



Queensland

*Interactive Gambling (Player Protection) Act 1998*

# **Interactive Gambling (Player Protection) Regulation 1998**

Reprinted as in force on 1 December 2004  
(includes commenced amendments up to 2004 SL No. 253)

**Reprint No. 3C**

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# Information about this reprint

This regulation is reprinted as at 1 December 2004. The reprint shows the law as amended by all amendments that commenced on or before that day (Reprints Act 1992 s 5(c)).

The reprint includes a reference to the law by which each amendment was made—see list of legislation and list of annotations in endnotes. Also see list of legislation for any uncommenced amendments.

This page is specific to this reprint. See previous reprints for information about earlier changes made under the Reprints Act 1992. A table of reprints is included in the endnotes.

**Also see endnotes for information about—**

- **when provisions commenced**
- **editorial changes made in earlier reprints.**

## **Dates shown on reprints**

**Reprints dated at last amendment** All reprints produced on or after 1 July 2002, hard copy and electronic, are dated as at the last date of amendment. Previously reprints were dated as at the date of publication. If a hard copy reprint is dated earlier than an electronic version published before 1 July 2002, it means the legislation was not further amended and the reprint date is the commencement of the last amendment.

If the date of a hard copy reprint is the same as the date shown for an electronic version previously published, it merely means that the electronic version was published before the hard copy version. Also, any revised edition of the previously published electronic version will have the same date as that version.

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# Interactive Gambling (Player Protection) Regulation 1998

[as amended by all amendments that commenced on or before 1 December 2004]

## 1 Short title

This regulation may be cited as the *Interactive Gambling (Player Protection) Regulation 1998*.

## 2 Commencement

This regulation commences on 1 October 1998.

## 3 Definitions

In this regulation—

***accounting and audit computer system*** means a computer system used by a licensed provider to record or check, or record and check, 1 or more of the following in an authorised game—

- (a) the wagers made by players;
- (b) other amounts received from players;
- (c) the amount paid to players;
- (d) the authentication of players;
- (e) game play information;
- (f) the prizes (monetary and non-monetary) to be won.

***advanced evaluation*** means an evaluation of any of the following things relating to regulated interactive gambling equipment—

- (a) communications protocols;
- (b) monitoring systems;
- (c) random number generators.

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***basic evaluation*** means an evaluation of any of the following things relating to regulated interactive gambling equipment—

- (a) artwork;
- (b) cabinet design;
- (c) documentation, including for example, operational manuals.

***end user device*** means computer software or hardware necessary to—

- (a) enable a player to make a wager in an authorised game;  
or
- (b) inform the player of the result of an authorised game.

***gross profit***, for an authorised game, is the amount equal to the gambling turnover for the game less the total amount of prizes won in the game.

***interactive computer system*** means a computer system used for the conduct of interactive games by a licensed provider under an interactive gambling licence.

***interactive network controller*** means a device electronically linking an interactive computer system to an end user device.

***intermediate evaluation*** means an evaluation of any of the following things relating to regulated interactive gambling equipment—

- (a) hardware, other than hardware subject to basic evaluation;
- (b) software, other than software subject to advanced evaluation;
- (c) the mathematical treatise of the derivation of the theoretical return to a player.

***non-participating jurisdiction*** means a jurisdiction that is not a participating jurisdiction.

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**3A Prescribed period for registration as a restricted player—Act, s 18(6)(a)**

For section 18(6)(a)<sup>1</sup> of the Act, the period is 2 months from the day of registration.

**4 Prescribed bodies for player's accounts—Act, s 20(1)(a)(ii)**

The licensed provider mentioned in section 20(1)(b)<sup>2</sup> of the Act is a body prescribed for section 20(1)(a)(ii) of the Act.

**4A Prescribed amount for deposits to player's account of a restricted player—Act, s 20A(a)**

For section 20A(a)<sup>3</sup> of the Act, the amount is \$500.00.

**4B Prescribed period for deposits to player's account of a restricted player—Act, s 20A(b)**

For section 20A(b) of the Act, the period is a period when the player is a restricted player.

**5 Agents for licensed providers—Act, s 96(1)**

For section 96(1)(a)(ii)<sup>4</sup> of the Act, a person is eligible to be an agent if the person—

- (a) is an agent under a corresponding law; or
- (b) is an agent under a gaming Act; or
- (c) is a person eligible to be an agent under a gaming Act;  
or
- (d) is a financial institution; or
- (e) is an entity appointed by a financial institution as its agent to provide financial services.

