

Title 36
MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY
Subtitle 02 LOTTERY PROVISIONS
Chapter 03 Retailer Requirements

Authority: Criminal Law Article, §12-301.1; State Government Article, §§9-103, 9-104, 9-109—
9-113, 9-115, 9-117, 9-118, 9-119, 9-122, ~~[and]~~ 9-124, and 9-125 Annotated Code of Maryland;
Ch. 603, §6, Acts of 2012

.01 General Responsibilities.

~~[A.]~~ Lottery Laws and Regulations. A retailer shall:

- ~~[(1)]~~ A. Comply with all lottery laws and regulations of the Agency;
- ~~[(2)]~~ B. Be aware of all lottery laws and regulations pertaining to the duties and responsibilities of a retailer; and
- ~~[(3)]~~ C. Inform the Director of an act or omission that the retailer knows or should know constitutes a violation of lottery laws and regulations.

.02 Retailer Obligations

~~[B.]~~ A. Services. A retailer shall:

- (1) Provide specified services for the Agency, including the sale, cashing, and issuance of lottery tickets and coupons or vouchers, as directed by the Agency;
- (2) Sell a ~~[lottery]~~ ticket for cash only;
- (3) Sell ~~[lottery tickets]~~ a ticket only at the location specified on the retailer's license.
- (4) Sell a ticket only during the hours listed in the application, or as modified after notifying the Commission, unless otherwise approved in advance by the Agency;
- ~~[(4)]~~ (5) Exercise courteous and fair treatment to lottery ~~[ticket purchasers]~~ players;
- ~~[(5)]~~ (6) Sell all lottery games as directed by the Agency;
- ~~[(6)]~~ (7) Except for those requiring submission of a claim form to the Agency, pay every winning ticket upon validation under COMAR 36.02.06;
- ~~[(7)]~~ (8) Report to the Agency, as required by the Internal Revenue Service or the Agency, income tax information relating to ~~[holders of winning lottery tickets]~~ a holder of a winning ticket;
- ~~[(8)]~~ (9) Charge no fee for the issuance or cashing of checks for lottery winnings;
- ~~[(9)]~~ (10) Display the retailer's license in a prominent location;
- ~~[(10)]~~ (11) Keep playslips in stock and available to players;
- ~~[(11)]~~ (12) Not sell any ~~[lottery]~~ ticket or lottery-style ticket other than those made available for sale by the Agency;

1 ~~[(12)]~~ (13) Except for advertising already located on the retailer's premises, [Obtain] obtain
2 prior Agency approval for ~~[any advertising of a]~~ permanent or semi-permanent lottery
3 advertising [nature] such as signs and billboards; ~~[-, other than advertising located on the licensed~~
4 ~~premises; and]~~

5 ~~[(13)]~~ (14) Prominently post point-of-sale and other ~~[promotional/consumer]~~ promotional or
6 player-related materials supplied by the Agency~~[-]~~;

7 (15) Free of charge, provide the latest winning game data;

8 (16) Properly manage customer data; and

9 (17) Except as permitted in Regulation .12 of this chapter, not have on its premises an illegal
10 gaming device or a slot machine as defined in Criminal Law Article, §12-301, Annotated Code
11 of Maryland.

12 ~~[C.]~~ B. Care of Terminals. A retailer shall:

13 (1) Place terminals within the retailer's premises only on a site approved by the Agency;

14 (2) Provide sufficient space for the proper operation of the terminal;

15 (3) ~~[Provide all]~~ Before installation of the terminal, provide electrical requirements as
16 prescribed in the ~~[vendor]~~ Lottery Central System contractor pre-site form ~~[-, before the~~
17 ~~installation of the terminal]~~;

18 (4) Participate in training approved by the Agency;

19 (5) Replace ~~[lottery]~~ ticket stock when necessary;

20 (6) Provide reasonable care and security for ~~[lottery]~~ ticket stock tickets, and supplies;

