



General Assembly

Amendment

January Session, 2025

LCO No. 8742



Offered by:

REP. RUTIGLIANO, 123rd Dist.

REP. LEMAR, 96th Dist.

To: Subst. House Bill No. **5271**

File No. 298

Cal. No. 200

***"AN ACT PROHIBITING GAMING-RELATED ADVERTISING,
MARKETING AND PROMOTIONAL ACTIVITIES AT PUBLIC
INSTITUTIONS OF HIGHER EDUCATION."***

1 Strike everything after the enacting clause and substitute the
2 following in lieu thereof:

3 "Section 1. Section 12-850 of the general statutes is repealed and the
4 following is substituted in lieu thereof (*Effective from passage*):

5 For the purposes of this section and sections 12-851 to 12-871,
6 inclusive:

7 (1) "Business entity" means any partnership, limited liability
8 company, society, association, joint stock company, corporation, estate,
9 receiver, trustee, assignee, referee or any other legal entity and any other
10 person acting in a fiduciary or representative capacity, whether
11 appointed by a court or otherwise, and any combination thereof;

12 (2) "Commissioner" means the Commissioner of Consumer

13 Protection or the commissioner's designee;

14 (3) "Connecticut intercollegiate team" means any team associated
15 with an intercollegiate program of a university or college of the state
16 system of public higher education, as described in section 10a-1, an
17 independent institution of higher education, as defined in section 10a-
18 173, or a for-profit college or university physically located in the state
19 that offers in-person classes within the state;

20 (4) "Consumables" means nondurable items, including, but not
21 limited to, dice, playing cards and roulette balls used in live online
22 casino gaming;

23 (5) "Department" means the Department of Consumer Protection;

24 (6) "Electronic wagering platform" means the combination of
25 hardware, software and data networks used to manage, administer,
26 offer or control Internet games or retail sports wagering at a facility in
27 this state;

28 (7) "E-bingo machine" means an electronic device categorized as a
29 class II machine under the federal Indian Gaming Regulatory Act, P.L.
30 100-497, 25 USC 2701 et seq. used to play bingo that is confined to a
31 game cabinet and is substantially similar in appearance and play to a
32 class III slot machine. "E-bingo machine" does not include any other
33 electronic device, aid, instrument, tool or other technological aid used
34 in the play of any in-person class II bingo game;

35 (8) "Entry fee" means the amount of cash or cash equivalent that is
36 required to be paid by an individual to a master wagering licensee in
37 order for such individual to participate in a fantasy contest;

38 (9) "E-sports" means electronic sports and competitive video games
39 played as a game of skill;

40 (10) "Fantasy contest" means any fantasy or simulated game or
41 contest with an entry fee, conducted over the Internet, including

42 through an Internet web site or a mobile device, in which: (A) The value
43 of all prizes and awards offered to a winning fantasy contest player is
44 established and made known to the players in advance of the game or
45 contest; (B) all winning outcomes reflect the knowledge and skill of the
46 players and are determined predominantly by accumulated statistical
47 results of the performance of participants in events; and (C) no winning
48 outcome is based on the score, point spread or any performance of any
49 single team or combination of teams or solely on any single performance
50 of a contestant or player in any single event. "Fantasy contest" does not
51 include lottery games;

52 (11) "Gaming entity licensee" means a master wagering licensee, a
53 licensed online gaming operator, a licensed online gaming service
54 provider or a licensed sports wagering retailer;

55 (12) "Handling consumables" means physical contact with, or
56 supervisory oversight over the acceptance, inventory, storage or
57 destruction of, consumables, as well as being responsible for card
58 inspection, counting and shuffling;

59 (13) "Internet games" means (A) online casino gaming; (B) online
60 sports wagering; (C) fantasy contests; (D) keno through the Internet, an
61 online service or a mobile application; and (E) the sale of tickets for
62 lottery draw games through the Internet, an online service or a mobile
63 application;

64 (14) "Keno" has the same meaning as provided in section 12-801;