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1 Section 18 (Procedure for registration) of the Act

2 Section 20 (Player's account) of the Act

3 Section 20A (Restrictions on deposits for player's account) of the Act

4 Section 96 (Conditions for entering into agency agreement) of the Act

## 6 Calculation of interactive gambling tax—Act, s 113

- (1) For section 113(2)<sup>5</sup> of the Act, the interactive gambling tax payable by a licensed provider, for the authorised games conducted by the provider during a month, is the total amount of gross tax for the games for the month less the total GST deduction for the month.
- (1A) The gross tax for an authorised game conducted by a licensed provider for a month is the total of the tax components for the game for the month calculated under subsections (2) to (4).
- (1B) The total GST deduction for a month is the sum of the GST deductions for all of the monthly component amounts for the month.
- (1C) The GST deduction for a monthly component amount for a month is the lesser of the following amounts—
- (a) the part of the global GST amount for the month that relates to the monthly component amount;
  - (b) the monthly component amount for the month.
- (2) The Queensland component of interactive gambling tax for a game is calculated using the following formula—

$$QC = \frac{GP \times QGT \times QR}{GT}$$

where—

**GP** means the gross profit of the game.

**GT** means the gambling turnover for the game.

**QC** means the Queensland component of interactive gambling tax for the game.

**QGT** means the part of the gambling turnover for the game attributable to the gross amount wagered by all Queensland residents.

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5 Section 113 (Liability to tax) of the Act



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**QR** means—

- (a) if the game is a game approved under a gaming Act—the rate of tax specified in that Act for the game; or
  - (b) if paragraph (a) does not apply—50%.
- (3) The participating jurisdictions' component of interactive gambling tax for a game is the total of the amounts calculated using the following formula for each participating jurisdiction—

$$\mathbf{PJC} = \frac{\mathbf{GP} \times \mathbf{PJGT} \times \mathbf{PJR}}{\mathbf{GT}}$$

where—

**GP** means the gross profit of the game.

**GT** means the gambling turnover for the game.

**PJC** means a participating jurisdiction's component of interactive gambling tax for the game.

**PJGT**, for a participating jurisdiction, means the part of the gambling turnover for the game attributable to the gross amount wagered by all residents of the jurisdiction.

**PJR**, for a participating jurisdiction, means—

- (a) the rate of tax payable, under the corresponding law of the jurisdiction, for wagers in the game made by residents of the jurisdiction; or
- (b) if no rate of tax payable under the corresponding law of the jurisdiction is specified in the law and, the game is approved under a law of the jurisdiction regulating gambling—the rate of tax specified in that law for the game; or
- (c) if no rate of tax payable under the corresponding law of the jurisdiction is specified in the law and paragraph (b) does not apply—50%.

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- (4) The non-participating jurisdictions' component of the interactive gambling tax for a game is calculated using the following formula—

$$NJC = \frac{GP \times NJGT \times QR}{GT}$$

where—

**GP** means the gross profit of the game.

**GT** means the gambling turnover for the game.

**NJC** means the non-participating jurisdictions' component of interactive gambling tax for the game.

**NJGT** means the part of the gambling turnover for the game attributable to the gross amount wagered by all residents of all non-participating jurisdictions.

**QR** means—

- (a) if the game is a game approved under a gaming Act—the rate of tax specified in that Act for the game; or
- (b) if paragraph (a) does not apply—50%.

- (5) In this section—

**global GST amount**, for a month for the authorised games conducted by a licensed provider, means the global GST amount calculated under the *A New Tax System (Goods and Services Tax) Act 1999* (Cwlth), division 126,<sup>6</sup> for the month for the conduct of the games.

**monthly component amount**, for a month for the authorised games conducted by a licensed provider, means the total of the amounts of a tax component for the month for the games.

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<sup>6</sup> *A New Tax System (Goods and Services Tax) Act 1999* (Cwlth), division 126 (Gambling)

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*Example—*

A licensed provider conducts 3 games during a month. The monthly component amounts for the month are calculated as follows—

	Queensland component of tax calculated under subsection (2)	Amount of tax calculated under subsection (3) for participating jurisdiction A	Amount of tax calculated under subsection (3) for participating jurisdiction B	Non-participating jurisdictions' component of tax calculated under subsection (4)
Game 1	\$1500	\$1000	\$800	\$200
Game 2	\$1600	\$1200	\$900	\$150
Game 3	\$200	nil	nil	nil
Monthly component amounts	\$3300	\$2200	\$1700	\$350

***tax component*** means any of the following—

- (a) the Queensland component of tax calculated under subsection (2) for a game;
- (b) an amount of tax calculated under subsection (3) for a game for a participating jurisdiction;
- (c) the non-participating jurisdictions' component of tax calculated under subsection (4) for a game.