21 (7) ~~[Exercise]~~ As specified in the operating manual and help screens for the terminal and
22 lottery equipment, exercise due diligence in the operation, security, and care of the terminal ~~[as~~
23 ~~specified in the retailer's operating manual]~~ and lottery equipment;

24 (8) ~~[Perform no]~~ Except as directed by the Agency or the Lottery Central System operator,
25 not perform mechanical or electrical maintenance on the terminal ~~[except as directed by the~~
26 ~~Agency or an Agency vendor]~~ or lottery equipment;

27 (9) As directed by the Agency, immediately notify the Lottery Central System contractor's
28 technical support operations center in the event of ~~[any]~~ terminal malfunction;

29 (10) ~~[Make]~~ As directed by the Agency, make the terminal available for the sale and cashing
30 of ~~[lottery]~~ tickets ~~[as directed by the Agency]~~;

31 (11) Except for materials that are provided by the Agency and are specifically authorized to
32 be placed on a terminal, keep ~~[all]~~ the surfaces of the terminal free and clear;

33 (12) Pay ~~[all]~~ the electrical utility charges in connection with the operation of the terminal;
34 and

35 (13) Assume the cost of ~~[any]~~ the repairs to the terminal, other lottery equipment, or the
36 retailer's property ~~[arising out of or]~~ related to:

- 1 (a) Unauthorized attempts to modify or repair the terminal or other lottery equipment;
- 2 (b) Unauthorized attempts to move ~~[or relocate]~~ the terminal or other lottery equipment;
- 3 and
- 4 (c) ~~[Intentional damage to the terminal or defacement of the terminal surface or repeated~~
5 ~~or continuing negligence which results in damage to the terminal.]~~ Other damage to the terminal,
6 lottery equipment or the retailer's property including:

7 (i) Intentional damage;

8 (ii) Defacement of the property; and

9 (iii) Negligence resulting in damage to the property.

10 ~~[D.]~~ C. Hold Harmless. A retailer shall hold the Agency and the State of Maryland, and their
11 officials and employees, harmless from any liability arising in connection with operating and
12 conducting ~~[lottery]~~ ticket sales.

13

14 .03 Prohibited Acts.

15 A. A retailer may not:

- 16 (1) Sell a ticket at any price higher than that established by the Director;
- 17 (2) Sell to or cash a ticket for an individual younger than 18 years old;
- 18 (3) Allow an employee younger than 18 years old to sell or cash a ticket or operate lottery
19 equipment;
- 20 (4) Extend credit in any manner for the sale of a ticket;
- 21 (5) Offer customers alcoholic beverages or cannabis to induce them to purchase or redeem a
22 ticket;
- 23 (6) Charge a player a fee for any lottery related service or convenience;
- 24 (7) Sell an instant ticket prior to activation;
- 25 (8) Fail to secure ticket stock, tickets, or lottery equipment;
- 26 (9) Resell a ticket;
- 27 (10) Exchange terminal game ticket stock with another retailer;
- 28 (11) Misuse terminal game ticket stock;
- 29 (12) Sell any ticket or lottery-style ticket other than those made available for sale by the
30 Agency; or
- 31 (13) Offer a game of chance on the retailer's premises, unless the retailer is:
- 32 (a) A video lottery facility;

1 (b) A special licensee for instant ticket lottery machines;

2 (c) A legal operator of an electronic gaming device that is licensed as an amusement
3 game in Baltimore City or Baltimore County under Criminal Law Article, §12-301.1, Annotated
4 Code of Maryland;

5 (d) An operator of a device that is subject to regulation by the Comptroller under
6 Criminal Law Article, §12-304, Annotated Code of Maryland;

7 (e) A legal operator of instant bingo under Criminal Law Article, §12-308, Annotated
8 Code of Maryland; or

9 (f) Authorized to offer paper tip jar gaming under Criminal Law Article, Title 13,
10 Annotated Code of Maryland.

11 B. Canceled Ticket. Except as otherwise provided in these regulations or with the approval of the
12 Director, a retailer may not cancel or accept a ticket return for a draw game.

