LC002752

2025 -- S 1017

STATE OF RHODE ISLAND

IN GENERAL ASSEMBLY

JANUARY SESSION, A.D. 2025

AN ACT

RELATING TO STATE AFFAIRS AND GOVERNMENT -- VIDEO LOTTERY GAMES, TABLE GAMES AND SPORTS WAGERING

Introduced By: Senators Ciccone, Tikoian, LaMountain, Murray, and Felag

Date Introduced: May 02, 2025

Referred To: Senate Labor & Gaming

It is enacted by the General Assembly as follows:

1 SECTION 1. Purpose.

The general assembly hereby finds that the casino gaming industry is an important source of revenue and jobs for the State of Rhode Island. The purpose of this act is to position Rhode Island as a nationwide leader in the online casino gaming industry, thereby creating additional jobs

- 5 for Rhode Island residents and strengthening the economy and profile of the state.
- 6 SECTION 2. Chapter 42-61.2 of the General Laws entitled "Video Lottery Games, Table
- 7 Games and Sports Wagering" is hereby amended by adding thereto the following section:
- 8 <u>42-61.2-19. External online casino gaming.</u>

9 (a) Definitions. As used in this section, in addition to the definitions spelled out below,

- 10 terms referenced in this section shall have the meanings given them in § 42-61.2-1.
- 11 (1) "External game play activities" means the operation, hosting, and playing of external
- 12 <u>online table games in external jurisdictions, where game-play outcomes are generated based on the</u>
- 13 images of gaming-related activities livestreamed to external jurisdictions, and where wagers are
- 14 placed, accepted, logged, and processed on servers located in one or more external jurisdictions,
- 15 and where prizes are paid and received in one or more external jurisdictions, in accordance with
- 16 <u>the laws of the applicable external jurisdiction.</u>
- 17 (2) "External jurisdiction" means any jurisdiction located outside of the State of Rhode
- 18 Island, that is authorized by the division in accordance with the provisions of this section.

1 (3) "External online table game" means a casino-style table game authorized by an external 2 jurisdiction made available to players in that jurisdiction through use of the Internet utilizing 3 computers, mobile applications on mobile devices, or other interactive devices, on which wagers are accepted by a server-based gaming system located in an external jurisdiction, and where the 4 5 outcomes of such games are generated by gaming-related activities taking place in a hosting 6 facility. 7 (4) "Gaming-related activities" means activities conducted by a live person in a hosting 8 facility, either independently or in response to inputs received from players in external jurisdictions 9 and communicated via the live studio RGS, for the purpose of generating information and outcomes 10 to be used in the operation of external online table games, including activities such as rolling dice, 11 dealing cards, spinning roulette wheels, and any other activities necessary to facilitate the operation 12 of external online table games. 13 (5) "Live studio RGS" is a remote game server physically located in a hosting facility which 14 transmits via a livestream imagery of gaming activities occurring in that hosting facility and which 15 receives and transmits information regarding player requests and player activities in connection 16 with the play of external game play activities, but which does not accept, log, or process player 17 wagers. (6) "Livestream" means the video imagery of gaming-related activities recorded on 18 19 cameras in a hosting facility and streamed live to external jurisdictions via a live studio RGS. 20 (7) "Twin River" means UTGR, LLC, a Delaware limited liability company, and each 21 permitted successor to and assignee of UTGR, LLC. 22 (b) Authorization of external game play activities. Notwithstanding any provisions of the 23 general laws or regulations adopted thereunder to the contrary including, without limitation, the 24 provisions of chapter 19 of title 11, chapters 1 through 11 of title 41, chapters 61, 61.2, and 61.3 of 25 title 42, the division is hereby directed: (1) To permit Twin River, Twin River-Tiverton or both to livestream images of the gaming-26 27 related activities to one or more external jurisdictions for the purpose of facilitating external game 28 play activities, subject to the conditions set forth in subsections (b)(2) and (b)(3) of this section. 29 (2) To determine that the external game play activities are permitted in the external 30 jurisdiction prior to authorizing the livestreaming of gaming-related activities to an external 31 jurisdiction for the purpose of facilitating external game play activities. 32 (3) In making the determination in subsection (b)(2) of this section, the division may rely 33 on a legal opinion provided by legal counsel licensed in the applicable external jurisdiction.

SECTION 3. This act shall take effect upon passage.

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EXPLANATION

BY THE LEGISLATIVE COUNCIL

OF

AN ACT

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1 This act would allow the two (2) gaming facilities in the state to livestream images of

2 gaming-related activities to one or more external jurisdictions for the purpose of facilitating

3 external game play activities in external jurisdictions where gaming is permitted.

4 This act would take effect upon passage.

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