## 7 Payment of interactive gambling tax—Act, s 113

For section 113(2)<sup>7</sup> of the Act, interactive gambling tax payable by a licensed provider for authorised games conducted by the provider in each month must be paid by the provider within 7 days after the end of the relevant month.

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<sup>7</sup> Section 113 (Liability to tax) of the Act

## **8 Adjustment of interactive gambling tax**

- (1) Subsection (2) applies in relation to a licensed provider if the interactive gambling tax for a month (the *reference month*) is a negative amount (a *tax credit*).
- (2) In working out the interactive gambling tax payable for the first month after the reference month (the *first adjustment month*), the tax credit for the reference month is, to the extent possible, to be set off against the interactive gambling tax that, apart from this section, would be payable for the first adjustment month.
- (3) Subsection (4) applies if—
  - (a) without applying subsection (2), the interactive gambling tax for the first adjustment month is a negative amount; or
  - (b) after applying subsection (2), part of the tax credit (the *tax credit balance*) for the reference month has not been set off against interactive gambling tax for the first adjustment month.
- (4) In working out the interactive gambling tax payable for the month (the *second adjustment month*) after the first adjustment month, the tax credit, or tax credit balance, for the reference month, is, to the extent possible, to be set off against the interactive gambling tax that, apart from this subsection, would be payable for the second adjustment month.
- (5) In relation to interactive gambling tax for a month that is a negative amount, the operation of this section extends only to the 2 months after the month.

## **9 Percentage of tax for community investment fund—Act, s 116(4)**

For section 116(4)<sup>8</sup> of the Act, the percentage is 8.5%.

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<sup>8</sup> Section 116 (Payment of tax for community benefit) of the Act

**10 Percentages for penalties for late payment—Act, s 117**

- (1) For section 117(2)<sup>9</sup> of the Act, the percentage is 5%.
- (2) For section 117(4) of the Act, the percentage is 5%.

**11 Agent's place of operation—Act, s 126(a)**

For section 126(a)<sup>10</sup> of the Act, the following kinds of places are appropriate for an agent to carry on operations in Queensland—

- (a) if the agent is an agent under a corresponding law—the location in the premises where the agent trades;
- (b) if the agent is an agent under a gaming Act—the premises detailed in the relevant agency agreement under that Act;
- (c) if the agent is a person eligible to be an agent under a gaming Act—the premises where that person trades;
- (d) if the agent is a financial institution—the premises where that financial institution trades;
- (e) if the agent is an entity appointed by a financial institution as its agent to provide financial services—the premises where that entity trades.

**12 Period for inactive players accounts—Act, s 135**

For section 135<sup>11</sup> of the Act, the period is 1 year.

**13 Designated account for inactive players accounts—Act, s 135(b)**

For section 135(b) of the Act, the designated account at the department is the Treasurer's unclaimed moneys fund kept under the *Financial Administration and Audit Act 1977*.

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9 Section 117 (Penalty for late payment) of the Act

10 Section 126 (Agent's place of operation) of the Act

11 Section 135 (Inactive players accounts) of the Act

**14 Designated account for proceeds of sale of unclaimed non-monetary prizes—Act, s 157(2)(c)(iii)**

For section 157(2)(c)(iii)<sup>12</sup> of the Act, the designated account at the department is the Treasurer’s unclaimed moneys fund kept under the *Financial Administration and Audit Act 1977*.

**15 Requests to resolve claims for payment—Act, s 158**

- (1) This section prescribes, for section 158(4)<sup>13</sup> of the Act, the way in which the chief executive must deal with a request, made by a claimant under section 158(2) of the Act, to resolve a claim for payment of a prize in an authorised game.
- (2) The chief executive must ask the licensed provider to immediately try to resolve the claim.
- (3) If, within 14 days after making the request, the chief executive is not advised of the resolution of the claim by the licensed provider or claimant, the chief executive must by written notice given to the provider and the claimant, invite submissions about the provider’s decision within 1 month after receiving the notice (the *submission period*).
- (4) Submissions must be made in writing.
- (5) As soon as practicable after the end of the submission period, the chief executive must—
  - (a) consider all written submissions properly made; and
  - (b) consider the results of any investigation carried out by the chief executive under section 158(4)(b) of the Act; and
  - (c) make a decision about the claim; and

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12 Section 157 (Disposal of unclaimed non-monetary prizes) of the Act

13 Section 158 (Claims for prize) of the Act

- (d) give the licensed provider and claimant an information notice for the decision.<sup>14</sup>
- (6) However, the chief executive is not required to take or complete action under subsection (5) if the chief executive is advised of the resolution of the claim by the licensed provider or claimant.
- (7) Nothing in this section affects or prejudices any other right or remedy of a licensed provider or claimant in an authorised game.