13 C. Void Ticket.

14 (1) A ticket may not be sold for a drawing after that drawing has occurred.

15 (2) A ticket sold for a drawing after that drawing has occurred is void.

16
17 **.04 Lottery Sale - General.**

18 A. Nothing prevents a person from giving a ticket as a gift.

19 B. Only a licensed retailer or the retailer's employee may sell a ticket.

20 C. The Agency may sell a ticket or a lottery subscription.

21 D. A retailer shall require that a person pay for a ticket at the time of purchase.

22
23 **.05 Cessation of Operations**

24 ~~[E.]~~ A. A retailer shall notify the Agency at least ~~[14]~~ 10 work days before the retailer
25 temporarily or permanently ceases the operation of the retailer's business.

26 ~~[F.]~~ B. If a person ceases to be a retailer, the person shall:

27 (1) Surrender, or allow ~~[an Agency vendor]~~ the Lottery Central System contractor to remove,
28 ~~[-any]~~ materials ~~[or]~~, supplies, unsold tickets, and equipment that were provided by the Agency
29 or ~~[a vendor of the Agency]~~ the Lottery Central System contractor;

30 (2) Be financially liable for the repair or replacement of Agency equipment lost or damaged;
31 and

32 ~~[(2)]~~ (3) Assume the cost of ~~[any]~~ repairs to the retailer's location arising from the removal of
33 the ~~[Agency's]~~ equipment in Subsection (1) of this section.

1 **[.02].06 Sale of [~~Lottery~~] Tickets — Instant Ticket Procedure.**

2 A. Retailers shall activate an instant ticket pack before selling an instant ticket from that pack.

3 B. Instant tickets that a retailer activates before a ticket's announced end of game may be sold by
4 the retailer after the ticket's announced end of game and until the last date to claim a prize for
5 that game.

7 **[.03].07 Sale of [~~Lottery~~] Tickets — Draw Game Ticket Procedure.**

8 A. Playslip or ePlayslip Purchase Procedure. If a player wishes to purchase a ticket using a
9 playslip or an ePlayslip:

10 (1) A player shall complete a playslip and give it to the retailer; and

11 (2) The retailer shall:

12 (a) Process the playslip or ePlayslip [~~through~~] using the [~~ticket~~] terminal; and

13 (b) Issue to the player the specified draw game ticket for the game being played.

14 B. Vocalized Purchase Procedure.

15 (1) Randomly Selected [~~Numbers~~] Game Data.

16 (a) If a player wishes to have playable [~~numbers~~] game data randomly generated for a
17 draw game ticket, a retailer shall enter the game type and the dollar amount the player wants to
18 [~~wager~~] play.

19 (b) The retailer shall deliver to the player the ticket issued by the terminal with the
20 randomly generated [~~numbers~~] game data for the game printed on the ticket.

21 (2) Player Selected [~~Numbers~~] game data.

22 (a) If the player wishes to provide playable [~~numbers~~] game data, a retailer may allow a
23 player to vocalize the [~~numbers~~] game data.

24 (b) The retailer shall enter the information provided by the player, including:

25 (i) The game type;

26 (ii) The dollar amount the player wants to [~~wager~~] play;

27 (iii) The [~~numbers~~] game data the player selects;

28 (iv) The number of games the player wishes to play; and

29 (v) Any other information required by the Agency.

30 C. Player Activated Terminal. If a player wishes to purchase a ticket using a PAT, the player
31 may purchase the ticket using any method offered on the PAT.

1 **[-04].08 Sale of ~~[Lottery]~~ Tickets — Fast Play Game Ticket Procedure.**

2 A. Retailer Assisted Purchase Procedure.

3 (1) If a player ~~[wishes]~~ wants to purchase a Fast Play game ticket, the player shall indicate to
4 the retailer the name of the Fast Play game ~~[desired]~~ the player wants.

5 (2) The retailer shall make the selection ~~[and issue]~~ of the ticket through the terminal and,
6 ~~[deliver]~~ after the player pays for the ticket, give it to the player.

