# Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY

## Subtitle 02 LOTTERY PROVISIONS

### Chapter 05 Specific Game Provisions

#### Authority: State Government Article, §§9-109—9-111, 9-122, and 9-124, Annotated Code of Maryland

### .01 ~~On-Line~~ Draw Games.

A. Drawings.

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

(2) The Agency may use members of the general public as witnesses at ~~an on-line~~ **a draw** game drawing.

(3) Winning numbers for ~~an on-line~~ **a draw** game may be drawn by:

(a) Mechanical drawing equipment;

(b) A random number generator; **or**

 ~~(c) A computer; or~~

~~(d)~~(**c)** Another random method or device approved by the Director.

(4) The numbers drawn for a game shall be the winning numbers for that drawing of that game.

B. **Draw** Game Tickets.

(1) ~~An~~ ~~on-line~~ **A draw** game ticket shall be generated through the use of a ~~ticket~~ terminal **or a subscription purchase**.

(2) The ~~on-line~~ **draw** game ticket shall include the:

(a) Numbers played;

(b) Amount wagered;

(c) Ticket serial number; and

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

C. Monitor Games.

(1) The results of a monitor game drawing ~~shall~~ **may** be displayed on the game’s monitor.

(2) A retailer may require use of a playslip or an ePlayslip for monitor games.

D. Consumer Game Information.

(1) The Agency shall provide information about:

(a) ~~On-line~~ **Draw** games; and

(b) Multi-jurisdictional games with ~~on-line~~ **draw** game tickets.

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

(a) Game;

(b) Game play; and

(c) Play of optional features.

(3) The Agency may provide consumer game information on its website or in any other location, as determined by the Agency.

**E. To determine if a draw game ticket is a winning ticket, a player may present the ticket to a retailer, a PAT, or the Agency.**

### .02 Instant Ticket Games.

A. An instant game ticket shall have one or more areas that conceal:

(1) The playing area or a portion of the playing area;

(2) The prize or prizes;

(3) Other information as determined by the Director; or

(4) Any of the above.

B. To determine if an instant ticket is a winning ticket, a player may:

(1) ~~Remove~~**Expose** the concealed area or areas in accordance with the game instructions on the instant ticket; or

(2) Present the ticket to a retailer**, a PAT,** or the Agency.

### .03 Bonus and Promotional Games.

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

B. A bonus game may be:

(1) A lottery game;

(2) A promotional game; or

(3) Both.

C. A promotional game may be a bonus game.

D. For claiming period purposes, instant ticket games are designated as bonus games or drawings.