65 (15) "Key employee" means an individual with the following position
66 or an equivalent title associated with a master wagering licensee or a
67 licensed online gaming service provider, online gaming operator or
68 sports wagering retailer: (A) President or chief officer, who is the top
69 ranking individual of the licensee and is responsible for all staff and the
70 overall direction of business operations; (B) financial manager, who is
71 the individual who reports to the president or chief officer who is
72 generally responsible for oversight of the financial operations of the

73 licensee, including, but not limited to, revenue generation, distributions,
74 tax compliance and budget implementation; (C) compliance manager,
75 who is the individual that reports to the president or chief officer and
76 who is generally responsible for ensuring the licensee complies with all
77 laws, regulations and requirements related to the operation of the
78 licensee; (D) chief information officer, who is the individual generally
79 responsible for establishing policies or procedures on, or making
80 management decisions related to, information systems; or (E) chief data
81 security officer, who is the individual generally responsible for
82 establishing policies or procedures on, or making management
83 decisions related to, technical systems. "Key employee" includes an
84 individual (i) who is responsible for establishing the policies or
85 procedures on, or making management decisions related to, wagering
86 structures or outcomes for a licensee; or (ii) who has an ownership
87 interest that is five per cent or more of the total ownership or interest
88 rights in the licensee. Tribal membership in and of itself shall not
89 constitute ownership for purposes of this subdivision;

90 (16) "Live game employee" means an employee of a master wagering
91 licensee or a licensed online gaming operator or online gaming service
92 provider that is operating live online casino gaming who is (A)
93 responsible for handling consumables in a live online casino authorized
94 under this chapter; [,] (B) responsible for presenting live online casino
95 gaming in a live online casino authorized under this chapter; [,] or (C) a
96 direct manager of an individual who is a live game employee under
97 subparagraph (A) or (B) of this subdivision;

98 (17) "Lottery draw game" means any game in which one or more
99 numbers, letters or symbols are randomly drawn at predetermined
100 times, but not more frequently than once every four minutes, from a
101 range of numbers, letters or symbols, and prizes are paid to players
102 possessing winning plays, as set forth in each game's official game rules.
103 "Lottery draw game" does not include keno, any game for which lottery
104 draw tickets are not available through a lottery sales agent or any game
105 that simulates online casino gaming;

106 (18) "Lottery sales agent" means a person that contracts with the
107 Connecticut Lottery Corporation to sell lottery tickets or offer keno at a
108 retail facility in the state and not over the Internet, and is licensed in
109 accordance with chapters 226 and 229a;

110 (19) "Mashantucket Pequot memorandum of understanding" means
111 the memorandum of understanding entered into by and between the
112 state and the Mashantucket Pequot Tribe on January 13, 1993, as
113 amended from time to time;

114 (20) "Mashantucket Pequot procedures" means the Final
115 Mashantucket Pequot Gaming Procedures prescribed by the Secretary
116 of the United States Department of the Interior pursuant to 25 USC
117 2710(d)(7)(B)(vii) and published in 56 Federal Register 24996 (May 31,
118 1991), as amended from time to time;

119 (21) "Master wagering licensee" means (A) the Mashantucket Pequot
120 Tribe, or an instrumentality of or an affiliate wholly-owned by said tribe,
121 if licensed to operate online sports wagering, online casino gaming and
122 fantasy contests pursuant to section 12-852; (B) the Mohegan Tribe of
123 Indians of Connecticut, or an instrumentality of or an affiliate wholly-
124 owned by said tribe, if licensed to operate online sports wagering, online
125 casino gaming and fantasy contests pursuant to section 12-852; or (C)
126 the Connecticut Lottery Corporation, if licensed pursuant to section 12-
127 853 to operate retail sports wagering, online sports wagering, fantasy
128 contests and keno and to sell tickets for lottery draw games through the
129 Internet, an online service or a mobile application;

130 (22) "Mohegan compact" means the Tribal-State Compact entered
131 into by and between the state and the Mohegan Tribe of Indians of
132 Connecticut on May 17, 1994, as amended from time to time;