7 B. Player-Activated Terminal.

8 (1) If a player ~~[wishes]~~ wants to purchase a ticket using a PAT, the player may purchase the
9 ticket by selecting the icon for the desired Fast Play game on the terminal screen.

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

12 **[-05].09 Lost, Stolen, or Missing Tickets.**

13 A. If a ticket is lost, stolen, or missing from a retailer, the Director may ~~[reimburse]~~ offset an
14 amount due from the retailer for the ticket.

15 B. The Director may require the party responsible for a lost, stolen, or missing ticket to
16 reimburse the Agency.

17 C. The Agency is not liable to a retailer or player for a lost or stolen ticket.

18 D. A ticket is void if it:

- 19 (1) Is mutilated;
20 (2) Is altered;
21 (3) Is irregular;
22 (4) Is expired;
23 (5) Fails to meet validation standards; or
24 (6) Fails to meet security requirements.

25 E. If a retailer is reimbursed for a lost, stolen, or missing ticket, the retailer shall:

- 26 (1) Hold the Agency harmless; and
27 (2) Provide the Director with as much information considered necessary to process the claim.

28 F. A retailer may not seek indemnification from another source if reimbursed by the Director for
29 a lost, stolen, or missing ticket.

31 **[-06].10 Posting of Winning ~~[Numbers.]~~ Game Data.**

1 A. As soon as practical after each drawing, a retailer ~~[shall]~~may:

2 (1) Post in a prominent and conspicuous location within the retailer's business location the
3 winning ~~[number]~~game data; and

4 (2) Keep the winning ~~[number]~~game data posted until the next drawing.

5 B. A retailer shall display active winning ~~[numbers]~~game data as requested by the
6 ~~[Director]~~Agency.

7 C. The Agency is not responsible for a retailer's failure to post or properly post current official
8 winning ~~[numbers]~~game data.

9
10 **~~[:07].11~~ Payment of Prizes.**

11 A. A retailer shall pay the holder of a valid winning lottery ticket up to \$600 ~~[upon submission~~
12 ~~and validation of the ticket]~~.

13 B. A retailer shall pay the holder of a valid winning ticket regardless of whether the retailer sold
14 the ticket.

15 C. Unless the retailer is a participant in the Expanded Cashing Authority Program under
16 Regulation ~~[:06].08~~ of this chapter, if the valid winning ticket entitles the holder to a prize that is
17 more than \$600, the retailer shall instruct the ticket holder to seek payment from the Agency or a
18 retailer participating in the Expanded Cashing Authority Program.

19 ~~[D. Multiple Claims. A retailer shall:~~

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

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

24 ~~[E.]~~ D. Validated and Paid Tickets. Unless a ticket is cashed at a PAT, after a ticket is validated
25 and paid, the retailer:

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

27 (2) Shall secure the ticket.

28 ~~[F.]~~ E. Cashing Period. A retailer or Agency claim center may not cash or otherwise process a
29 winning ticket more than 182 days after the:

30 (1) ~~[Draw]~~Drawing date;

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

32 (3) Announced end of ~~[the]~~ game for an instant game.

33 **F. Unusual Claims.**

34 (1) The Agency shall use an analytics tool to identify an unusual claim.

- 1 (2) If the Agency identifies an unusual claim, the Agency may:
2 (a) Require the claimant to claim a prize at the Agency's headquarters;
3 (b) Delay payment of the prize;
4 (c) Investigate the circumstances surrounding the purchase of the ticket and claiming of
5 the ticket including:
6 (i) Interviewing the claimant; and
7 (ii) Interviewing the retailer that sold the ticket; and
8 (d) Require future claims made by the same claimant to be reviewed as an unusual claim.
9

10 **[.08].12 Expanded Cashing Authority Program.**

11 A. Establishment.

- 12 (1) The Director may establish an Expanded Cashing Authority Program.
13 (2) Retailers selected by the Director may pay cash prizes up to \$5,000.

