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## **OLR Bill Analysis**

### **sSB 229**

#### ***AN ACT CONCERNING LEGISLATIVE PROPOSALS OF THE CONNECTICUT LOTTERY CORPORATION.***

#### **SUMMARY**

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

1. fantasy contests, which the Mashantucket Pequot and Mohegan tribes and Connecticut Lottery Corporation (CLC) may operate or
2. selling lottery draw game tickets or keno on the Internet or through a mobile application, which the CLC may operate.

Under the bill, the geolocation system must:

1. prohibit patrons from using proxy servers or virtual private networks (VPN);
2. detect a patron's device's location even if it uses a proxy server or VPN;
3. use Department of Consumer Protection-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;
4. 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
5. notify the online gaming operator and patron if the patron's account is 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.

EFFECTIVE DATE: Upon passage

## **BACKGROUND**

### ***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.

### ***Online Gaming Operator***

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 (one of the tribes or CLC) to offer (1) one or more Internet games or (2) retail sports wagering.

## **COMMITTEE ACTION**

General Law Committee

Joint Favorable Substitute

Yea 21 Nay 0 (03/16/2026)