

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 05 Electronic Gaming Device Technical Standards**

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

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11 **.01 Testing, Certification and Approval of Equipment, a System or Software.**

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13 A. A manufacturer may not offer the equipment, systems or software enumerated in § E
14 of this regulation, or a modification to a Commission approved version of that equipment,
15 system or software, for sale, lease, distribution or use in a facility without it having been:

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17 (1) Tested and certified by an independent certified testing laboratory; and

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19 (2) Approved in writing by the Commission.

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21 B. A facility operator may not purchase, lease or otherwise acquire the right to install,
22 utilize or make available for use the equipment, systems or software enumerated in § E of
23 this regulation, or a modification to a Commission approved version of that equipment,
24 system or software, without it having been:

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26 (1) Tested and certified by an independent certified testing laboratory; and

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28 (2) Approved in writing by the Commission.

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30 C. A facility operator may not modify, alter or tamper with an electronic gaming device.

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32 D. Modification, alteration or tampering with an electronic gaming device may result in
33 the immediate suspension of a facility license by the Commission.

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35 E. The testing, certification and approval requirements of this regulation shall, at a
36 minimum, apply to:

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38 (1) An electronic gaming device; and

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40 (2) Any component of the device.

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42 F. A prototype of equipment, a system or software required to be tested, certified and
43 approved under § E of this regulation, or a modification to a Commission approved
44 version of that equipment, system or software shall, at a minimum, be tested for:

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46 (1) Overall operational integrity;

(2) Compliance with applicable state laws and commission regulations; and

(3) Any other standards required by the Commission pertaining to the equipment, system or software.

G. If a facility operator develops any equipment, system or software that is functionally equivalent to that enumerated in this regulation, or modifies a Commission approved version of that equipment, system or software, the facility operator shall be subject to the testing, certification and approval requirements of this chapter to the same extent as if the equipment, system or software were developed or modified by a manufacturer.

H. A manufacturer shall pay all costs of testing, certification and approval under this chapter including, but not limited to, all costs associated with:

(1) Transportation;

(2) Equipment and technical services required by an independent certified testing laboratory to conduct the testing and certification process; and

(3) Implementation testing.

.02 Submission of an Electronic Gaming Device for Testing and Certification.

A. A manufacturer seeking Commission approval for an electronic gaming device shall submit the electronic gaming device to an independent certified testing laboratory.

B. A manufacturer seeking Commission approval for a modification to a Commission approved version of an electronic gaming device, including a change in theme, shall submit the modification to an independent certified testing laboratory.

C. At the conclusion of testing of a prototype or modification to an electronic gaming device, an independent certified testing laboratory shall issue to the Commission a certification report in an:

(1) Electronic form; and

(2) Format acceptable to the Commission.

D. Upon receipt of a certification report from an independent certified testing laboratory, but prior to a decision to approve a prototype or modification to an electronic gaming device, the Commission may require a trial period.

(1) A trial period shall be of a scope and duration the Commission deems appropriate to assess the operation of the electronic gaming device in a live environment.

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2 (2) A trial period shall be subject to compliance by the manufacturer and the
3 facility operator with specific terms and conditions required by the Commission.
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5 (3) The Commission may order termination of the trial period at any time upon a
6 determination by the Commission that:
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8 (a) A manufacturer or facility operator has not complied with the terms
9 and conditions required by the Commission; or
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11 (b) The electronic gaming device is not performing as expected.
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13 E. Upon receipt of a certification report from an independent certified testing laboratory,
14 the Commission may:
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16 (1) Approve the prototype or modification, with or without specific conditions;
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18 (2) Reject the prototype or modification;
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20 (3) Require additional testing; or
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22 (4) Require a trial period under § D of this regulation.
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24 F. Commission approval of a prototype or modification of an electronic gaming device
25 does not constitute a guarantee of its safety or reliability.
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27 **.03 Related Documentation.**
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29 A. Upon request, a manufacturer shall deliver to the Commission:
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- 31 (1) Technical and operator manuals;
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33 (2) Pay table information;
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35 (3) A file, in a form satisfactory to the Commission, describing the electronic
36 gaming device, including:
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38 (a) Manufacturer's:
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40 (i) Serial number;
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42 (ii) Model number;
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44 (iii) Software identification number; and
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46 (iv) Version number;

(b) Denomination or a designation as multi-denomination;

(c) Cabinet style; and

(d) Other information required by the Commission.

.04 Emergency Modification of Equipment, a System or Software.

A. Notwithstanding the requirements of Regulations .01 and .02 of this chapter, the Commission may, on submission of a written request by a manufacturer, authorize installation of a modification to equipment, a system or software required to be tested, certified and approved by the Commission under Regulation .01 of this chapter, on an emergency basis.

B. A written request submitted by a manufacturer to the Commission shall document the:

(1) Equipment, system or software proposed for emergency modification including:

(a) Software identification number; and

(b) Version number;

(2) Facility;

(3) Reason for the emergency modification; and

(4) Proposed date and time of installation.

C. A manufacturer may not install an emergency modification without the written approval of the Commission.

D. No more than 15 days following receipt of Commission authorization on an emergency modification, a manufacturer shall submit a modification identical to that receiving emergency authorization for testing, certification and approval under this chapter.

.05 Notice of Known or Suspected Defect.

A. A manufacturer or facility operator shall immediately notify the Commission of any known or suspected defect or malfunction in equipment, system or software required to be tested, certified and approved by the Commission.

B. A manufacturer shall:

1 (1) Confirm in writing any notice given to the Commission verbally, pursuant to §
2 A of this regulation; and
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4 (2) If required by the Commission, notify a facility operator of any known or
5 suspected defect or malfunction in equipment, a system or software installed in its
6 facility.
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8 C. A facility operator shall immediately notify the Commission of any known or
9 suspected defect or malfunction in equipment, system, or software required to be tested,
10 certified, and approved by the Commission.
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12 D. A facility operator shall confirm in writing any notice given to the Commission
13 verbally, pursuant to § C of this regulation.
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15 **.06 Revocation.**
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17 A. The Commission may, at any time, revoke an approval granted under this chapter to
18 equipment, a system or software on a determination by the Commission that the
19 equipment, system or software does not comply with the technical standards specified by
20 the Commission pertaining to the equipment, system or software, as amended or clarified.
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22 B. The Commission may, at any time, impose additional conditions on the operation or
23 placement of Commission approved equipment, systems, or software.