



**Substitute House Bill No. 5229**

**Public Act No. 26-53**

**AN ACT CONCERNING GAMING.**

Be it enacted by the Senate and House of Representatives in General Assembly convened:

Section 1. Subsection (c) of section 12-863 of the 2026 supplement to the general statutes is repealed and the following is substituted in lieu thereof (*Effective July 1, 2026*):

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

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

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

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

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(4) Provide that any money in an online account belongs solely to the owner of the account and may be withdrawn by the owner;

(5) Establish a voluntary self-exclusion process to allow a person to (A) exclude himself or herself from establishing an account, (B) exclude himself or herself from placing wagers through an account, or (C) limit the amount such person may spend using such an account;

(6) Establish a toll-free telephone number to enable a person to receive assistance from the licensee, which may include a prerecorded message routing persons to online assistance, to resolve any problem the person is experiencing with an electronic wagering platform operated by the licensee;

[(6)] (7) Provide responsible gambling and problem gambling information to participants; and

[(7)] (8) Conspicuously display on each applicable Internet web site or mobile application:

(A) A link to a description of the provisions of this subsection;

(B) A link to responsible gambling information;

(C) The toll-free telephone number established pursuant to subdivision (6) of this subsection;

[(C)] (D) A toll-free telephone number an individual may use to obtain information about problem gambling;

[(D)] (E) A link to information about the voluntary self-exclusion process described in subdivision (5) of this subsection;

[(E)] (F) A clear display or periodic pop-up message of the amount of time an individual has spent on the operator's Internet web site or mobile application;

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[(F)] (G) A means to initiate a break in play to discourage excessive play; and

[(G)] (H) A clear display of the amount of money available to the individual in his or her account.

Sec. 2. Subsection (e) of section 12-863 of the 2026 supplement to the general statutes is repealed and the following is substituted in lieu thereof (*Effective July 1, 2026*):

(e) Advertising, marketing and other promotional materials published, aired, displayed or disseminated by or on behalf of any gaming entity licensee shall:

(1) Not depict an individual who is, or appears to be, under twenty-one years of age, unless such individual is a professional athlete or a collegiate athlete who, if permitted by applicable law, is able to profit from the use of his or her name and likeness;

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

(3) Not be published, aired, displayed or disseminated, if pertaining exclusively to keno, online lottery ticket sales or fantasy contests, or any combination thereof, (A) as part of any television program aimed exclusively or primarily at individuals under eighteen years of age, as determined according to a nationally recognized voluntary television content rating system designed to help parents make informed choices regarding the television content viewed by their children, or (B) as part of any advertising, marketing or other promotional campaign interspersed during any television program described in subparagraph (A) of this subdivision;

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

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

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

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

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

(9) Not be published, aired, displayed or disseminated in any athletic facility located on the campus of any public or private institution of higher education in this state, or on any Internet web site, social media platform, online service or mobile application established or maintained by or on behalf of any public or private institution of higher education in this state, unless such materials exclusively consist of an announcement, signage or display that is directed to a general audience;

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

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

[(10)] (12) Not imply greater chances of winning based on wagering in greater quantity or amount, except for online keno and online lottery draw games that include game features approved by the department that increase the chances of winning;

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

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

[(13)] (15) If a direct or targeted advertisement or promotion sent to an individual, including, but not limited to, electronic mail or text message, include a clear and conspicuous Internet link that allows the recipient to unsubscribe by clicking on one link.

Sec. 3. (*Effective from passage*) (a) The Commissioner of Consumer Protection, in consultation with the office of the Attorney General, the Mohegan Tribe, the Mashantucket Pequot Tribe and the Connecticut Lottery Corporation, shall conduct a study concerning the effects of prediction market platforms on the residents of this state, including, but not limited to, the:

(1) Use of prediction market platforms by persons under the age of twenty-one;

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(2) Advertisement of prediction market platforms to persons under the age of twenty-one;

(3) Effects of prediction market platforms on problem gambling in this state;

(4) Most frequently placed speculative positions on prediction market platforms by persons in this state;

(5) Effects of prediction markets on revenue collected by the master wagering licensees; and

(6) Effects of prediction markets on any payments to the state by the master wagering licensees.

(b) Not later than February 1, 2027, the Commissioner of Consumer Protection shall file a report on the study and recommendations, in accordance with the provisions of section 11-4a of the general statutes, with the Governor, the Office of Policy and Management and the joint standing committee of the General Assembly having cognizance of matters relating to general law.

Sec. 4. (NEW) (*Effective from passage*) (a) As used in this section, (1) "electronic wagering platform", "fantasy contest", "lottery draw game" and "online gaming operator" have the same meanings as provided in section 12-850 of the general statutes, and (2) "keno" has the same meaning as provided in section 12-801 of the general statutes.