133 (23) "Mohegan memorandum of understanding" means the
134 memorandum of understanding entered into by and between the state
135 and the Mohegan Tribe of Indians of Connecticut on May 17, 1994, as
136 amended from time to time;

137 (24) "Occupational employee" means an employee of a master
138 wagering licensee or a licensed online gaming operator, online gaming
139 service provider or sports wagering retailer;

140 (25) "Off-track betting system licensee" means the person or business
141 organization licensed to operate the off-track betting system pursuant
142 to chapter 226;

143 (26) "Online casino gaming" or "online casino games" means (A) slots,
144 blackjack, craps, roulette, baccarat, poker and video poker, bingo, live
145 dealer and other peer-to-peer games and any variations of such games;
146 [.] and (B) any games authorized by the department, conducted over the
147 Internet, including through an Internet web site or a mobile device,
148 through an electronic wagering platform that does not require a bettor
149 to be physically present at a facility;

150 (27) "Online gaming operator" means a person or business entity that
151 operates an electronic wagering platform and contracts directly with a
152 master wagering licensee to offer (A) one or more Internet games on
153 behalf of such licensee; [.] or (B) retail sports wagering on behalf of such
154 licensee at a facility in this state;

155 (28) "Online gaming service provider" means a person or business
156 entity, other than an online gaming operator, that provides goods or
157 services to, or otherwise transacts business related to Internet games or
158 retail sports wagering with, a master wagering licensee or a licensed
159 online gaming operator, online gaming service provider or sports
160 wagering retailer;

161 (29) "Online sports wagering" means sports wagering conducted over
162 the Internet, including through an Internet web site or a mobile device,
163 through an electronic wagering platform that does not require a sports
164 bettor to be physically present at a facility that conducts retail sports
165 wagering;

166 (30) "Retail sports wagering" means in-person sports wagering
167 requiring a sports bettor to be physically present at one of the up to

168 fifteen facility locations of the Connecticut Lottery Corporation or a
169 licensed sports wagering retailer in this state;

170 (31) "Skin" means the branded or cobranded name and logo on the
171 interface of an Internet web site or a mobile application that bettors use
172 to access an electronic wagering platform for Internet games;

173 (32) "Sporting event" means any (A) sporting or athletic event at
174 which two or more persons participate, individually or on a team, and
175 may be eligible to receive compensation in excess of actual expenses for
176 such participation in such sporting or athletic event; (B) sporting or
177 athletic event sponsored by an intercollegiate athletic program of an
178 institution of higher education or an association of such programs; [,
179 except for those in which one of the participants is a Connecticut
180 intercollegiate team and the event is not in connection with a permitted
181 intercollegiate tournament;] (C) Olympic or international sports
182 competition event; or (D) e-sports event. [, except for those in which one
183 of the participants is a Connecticut intercollegiate team and the event is
184 not in connection with a permitted intercollegiate tournament. As used
185 in this subdivision, "permitted intercollegiate tournament" means an
186 intercollegiate e-sports, sporting or athletic event involving four or more
187 intercollegiate teams that involves one or more Connecticut
188 intercollegiate teams and the wager on the tournament is based on the
189 outcome of all games within the tournament.] "Sporting event" does not
190 include horse racing, jai alai or greyhound racing;

191 (33) "Sports governing body" means the organization that prescribes
192 final rules and enforces codes of conduct with respect to a sporting event
193 and participants in the sporting event;

194 (34) "Sports wagering" means risking or accepting any money, credit,
195 deposit or other thing of value for gain contingent in whole or in part,
196 (A) by any system or method of wagering, including, but not limited to,
197 in person or through an electronic wagering platform; [,] and (B) based
198 on (i) a live sporting event or a portion or portions of a live sporting
199 event, including future or propositional events during such an event, or

200 (ii) the individual performance statistics of an athlete or athletes in a
201 sporting event or a combination of sporting events. "Sports wagering"
202 does not include the payment of an entry fee to play a fantasy contest or
203 a fee to participate in e-sports; and

204 (35) "Sports wagering retailer" means a person or business entity that
205 contracts with the Connecticut Lottery Corporation to facilitate retail
206 sports wagering operated by said corporation through an electronic
207 wagering platform at up to fifteen facilities in this state.

