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

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4 **Subtitle 02 LOTTERY PROVISIONS**

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6 **Chapter 05 Specific Game Provisions**

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8 **Authority: State Government Article, § 9-110, Annotated Code of Maryland**

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11 **.01 On-Line Games.**

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13 **A. Drawings.**

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

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18 (2) The Agency may use members of the general public as witnesses at an on-line game
19 drawing.

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21 (3) Winning numbers for an on-line game may be drawn by:

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23 (a) Mechanical drawing equipment;

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25 (b) A random number generator;

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27 (c) A computer; or

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29 (d) Another random method or device approved by the Director.

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

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34 **B. Game Tickets.**

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36 (1) An on-line game ticket shall be generated through the use of a ticket terminal.
37

For August 27, 2015 Commission.

The amendments to COMAR 36.02.01.01, 36.02.03.02, 36.02.04.03, 36.02.04.06, 36.02.05.01 and 36.02.06.11 would authorize the use of an electronic playslip. The amendments to 36.02.06.11B(1) and 36.02.04.06D replace the now-obsolete term “brochure” with the broader “game information”. The amendment to 36.02.01.01B(26) replaces “his” with “the purchaser’s” for conformity the *Style Manual for Maryland Regulations*.

1 (2) The on-line game ticket shall include the:

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3 (a) Numbers played;

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5 (b) Amount wagered;

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7 (c) Ticket serial number; and

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

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12 C. Monitor Games.

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14 (1) The results of a monitor game drawing shall be displayed on the game's monitor.

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

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18 D. Consumer Game Information.

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20 (1) The Agency shall provide information about:

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22 (a) On-line games; and

23
24 (b) Multi-jurisdictional games with on-line game tickets.

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

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28 (a) Game;

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30 (b) Game play; and

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32 (c) Play of optional features.

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

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