

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

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3 **Subtitle 06 ELECTRONIC GAMING DEVICES**

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5 **Chapter 02 Lawful and Unlawful Electronic Gaming Devices**

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7 **Authority: State Government Article, § 9-110 and Criminal Law Article §§ 12-301 and 12-**
8 **301.1, Annotated Code of Maryland**

9 **.01 Lawful Electronic Gaming Devices.**

10 A. An electronic gaming device is lawful if it:

11 (1) Awards the user only free additional games or plays;

12 (2) Awards the user only noncash merchandise or prizes of minimal value not to exceed
13 the lesser of:

14 (i) 10 times the amount to play a single game; or

15 (ii) \$10;

16 (3) Dispenses paper pull-tab tip jar tickets or paper pull-tab instant bingo tickets that must
17 be opened manually by the user, provided that the electronic gaming machine does not:

18 (i) Read the tickets electronically;

19 (ii) Alert the user to a winning or losing ticket;

20 (iii) Tabulate the user's winnings and losses;

21 (4) Is a handheld device that:

22 (i) Displays only facsimiles of bingo cards that an individual uses to mark and
23 monitor contemporaneously to a live call of bingo numbers called on the premises by an
24 individual where the user is operating the electronic gaming device;

25 (ii) Does not permit a user to play more than 54 bingo cards at the same time;

26 (iii) Does not randomly generate any numbers; and

27 (iv) Is not part of an integrated system;

28 (5) Is used by the Agency or, under the authority of the Agency, by a licensed retailer
29 under the Lottery Law;

1 (6) Is a video lottery terminal permitted and licensed under the Gaming Law; or

2 (7) Is a skills-based amusement device that awards the user only noncash merchandise or
3 prizes of minimal value not to exceed the lesser of:

4 (i) 10 times the amount to play a single game; or

5 (ii) \$10.

6 B. An instant bingo machine operated in compliance with Subtitle 07 of this Title is a lawful
7 electronic gaming device.

8 **.02 Unlawful Electronic Gaming Devices.**

9 A. An electronic gaming device is unlawful if it:

10 (1) Is offered or made available to users to play or participate in a simulated gambling
11 program for direct or indirect consideration, including consideration associated with a related
12 product, service, or activity;

13 (2) Allows the user to become eligible for a cash or cash-equivalent prize, whether or not
14 the eligibility for or value of the cash or cash-equivalent prize is determined by or has any
15 relationship to the outcome of or play of the simulated gambling program;

16 (3) Contains a knock-off switch; or

17 (4) Is not licensed by the Commission or otherwise in compliance with this subtitle;

18 B. An electronic gaming device is presumed to be unlawful if it:

19 (1) Counts a user's credits of wins and losses in order to reward the user in any manner
20 other than free plays or additional games; or

21 (2) Is a skills-based electronic gaming device that:

22 (a) Awards prizes other than additional free play or games; and

23 (b) Has the capacity to automatically increase the difficulty of play based on the
24 user's performance.

25 C. An instant bingo machine that is not operated in compliance with Subtitle 07 of this title is an
26 unlawful electronic gaming device.