208 Sec. 2. Subsection (c) of section 12-863 of the general statutes is
209 repealed and the following is substituted in lieu thereof (*Effective January*
210 *1, 2026*):

211 (c) A master wagering licensee and a licensed online gaming
212 operator, online gaming service provider and sports wagering retailer
213 shall each, where applicable based on the services provided:

214 (1) Prohibit an individual from establishing more than one account
215 on each electronic wagering platform operated by the licensee;

216 (2) Limit a person to the use of only one debit card [or only one credit
217 card] for an account, and [place a monetary limit on] prohibit the use of
218 a credit card, [over a period of time,] provided single-use stored value
219 instruments purchased by cash or debit card only, including, but not
220 limited to, a gift card or a lottery terminal printed value voucher, may
221 be used pursuant to subdivision (3) of subsection (d) of section 12-853;

222 (3) Allow a person to limit the amount of money that may be
223 deposited into an account, and spent per day through an account;

224 (4) Provide that any money in an online account belongs solely to the
225 owner of the account and may be withdrawn by the owner;

226 (5) Establish a voluntary self-exclusion process to allow a person to
227 (A) exclude himself or herself from establishing an account, (B) exclude
228 himself or herself from placing wagers through an account, or (C) limit

- 229 the amount such person may spend using such an account;
- 230 (6) Provide responsible gambling and problem gambling information
231 to participants; and
- 232 (7) Conspicuously display on each applicable Internet web site or
233 mobile application:
- 234 (A) A link to a description of the provisions of this subsection;
- 235 (B) A link to responsible gambling information;
- 236 (C) A toll-free telephone number an individual may use to obtain
237 information about problem gambling;
- 238 (D) A link to information about the voluntary self-exclusion process
239 described in subdivision (5) of this subsection;
- 240 (E) A clear display or periodic pop-up message of the amount of time
241 an individual has spent on the operator's Internet web site or mobile
242 application;
- 243 (F) A means to initiate a break in play to discourage excessive play;
244 and
- 245 (G) A clear display of the amount of money available to the
246 individual in his or her account.
- 247 Sec. 3. Subsection (e) of section 12-863 of the general statutes is
248 repealed and the following is substituted in lieu thereof (*Effective October*
249 *1, 2025*):
- 250 (e) Advertising, marketing and other promotional materials
251 published, aired, displayed or disseminated by or on behalf of any
252 gaming entity licensee shall:
- 253 (1) Not depict an individual who is, or appears to be, under twenty-
254 one years of age, unless such individual is a professional athlete or a

255 collegiate athlete who, if permitted by applicable law, is able to profit
256 from the use of his or her name and likeness;

257 (2) Not be aimed exclusively or primarily at individuals under
258 twenty-one years of age, or at individuals under eighteen years of age if
259 pertaining exclusively to keno, online lottery ticket sales or fantasy
260 contests, or any combination thereof;

261 (3) Not directly advertise, target or promote Internet games or retail
262 sports wagering to specific individuals, rather than a general audience,
263 who are excluded pursuant to a self-exclusion process as described in
264 subdivision (5) of subsection (c) of this section, through methods,
265 including, but not limited to, electronic mail, telephone calls, text
266 messages, direct messaging applications, mail and social media;

267 (4) State that individuals shall be eighteen or twenty-one years of age
268 or older, as applicable, to participate in the type of gaming advertised,
269 marketed or promoted;

270 (5) Not contain images, symbols, celebrity or entertainer
271 endorsements or language designed to appeal specifically to those
272 under twenty-one years of age, or, if pertaining exclusively to keno,
273 online lottery ticket sales or fantasy contests, or any combination
274 thereof, to those under eighteen years of age;

