

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

2                               **Subtitle 02 LOTTERY PROVISIONS**

3                                       **Chapter 05 Specific Game Provisions**

4 **Authority: State Government Article, §§9-111(b), 9-122(a), (f), and (g)(ii), 9-124, 9-110, and**  
5 **9-109, Annotated Code of Maryland**

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7 **.01     On-Line Games.**  
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9       A.     Drawings.

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11           (1) Except for multi-jurisdictional games, on-line game drawings shall be open to  
12           the public and shall occur at least once a week.  
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14           (2) The Agency may use members of the general public as witnesses at an on-line  
15           game drawing.  
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17           (3) Winning numbers for an on-line game may be drawn by:  
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19               (a) Mechanical drawing equipment;  
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21               (b) A random number generator;  
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23               (c) A computer; or  
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25               (d) Another random method or device approved by the Director.  
26  
27           (4) The numbers drawn for a game shall be the winning numbers for that drawing of  
28           that game.  
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30       B.     Game Tickets.

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32           (1) An on-line game ticket shall be generated through the use of a ticket terminal.  
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34           (2) The on-line game ticket shall include the:  
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36               (a) Numbers played;  
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38               (b) Amount wagered;  
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40               (c) Ticket serial number; and  
41  
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- 1 (d) Drawing date or, if the ticket is for multiple drawings, the range of  
2 drawing dates or draws.  
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4 C. Monitor Games.  
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- 6 (1) The results of a monitor game drawing shall be displayed on the game's monitor.  
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8 (2) A retailer may require use of a playslip for monitor games.  
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10 D. Consumer Game Brochures.  
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- 12 (1) The Agency shall create a consumer game brochure for:  
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14 (a) All on-line games; and  
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16 (b) Any multi-jurisdictional game with on-line game tickets.  
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18 (2) A consumer game brochure may describe one or more games.  
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20 (3) A consumer game brochure shall include information explaining the game and  
21 game play, and the play of any optional features, as determined by the Agency.  
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23 (4) The Agency shall provide consumer game brochures to retailers.

24 **.02 Instant Ticket Games.**

25 A. An instant game ticket shall have one or more areas that conceal:  
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- 27 (1) The playing area or a portion of the playing area;  
28  
29 (2) The prize or prizes;  
30  
31 (3) Other information as determined by the Director; or  
32  
33 (4) Any of the above.

34 B. To determine if an instant ticket is a winning ticket, a player may:  
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- 36 (1) Remove the concealed area or areas in accordance with the game instructions on  
37 the instant ticket; or  
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39 (2) Present the ticket to a retailer or the Agency.

40 **.03 Bonus and Promotional Games.**

41 A. The Agency may offer bonus games, or promotional games, or both.

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2 B. A bonus game may be:  
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4 (1) A lottery game;  
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6 (2) A promotional game; or  
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8 (3) Both.  
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10 C. A promotional game may be a bonus game.  
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12 D. For claiming period purposes, instant ticket games are designated as bonus games or  
13 drawings.  
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