14 B. Participation. Before authorizing a retailer to participate in the Expanded Cashing Authority
15 Program, the Director ~~[shall]~~may consider:

- 16 (1) The length of time the retailer has been licensed;
17 (2) The financial record and responsibility of the retailer;
18 (3) The retailer's compliance with the requirements of this subtitle;
19 (4) The need for expanded cashing authority within a specific geographical location;
20 (5) The number of existing retailers with expanded cashing authority;
21 (6) The overall performance of the retailer since the license was issued; and
22 (7) Any other factor deemed relevant by the Director.

23 C. Retailer Requirements. A retailer in the Expanded Cashing Authority Program shall:

- 24 (1) Maintain a separate bank account solely for lottery monies to the credit of the State
25 Lottery Fund;
26 (2) Ensure the confidential handling of personal information from players and winners by not
27 disclosing any personal information to anyone other than the Agency or as required by law;
28 (3) ~~[Report]~~Collect income tax information relating to ~~[holders of winning lottery tickets]~~ a
29 holder of a winning ticket to the Agency as required by the Internal Revenue Service or the
30 Agency;
31 (4) For prizes over \$600, utilize the ~~[lottery]~~ terminal to determine, whether a holder of a
32 winning ~~[lottery]~~ ticket:

1 (a) Owes a State obligation; or

2 (b) Is on the Commission's Voluntary Exclusion ~~[list]~~List described in COMAR

3 36.01.03; and

4 (5) If the Agency has notified the retailer that the holder may not be paid, the retailer shall

5 deny ~~[Deny]~~ payment of a prize to the holder of a winning ~~[lottery]~~ ticket. ~~[if the Agency has~~

6 ~~notified the retailer that the holder may not be paid.]~~

7 D. Recertification for the Program. The Director may establish a periodic recertification process

8 for retailers in the Expanded Cashing Authority Program.

9 E. Removal from the Program.

10 (1) A retailer participating in the Expanded Cashing Authority Program may be removed

11 from the Program at any time by the Director.

12 (2) Removal from the program does not automatically otherwise terminate a retailer's

13 license.

14 (3) The Director's decision to remove a retailer from the program is final and not subject to

15 appeal.

16

17 ~~[-09].13~~ **Payments to Agency.**

18 A. A retailer shall:

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

20 (a) Revenues derived from the sale of ~~[lottery]~~ tickets based on the ticket price

21 established by the Director;

22 (b) ~~[Lottery tickets]~~ Tickets in the possession of the retailer; and

23 (c) Except for tickets cashed through a PAT, tickets that the retailer cashed or

24 ~~[cancelled]~~canceled which are later submitted to the Agency for payment;

25 (2) Make regular weekly settlement and payment ~~[remittance]~~ in the manner, in the place,

26 and on the day of the week specified by the Agency;

27 (3) Make more frequent settlement and payment remittances when required by the Director;

28 (4) Pay a service charge to the Agency for any dishonored check or electronic transfer;

29 (5) Promptly pay a bonding fee in such amount as the Director determines, when required;

30 and

31 (6) Promptly pay any fees under this subtitle.

32 B. Any payment due to the Agency not made within 10 days after the due date shall be charged

33 interest until paid.

1 C. The Agency may refer delinquent accounts to the Central Collection Unit of the Department
2 of Budget and Management.

3 D. Delinquent accounts shall be increased by any additional fees authorized by State Finance and
4 Procurement Article, §3-304(a)(2), Annotated Code of Maryland.

5
6 **[.10].14 Americans with Disabilities Act.**

7 A. Definitions. In this regulation, the following terms have the meanings indicated.

8 B. Terms Defined.

9 (1) “ADA” means the certain law commonly known as the Americans with Disabilities Act
10 of 1990, as amended.

11 (2) “ADA retailer compliance form” means a form prepared by the Agency and used to
12 inspect a retailer’s location in connection with this regulation to ensure player accessibility to a
13 retailer.

14 (3) “Applicant” means a person that applies for a new retailer license or a change of
15 ownership of a retailer.