(b) Each electronic wagering platform that exclusively provides (1) fantasy contests, or (2) the sale of tickets for lottery draw games and keno through the Internet, an online service or a mobile application shall employ a geolocation system that, at a minimum, has the capacity to:

(A) (i) Detect the location of a patron's device notwithstanding the use of a proxy server or virtual private network, or (ii) prohibit

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participation of a patron utilizing a proxy server or virtual private network;

(B) Using industry standard technologies approved by the Department of Consumer Protection, (i) check the location of a patron's device whenever such patron submits an entry fee for a fantasy contest or purchases a lottery draw game or keno ticket, and (ii) prohibit a patron from submitting such entry fee or making such purchase whenever the location of the patron's device is unable to be determined;

(C) Provide a pop-up notification to a patron whenever the patron is attempting to submit an entry fee for a fantasy contest or purchase a lottery draw game or keno ticket when the location of the patron's device is unable to be determined; and

(D) Notify the online gaming operator and the patron if the patron's account is being accessed from geographically inconsistent locations, including, but not limited to, multiple locations among which a patron could not travel between each initiation of such entry fee payment or purchase of a lottery draw game or keno ticket.

Sec. 5. Subsection (c) of section 12-806a of the general statutes is repealed and the following is substituted in lieu thereof (*Effective from passage*):

(c) (1) Each lottery gaming system shall be tested and certified, in a manner and with a frequency deemed necessary by the department to preserve gaming integrity, by a gaming laboratory. When the department deems such testing and certification necessary, it shall notify the corporation not later than two weeks after the corporation formally notifies the department of a planned modification to the lottery gaming system. In the event of an emergency requiring a modification to the lottery gaming system, the department shall notify the corporation immediately if it deems testing and certification of such

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modification necessary. If the department suspects that the integrity of the lottery gaming system may be vulnerable or compromised, the department may require that the lottery gaming system be recertified by a gaming laboratory and the new certification submitted to the department.

(2) Each lottery draw game or keno shall be tested and certified, in a manner and with a frequency deemed necessary by the department to preserve gaming integrity, by a gaming laboratory prior to the corporation offering such lottery draw game or keno, provided a lottery draw game shall not require such testing and certification if such game (A) is sold in at least twenty states within the United States, and (B) has been tested by a nationally recognized gaming testing laboratory that is licensed in at least twenty states to perform system and game analysis. When the department deems such testing and certification necessary, it shall notify the corporation not later than two weeks after the corporation formally notifies the department of the corporation's plan to offer a new lottery draw game or to modify an existing lottery draw game or keno. In the event of an emergency requiring a modification to an existing lottery draw game or keno, the department shall notify the corporation immediately if the department deems testing and certification of such modification necessary.

(3) The department may develop technical standards against which gaming laboratories shall test lottery draw games and keno for compliance. If the department develops such standards, the department:

(A) Shall post such standards on the department's Internet web site;

(B) Shall review such standards not less than annually to ensure such standards preserve the integrity of gaming;

(C) May modify or update such standards to respond to a legal

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interpretation, to include additional standards or amend existing standards as the commissioner deems necessary in order to preserve the integrity of gaming or protect consumers from financial harm, to adjust to changes in technology, relevant standards or platform design, or for any other reason in order to preserve the integrity of gaming;

(D) Shall post any updates to such standards on the department's Internet web site, and such updates shall be effective thirty days after such posting unless the commissioner establishes a later effective date; and

(E) Shall notify the corporation in writing of any update to such standards prior to implementation of such update.

(4) A gaming laboratory engaged [in testing and certifying] by the corporation to test and certify a lottery draw game or keno shall [file a report with the department] produce a certification report, which shall include (A) the extent to which the lottery draw game or keno meets any technical standards adopted by the commissioner, (B) whether the lottery draw game or keno complies with the requirements of this chapter and any regulations adopted pursuant to the provisions of this chapter, and (C) any additional information needed by the department to certify the lottery game or keno. The gaming laboratory shall provide the department with real-time online access to all reports through its secure communication protocol. The corporation shall submit the certification report to the department with its application for approval of the lottery draw game or keno.

(5) The department shall review the lottery draw game or keno that is being tested for proper functioning, and consider the test results and certification [submitted by] report from the gaming laboratory. After completing the evaluation of a lottery draw game or keno, the department may approve the lottery draw game or keno for use in the state. The department may suspend [or revoke approval of] a lottery

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draw game or keno [without notice] if the department has good cause to believe that the continued operation of such game or keno [poses a threat to the security and integrity of gaming in the state] could reasonably cause substantial detriment to the public interest.

(6) The corporation shall be responsible for all costs associated with testing and obtaining certification.