



PA 26-53—sHB 5229
General Law Committee

AN ACT CONCERNING GAMING

SUMMARY: This act makes a number of changes related to gaming, including:

1. requiring certain gaming licensees (see BACKGROUND) to (a) have a toll-free phone number that allows someone to get the licensee's help with problems with the licensee's electronic wagering platform, which can include a prerecorded message routing the person to online help and (b) conspicuously display this toll-free number on their websites and mobile applications, along with other information already required by law (§ 1);
2. prohibiting advertising for keno, online lottery ticket sales, or fantasy contests during television programs primarily aimed at people under age 18 (a person cannot participate in these forms of gaming until reaching age 18) (§ 2);
3. restricting gaming advertising at athletic facilities on higher education institution campuses or on websites, social media, online services, or mobile applications of, or maintained by or on behalf of, these institutions (§ 2);
4. requiring a study on the effect of prediction markets (§ 3);
5. adding a number of requirements for the geolocation system of electronic wagering platforms exclusively used for fantasy contests, selling lottery draw game tickets, or keno (§ 4); and
6. setting deadlines for the Department of Consumer Protection (DCP) to require testing and certification of a lottery gaming system, lottery draw game, or keno; specifying that the Connecticut Lottery Corporation (CLC) pays the costs of this testing and certification; and making other minor changes (§ 5).

EFFECTIVE DATE: Upon passage, except the toll-free phone number and advertising provisions are effective July 1, 2026.

§ 2 — ADVERTISING RESTRICTIONS

The law places various restrictions on advertising by or for certain gaming licensees (see BACKGROUND). The act adds more restrictions on advertising to minors and on higher education institution campuses and their online platforms.

Keno, Online Lottery Ticket Sales, and Fantasy Contests

The act prohibits advertising keno, online lottery ticket sales, or fantasy contests (when the ad is only about one or a combination of these types of gaming) as part of a television show primarily aimed at people under age 18. This is determined using a nationally recognized voluntary television content rating system that helps

parents understand program content. The act also applies to any advertising, marketing, or promotional campaign interspersed during these programs.

Higher Education Institutions

The act prohibits gaming licensee advertising at athletic facilities on higher education institution campuses or on websites, social media, online services, or mobile apps of, or maintained by or on behalf of, these institutions. This does not apply to an announcement, sign, or display directed at a general audience.

§ 3 — PREDICTION MARKET STUDY

By February 1, 2027, the act requires DCP to consult with the attorney general, the Mashantucket Pequot and Mohegan tribes, and CLC to study and report to the governor, Office of Policy and Management, and General Law Committee on the effects of prediction market platforms on state residents. The study must look at the:

1. use of these platforms by, and advertising about them to, people under age 21;
2. platforms' effects on problem gambling in Connecticut;
3. most frequently placed speculative positions on markets by people in Connecticut; and
4. platforms' effect on the tribes' and CLC's revenue and their payments to the state.

Generally, a prediction market allows people to buy and sell contracts predicting whether a future event will occur. The contracts cover a wide variety of events including elections and sporting events.

§ 4 — ELECTRONIC WAGERING PLATFORM GEOLOCATION REQUIREMENTS

The act adds a number of requirements for the geolocation system of electronic wagering platforms that are exclusively used for:

1. fantasy contests, which the tribes and CLC may operate or
2. selling lottery draw game tickets or keno on the Internet or through a mobile application, which CLC may operate.

Under the act, the geolocation system must:

1. detect a patron's device's location even if it uses a proxy server or VPN or else prohibit patrons using them from participating on the platform;
2. use DCP-approved industry standard technologies that (a) check a device's location when it is used to submit a fantasy contest entry fee or purchase lottery or keno tickets and (b) prohibit paying entry fees and making purchases when the location is undetermined;
3. notify patrons with a pop-up if at the time of attempting to submit payment or make a purchase the device's location is undetermined; and
4. notify the online gaming operator and patron if the patron's account is

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accessed from geographically inconsistent locations, for example, from multiple locations between which the patron could not travel in the amount of time between instances of using the account to make payments or purchases.

§ 5 — LOTTERY-RELATED TESTING AND CERTIFICATION

Lottery Gaming System

Existing law requires a gaming laboratory to test and certify each CLC lottery gaming system as frequently as DCP deems necessary to preserve gaming integrity and DCP can require recertification if the department believes the system may be vulnerable or compromised.

The act requires DCP to notify CLC that it deems testing and certification necessary within two weeks of receiving a notice from CLC that it plans to modify a gaming system. If an emergency requires a system modification, DCP must immediately notify CLC if the department deems testing and certification necessary.

Lottery Draw Games and Keno

Existing law generally requires a gaming laboratory to test and certify each CLC lottery draw game and keno as frequently as DCP deems necessary to preserve gaming integrity and before CLC can offer the game or keno. But this requirement does not apply to a lottery draw game sold in at least 20 states that has been tested by a nationally recognized gaming testing lab licensed in at least 20 states for this type of testing.

The act requires DCP to notify CLC that it deems testing and certification necessary within two weeks of receiving a notice from CLC that it plans to offer a new lottery draw game or modify an existing game or keno. If an emergency requires modifying an existing game or keno, DCP must immediately notify CLC if the department deems testing and certification necessary.

By law, the gaming lab must provide a report to DCP on a lottery draw game or keno. The act requires (1) the lab to give DCP real-time online access to all reports on a secure communication protocol and (2) CLC to submit the report to DCP with its application for approval of a game or keno.

Previously, after reviewing the lab's report and evaluating a lottery draw game or keno, DCP could suspend or revoke approval of a lottery draw game or keno without notice if DCP had good cause to believe continued operation of the game or keno is a threat to gaming security and integrity. The act (1) eliminates DCP's option to revoke approval (but continues to allow suspension), (2) eliminates DCP's ability to take action without notice, and (3) changes the good cause finding to instead require good cause to believe that continued operation of the game or keno could reasonably cause substantial detriment to the public interest.

BACKGROUND

Certain Gaming Licensees

The act refers to the following gaming licensees.

By law, a “master wagering licensee” is generally the Mashantucket Pequot or Mohegan tribes or CLC. The tribes are authorized to conduct online sports betting, online casino gaming, and fantasy contests under this license. CLC is authorized to conduct online and retail sports wagering, fantasy contests, online lottery ticket sales, and keno under this license.

By law, an “online gaming operator” is a person or business that operates an electronic wagering platform and contracts directly with a master wagering licensee to offer (1) one or more Internet games or (2) retail sports wagering.

By law, an “online gaming service provider” is a person or business, other than an online gaming operator, that provides goods or services to, or otherwise transacts business related to, Internet games or retail sports wagering with a master wagering licensee or a licensed online gaming operator, online gaming service provider, or sports wagering retailer.

By law, a “sports wagering retailer” is a person or business that contracts with CLC to facilitate retail sports wagering operated by CLC through an electronic wagering platform at up to 15 facilities in the state.

Electronic Wagering Platform

By law, an electronic wagering platform is the hardware, software, and data networks that manage and control online casino gaming, online sports wagering, fantasy contests, and lottery draw game ticket and keno sales on the Internet or a mobile application, or retail sports wagering.

Among other things, the platforms must verify a patron’s age and that the patron is physically present in the state.