16 (4) “Corrective Action Plan” means a plan that an applicant is required to submit to the
17 Agency describing how the applicant will modify its premises to comply with applicable State
18 and federal law regarding accessible business establishments.

19 [(3)](5) “Disability” [means the term as defined] has the meaning stated in the ADA.

20 C. Compliance.

21 [(1)] A retailer shall, at its expense:

22 (a) Comply with federal, State, and local laws prohibiting discrimination against
23 individuals with disabilities.

24 (b) Maintain a business location that is accessible to individuals with disabilities; and

25 (c) Make available at the retailer’s location all lottery-related goods, services, facilities,
26 privileges, advantages, and accommodations to any individual with a disability.]

27 [(2)] (1) The Agency shall:

28 (a) Inspect the site of [a new retailer]an applicant for compliance with [this regulation]
29 the ADA for player accessibility;

30 [(b) Inspect the site of a change of ownership retailer for compliance with this regulation;
31 and]

32 [(e)](b) If necessary, [provide the retailer with a corrective action plan on the ADA
33 retailer compliance form.] require an applicant whose business establishment is not accessible to
34 submit a proposed Corrective Action Plan before the Director issues a retailer license; and

1 (c) Require a new retailer or change of ownership to certify in the retailer application that
2 their business establishment at issue in the application is accessible to individuals with
3 disabilities who use wheelchairs.

4 (2) The Agency may impose a sanction or take an action on a license for failing to comply
5 with this regulation.

6 D. Waivers

7 (1) A retailer that is unable to comply with §C of this regulation, shall obtain an official
8 waiver from the State to maintain a non-accessible business establishment; or

9 (2) If the State no longer provides official waivers under §D(1) of this regulation, a retailer
10 may obtain an official waiver from its local jurisdiction.

12 **~~14~~15 Changes in Ownership.**

13 A. General.

14 (1) A retailer license may not be transferred.

15 (2) A change in ownership of a retailer's business:

16 (a) Automatically voids the existing retailer license; and

17 (b) Requires an application for a new license.

18 (3) A change of ownership includes:

19 (a) A transfer of ownership of the retailer's business;

20 (b) The addition of an owner that was not on the original license application; or

21 (c) Except as provided in §A(4) of this regulation, a change to the retailer's business
22 organization structure.

23 (4) A change of ownership does not include a voluntary or involuntary transfer of an interest
24 in the retailer's business to a person identified as an owner on the license.

25 ~~[(2) If a retailer is a corporation, partnership, or LLC, a transfer of ownership includes a:~~

26 ~~(a) Merger;~~

27 ~~(b) Consolidation;~~

28 ~~(c) Share exchange of a majority of stock;~~

29 ~~(d) Transfer of a majority of assets or transfer of stock of the majority shareholder; and~~

30 ~~(e) Transfer of a majority partner's interest, or transfer of member's or principal's~~
31 ~~interest.~~

32 ~~(3) A transfer of interest to a spouse currently identified as an owner on the retailer's~~
33 ~~license by gift or through operation of law is not a transfer of ownership].~~

1 ~~[(4)] B. Retailer Responsibilities.~~

2 ~~(1) A retailer [who]that transfers ownership:~~

3 ~~(a) Is [remains] responsible for all tickets, lottery equipment, and receipts from lottery~~
4 ~~sales [up to the date of final accounting]; and~~

5 ~~(b) Remains responsible for fulfilling all obligations to the Agency until the change of~~
6 ~~ownership is approved and the Agency issues a new license.~~

7 ~~[(5) A retailer shall pay all outstanding funds due to the Agency upon change of ownership.]~~

8 ~~(6) The purchaser of a business where a lottery terminal is installed shall apply for~~
9 ~~continuation of the existing license at least 30 days before the transfer of ownership.]~~

10 ~~(2) A new owner of the business may apply for a license under COMAR 36.02.02 or~~
11 ~~relinquish lottery equipment remaining on the premises.~~