275 (6) Not contain inaccurate or misleading information that would
276 reasonably be expected to confuse and mislead patrons in order to
277 induce them to engage in gaming;

278 (7) Not be published, aired, displayed or disseminated to a media
279 outlet or on social media, that appeal primarily to individuals under
280 twenty-one years or age, or, if pertaining exclusively to keno, online
281 lottery ticket sales or fantasy contests, or any combination thereof, to
282 those under eighteen years of age;

283 (8) Not offer or provide any bonus, credit or other inducement to
284 engage in or continue gaming;

285 (9) Not be published, aired, displayed or disseminated in any athletic
286 facility located on the campus of any public or private institution of
287 higher education in this state, or on any Internet web site, social media
288 platform, online service or mobile application established or maintained
289 by or on behalf of any public or private institution of higher education
290 in this state, unless such materials exclusively consist of an
291 announcement, signage or display that is (A) directed to a general
292 audience, and (B) comprised of one or more of the following: (i)
293 Trademarks, symbols or logos; or (ii) a statement disclosing any
294 relationship that may exist between the gaming entity licensee and such
295 institution of higher education;

296 ~~[(8)]~~ (10) Not be placed before any audience where the majority of the
297 viewers or participants is presumed to be under twenty-one years of
298 age, or, if pertaining exclusively to keno, online lottery ticket sales or
299 fantasy contests, or any combination thereof, to those under eighteen
300 years of age;

301 ~~[(9)]~~ (11) Not imply greater chances of winning compared to other
302 licensees;

303 ~~[(10)]~~ (12) Not imply greater chances of winning based on wagering
304 in greater quantity or amount, except for a lottery draw game that was
305 approved prior to January 1, 2024, is available for patron wagering as of
306 June 6, 2024, includes features approved by the department that increase
307 the chances of winning and is not exclusively sold by lottery sales
308 agents;

309 ~~[(11)]~~ (13) Not contain claims or representations that gaming will
310 guarantee an individual's social, financial or personal success;

311 ~~[(12)]~~ (14) Not use any type, size, location, lighting, illustration,
312 graphic, depiction or color resulting in the obscuring of any material
313 fact; and

314 ~~[(13)]~~ (15) If a direct or targeted advertisement or promotion sent to
315 an individual, including, but not limited to, electronic mail or text

316 message, include a clear and conspicuous Internet link that allows the
317 recipient to unsubscribe by clicking on one link.

318 Sec. 4. Section 52-554 of the general statutes is repealed and the
319 following is substituted in lieu thereof (*Effective January 1, 2026*):

320 Any person who, by playing at any game, or betting on the sides or
321 hands of such as play at any game, excluding any game permitted under
322 chapter 226 or any activity not prohibited under the provisions of
323 sections 53-278a to 53-278g, inclusive, loses the sum or value of one
324 dollar in the whole and pays or delivers the same or any part thereof,
325 may, within three months next following, recover from the winner the
326 money or the value of the goods so lost and paid or delivered, with costs
327 of suit in a civil action, without setting forth the special matter in his
328 complaint. If the defendant refuses to testify, if called upon in such
329 action, relative to the discovery of the property so won, the defendant
330 shall be defaulted; but no evidence so given by the defendant shall be
331 offered against him or her in any criminal prosecution. [Nothing in this
332 section shall prohibit any person from using a credit card to (1)
333 participate in online casino gaming, online sports wagering, retail sports
334 wagering or fantasy contests, as such terms are defined in section 12-
335 850, and conducted pursuant to sections 12-852 to 12-865, inclusive, as
336 applicable, or (2) participate in keno through or purchase tickets for
337 lottery draw games through the Internet web site, online service or
338 mobile application of the Connecticut Lottery Corporation, pursuant to
339 section 12-853.]"

This act shall take effect as follows and shall amend the following sections:

Section 1	<i>from passage</i>	12-850
Sec. 2	<i>January 1, 2026</i>	12-863(c)
Sec. 3	<i>October 1, 2025</i>	12-863(e)
Sec. 4	<i>January 1, 2026</i>	52-554