; and
- 8 (3) Date of the drawing.

9

10 **ALL NEW REGULATION**

11 **.09 Ticket Validation — Fast Play Game Tickets.**

12 **A. In addition to the requirements of Regulation .07 of this chapter, for a winning Fast Play game ticket**  
13 **submitted to the Agency to be validated, the Fast Play game ticket shall satisfy all of the conditions of**  
14 **this regulation.**

15 **B. The Fast Play game ticket purchased with that exact date and time and ticket data may not have been**  
16 **previously paid.**

17 **C. The Fast Play game ticket shall have been generated:**

18 **(1) From an Agency ticket terminal or PAT; and**

19 **(2) By the Agency through a licensed retailer.**

20 **D. The Fast Play game ticket validation number shall:**

21 **(1) Be submitted in its entirety; and**

22 **(2) Correspond, using the computer validation file, to the:**

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1 **(a) Printed symbols or numbers on the ticket; and**

2 **(b) Date and time printed on the game ticket.**

3 **E. The ticket data on the Fast Play game ticket shall:**

4 **(1) Be recorded in the Agency's central computer system; and**

5 **(2) Match the computer record in every respect.**

6 **F. The ticket validation number and date of sale shall match in its entirety and correspond to the**  
7 **information stored on the Agency's central computer system.**

8  
9 ~~.09~~ **.10 Ticket Validation — Instant Tickets.** (text unchanged)

10  
11 ~~.10~~ **.11 Invalid or Defective Game Tickets.** (text unchanged)

12  
13 ~~.11~~ **.12 Payment of a Lottery Prize.**

14 A. – D. (text unchanged)

15 **E. Fast Play Game Ticket. The owner of a winning Fast Play game ticket:**

16 **(1) Shall win as specified in the consumer game information for that game; and**

17 **(2) Shall be paid the appropriate amount won.**

18  
19 ~~.12~~ **.13 Prizes.**

20 A. – B. (text unchanged)

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1 C. The probability or odds of winning governs the determination of when a prize is won winners and prizes  
2 paid.

3 **D. Progressive Jackpot Games. The Agency may offer progressive jackpot Fast Play games.**

4  
5 ~~.13~~ **.14 Discharge of Agency upon Payment.** (text unchanged)

6  
7 ~~.14~~ **.15 Time of Payment.** (text unchanged)

8  
9 ~~.15~~ **.16 Claims on Behalf of a Minor.** (text unchanged)

10  
11 ~~.16~~ **.17 Claims on Behalf of an Entity.** (text unchanged)

12  
13 ~~.17~~ **.18 Payments to Disabled Persons.** (text unchanged)

14  
15 ~~.18~~ **.19 Prizes Payable After Owner's Death.** (text unchanged)

16  
17  
18  
19 **Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY**

20  
21 **Subtitle 02 LOTTERY PROVISIONS**

22 **Chapter 07 Unclaimed Lottery Prizes**

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1 **Authority: State Government Article, §§9-103, 9-104, 9-109 – 9-111 and 9-122, Annotated Code of**  
2 **Maryland**

3 **.01 Prize Claiming Period.**

4 A. Unclaimed Monetary Award.

5 (1) The Director shall retain an unclaimed monetary award for 182 days after the date of the:

6 (a) Drawing in which the prize was won; ~~or~~

7 **(b) Date the Fast Play game ticket was sold; or**

8 **(c)** Announced end of game for an instant ticket.

9 (2) If no claim for a monetary award is made within 182 days, the Director shall transfer the monetary  
10 award to an unclaimed prize fund.

11 B. – C. (text unchanged)

12  
13  
14

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