12 ~~[B. Approval Process for Change of Ownership.~~

13 ~~(1) The Director shall:~~

14 ~~(a) Require that a new application for a lottery retailer license be completed when a~~
15 ~~retailer notifies the Agency of a change in ownership; and~~

16 ~~(b) Review the existing location and the applications on file for that trading area.~~

17 ~~(2) If the application of the proposed new owner meets all lottery requirements to become a~~
18 ~~licensed retailer, preference will be given to retaining the license at the existing location.~~

19 ~~(3) The Director may reasonably determine that circumstances and conditions exist that do~~
20 ~~not warrant the approval of a license at that location.~~

21 ~~(4) The Director's decision to approve or deny the application of the proposed new owner at~~
22 ~~the existing location shall be in writing and state the reasons for the decision.~~

23 ~~(5) The decision to deny the application of the proposed new owner shall:~~

24 ~~(a) Be treated in the same manner as a denial of an application for a retailer license; and~~

25 ~~(b) Create the same rights of review and appeal as the denial of an application for a~~
26 ~~retailer license.]~~

27
28 ~~[.12 Prohibited Acts.~~

29 ~~A. This regulation does not:~~

30 ~~(1) Prevent a person from giving a lottery ticket to another as a gift; or~~

31 ~~(2) Prohibit the purchase of a ticket for the purpose of making a gift to a person younger than~~
32 ~~18 years old.~~

1 ~~B. No person other than a licensed lottery retailer or the retailer's employee or the Agency may~~
2 ~~sell a lottery ticket or a lottery subscription.~~

3 ~~C. A retailer shall require all lottery tickets to be paid for by the purchaser at the time of~~
4 ~~purchase.~~

5 ~~D. A retailer may not:~~

6 ~~(1) Sell a ticket at any price other than that established by the Director;~~

7 ~~(2) Sell to or cash a lottery ticket for a person younger than 18 years old;~~

8 ~~(3) Allow an employee younger than 18 years old to sell or cash a lottery ticket or operate~~
9 ~~lottery equipment;~~

10 ~~(4) Extend credit in any manner for the sale of lottery tickets;~~

11 ~~(5) Offer customers alcoholic beverages to induce them to purchase or redeem a lottery~~
12 ~~ticket; or~~

13 ~~(6) Except as provided in Criminal Law Article, §§12-301.1, 12-304, and 12-308, Annotated~~
14 ~~Code of Maryland, have on its premises an illegal gaming device or a slot machine as defined in~~
15 ~~Criminal Law Article, §12-301, Annotated Code of Maryland.~~

16 ~~E. Games of Chance.~~

17 ~~(1) This section does not apply to a game of chance offered legally by a retailer that is:~~

18 ~~(a) A video lottery facility;~~

19 ~~(b) A legal operator of an electronic gaming device that is licensed as an amusement~~
20 ~~game in Baltimore City or Baltimore County under Criminal Law Article, §12-301.1, Annotated~~
21 ~~Code of Maryland;~~

22 ~~(c) Subject to regulation by the Comptroller under Criminal Law Article, §12-304,~~
23 ~~Annotated Code of Maryland;~~

24 ~~(d) A legal operator of instant bingo under Criminal Law Article, §12-308, Annotated~~
25 ~~Code of Maryland; or~~

26 ~~(e) Authorized to offer paper tip jar gaming under Criminal Law Article, Title 13,~~
27 ~~Annotated Code of Maryland.~~

28 ~~(2) Except for a lottery game or promotion, a retailer may not offer a game of chance on the~~
29 ~~retailer's premises.~~

30 ~~F. Except as otherwise provided in these regulations or with the approval of the Director, a~~
31 ~~retailer may not cancel or accept ticket returns for draw games.~~

32 ~~G. All instant ticket and Fast Play game ticket sales are final and may not be cancelled once sold.~~

33 ~~H. Void Ticket.~~

34 ~~(1) A ticket may not be sold for a drawing after that drawing has occurred; and~~

1 ~~(2) A ticket sold for a drawing after that drawing has occurred is void.~~]

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