



General Assembly

Amendment

February Session, 2026

LCO No. 5832



Offered by:

REP. LEMAR, 96th Dist.
SEN. MARONEY, 14th Dist.
REP. RUTIGLIANO, 123rd Dist.
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To: Subst. House Bill No. 5229

File No. 236

Cal. No. 192

"AN ACT CONCERNING GAMING."

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

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4 the general statutes is repealed and the following is substituted in lieu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

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

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

11 (2) Limit a person to the use of only one debit card or only one credit

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

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

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20 owner of the account and may be withdrawn by the owner;

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

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

30 ~~[(6)] (7)~~ Provide responsible gambling and problem gambling
31 information to participants; and

32 ~~[(7)] (8)~~ Conspicuously display on each applicable Internet web site
33 or mobile application:

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

35 (B) A link to responsible gambling information;

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

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

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

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

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

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

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

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

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

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

63 (3) Not be published, aired, displayed or disseminated, if pertaining
64 exclusively to keno, online lottery ticket sales or fantasy contests, or any
65 combination thereof, (A) as part of any television program aimed
66 exclusively or primarily at individuals under eighteen years of age, as
67 determined according to a nationally recognized voluntary television
68 content rating system designed to help parents make informed choices

69 regarding the television content viewed by their children, or (B) as part
70 of any advertising, marketing or other promotional campaign
71 interspersed during any television program described in subparagraph
72 (A) of this subdivision;

73 [(3)] (4) Not directly advertise, target or promote Internet games or
74 retail sports wagering to specific individuals, rather than a general
75 audience, who are excluded pursuant to a self-exclusion process as
76 described in subdivision (5) of subsection (c) of this section, through
77 methods, including, but not limited to, electronic mail, telephone calls,
78 text messages, direct messaging applications, mail and social media;

79 [(4)] (5) State that individuals shall be eighteen or twenty-one years
80 of age or older, as applicable, to participate in the type of gaming
81 advertised, marketed or promoted;

82 [(5)] (6) Not contain images, symbols, celebrity or entertainer
83 endorsements or language designed to appeal specifically to those
84 under twenty-one years of age, or, if pertaining exclusively to keno,
85 online lottery ticket sales or fantasy contests, or any combination
86 thereof, to those under eighteen years of age;

87 [(6)] (7) Not contain inaccurate or misleading information that would
88 reasonably be expected to confuse and mislead patrons in order to
89 induce them to engage in gaming;

90 [(7)] (8) Not be published, aired, displayed or disseminated to a
91 media outlet or on social media, that appeal primarily to individuals
92 under twenty-one years or age, or, if pertaining exclusively to keno,
93 online lottery ticket sales or fantasy contests, or any combination
94 thereof, to those under eighteen years of age;

95 (9) Not be published, aired, displayed or disseminated in any athletic
96 facility located on the campus of any public or private institution of
97 higher education in this state, or on any Internet web site, social media
98 platform, online service or mobile application established or maintained
99 by or on behalf of any public or private institution of higher education

100 in this state, unless such materials exclusively consist of an
101 announcement, signage or display that is directed to a general audience;

102 [(8)] (10) Not be placed before any audience where the majority of the
103 viewers or participants is presumed to be under twenty-one years of
104 age, or, if pertaining exclusively to keno, online lottery ticket sales or
105 fantasy contests, or any combination thereof, to those under eighteen
106 years of age;

107 [(9)] (11) Not imply greater chances of winning compared to other
108 licensees;

109 [(10)] (12) Not imply greater chances of winning based on wagering
110 in greater quantity or amount, except for online keno and online lottery
111 draw games that include game features approved by the department
112 that increase the chances of winning;

113 [(11)] (13) Not contain claims or representations that gaming will
114 guarantee an individual's social, financial or personal success;

115 [(12)] (14) Not use any type, size, location, lighting, illustration,
116 graphic, depiction or color resulting in the obscuring of any material
117 fact; and

118 [(13)] (15) If a direct or targeted advertisement or promotion sent to
119 an individual, including, but not limited to, electronic mail or text
120 message, include a clear and conspicuous Internet link that allows the
121 recipient to unsubscribe by clicking on one link.

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

128 (1) Use of prediction market platforms by persons under the age of

129 twenty-one;

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

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

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

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

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

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

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

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

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

158 network;

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

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

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

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

177 (c) (1) Each lottery gaming system shall be tested and certified, in a
178 manner and with a frequency deemed necessary by the department to
179 preserve gaming integrity, by a gaming laboratory. When the
180 department deems such testing and certification necessary, it shall
181 notify the corporation not later than two weeks after the corporation
182 formally notifies the department of a planned modification to the lottery
183 gaming system. In the event of an emergency requiring a modification
184 to the lottery gaming system, the department shall notify the
185 corporation immediately if it deems testing and certification of such
186 modification necessary. If the department suspects that the integrity of
187 the lottery gaming system may be vulnerable or compromised, the
188 department may require that the lottery gaming system be recertified

189 by a gaming laboratory and the new certification submitted to the
190 department.

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

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

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

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

214 (C) May modify or update such standards to respond to a legal
215 interpretation, to include additional standards or amend existing
216 standards as the commissioner deems necessary in order to preserve the
217 integrity of gaming or protect consumers from financial harm, to adjust
218 to changes in technology, relevant standards or platform design, or for
219 any other reason in order to preserve the integrity of gaming;

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

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

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

239 (5) The department shall review the lottery draw game or keno that
240 is being tested for proper functioning, and consider the test results and
241 certification [submitted by] report from the gaming laboratory. After
242 completing the evaluation of a lottery draw game or keno, the
243 department may approve the lottery draw game or keno for use in the
244 state. The department may suspend [or revoke approval of] a lottery
245 draw game or keno [without notice] if the department has good cause
246 to believe that the continued operation of such game or keno [poses a
247 threat to the security and integrity of gaming in the state] could
248 reasonably cause substantial detriment to the public interest.

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

This act shall take effect as follows and shall amend the following sections:		
Section 1	<i>July 1, 2026</i>	12-863(c)
Sec. 2	<i>July 1, 2026</i>	12-863(e)
Sec. 3	<i>from passage</i>	New section
Sec. 4	<i>from passage</i>	New section
Sec. 5	<i>from passage</i>	12-806a(c)