## 16 Requests to review decisions about claims for payment—Act, s 158

- (1) This section prescribes, for section 158(4)<sup>15</sup> of the Act, the way in which the chief executive must deal with a request, made by a claimant under section 158(2) of the Act, to review a decision of a licensed provider (the *provider's decision*).
- (2) The chief executive must either review, or refuse to review, the provider's decision.
- (3) The chief executive may refuse to review the provider's decision only if—
  - (a) the request was not made within 10 days after the claimant received the claim result notice for the decision; or
  - (b) the chief executive considers the request was not made in good faith or is frivolous.

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14 Information notice is defined in schedule 3 (Dictionary) of the Act—  
*information notice*, for a decision of the chief executive, is a written notice stating—

- (a) the decision; and
- (b) the reasons for the decision; and
- (c) that the person to whom the notice is given may appeal against the decision to the Queensland Gaming Commission within 28 days.

15 Section 158 (Claims for prize) of the Act

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- (4) If the chief executive decides to refuse to review the provider's decision, the chief executive must—
  - (a) give written notice of the chief executive's decision to the licensed provider and claimant; and
  - (b) give the claimant a written notice stating the reasons for the chief executive's decision.
- (5) If the chief executive decides to review the provider's decision, the chief executive must—
  - (a) give the licensed provider a copy of the claimant's request; and
  - (b) by written notice given to the provider and the claimant, invite submissions about the provider's decision within 1 month after receiving the notice (the *submission period*).
- (6) Submissions must be made in writing.
- (7) As soon as practicable after the end of the submission period, the chief executive must—
  - (a) consider all submissions properly made; and
  - (b) consider the results of any investigation carried out by the chief executive under section 158(4)(b) of the Act; and
  - (c) make a decision about the review; and
  - (d) give the licensed provider and claimant an information notice for the decision.
- (8) Nothing in this section affects or prejudices any other right or remedy of a licensed provider or a claimant in an authorised game.

**16A Prescribed period to continue interrupted game—Act, s 159A(2)(b)**

For section 159A(2)(b)<sup>16</sup> of the Act, the period is 6 months from the day the game was interrupted.



## 17 Appeals

- (1) A claimant or a licensed provider may appeal to the Queensland Gaming Commission against a decision of the chief executive under section 15 or 16 about a claim or a review.
- (2) Sections 254 to 259<sup>17</sup> of the Act apply to the appeal.

## 18 Entities to whom information may be disclosed—Act, s 260

For section 260(3)(a)<sup>18</sup> of the Act, the entities are in schedule 1.

## 19 Regulated interactive gambling equipment—Act, sch 3

For the definition *regulated interactive gambling equipment* in schedule 3<sup>19</sup> of the Act, the gambling equipment in schedule 2 is regulated interactive gambling equipment.

## 19A Evaluation of regulated interactive gambling equipment—Act, s 162

For section 162(2)(a)<sup>20</sup> of the Act, an evaluation carried out by the chief executive may include 1 or more of the following types of evaluation—

- (a) basic evaluation;
- (b) intermediate evaluation;
- (c) advanced evaluation.

## 20 Registrar—Act, sch 3

For the definition *registrar*, in schedule 3 of the Act, the officer of the department responsible for the time being for

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17 Sections 254 to 259 of the Act deal with how an appeal is started and heard.

18 Section 260 (Confidentiality of information) of the Act

19 Schedule 3 (Dictionary) of the Act

20 Section 162 (Approval of regulated interactive gambling equipment) of the Act

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performing functions as the registrar of the Queensland Gaming Commission is designated as the registrar of the commission.

**21 Fees**

Fees payable under the Act are stated in schedule 3.

## **Schedule 1      Entities**

section 18

Alberta Gaming and Liquor Commission, Canada  
Australian Bureau of Criminal Intelligence  
Australian Capital Territory Gambling and Racing  
Commission  
Australian Crime Commission  
Australian Customs Service  
Australian Federal Police  
Australian Securities and Investments Commission  
Australian Security Intelligence Organisation  
Australian Taxation Office  
British Columbia Gaming Commission, Canada  
Colorado Division of Gaming, USA  
Colorado State Police, USA  
Crime and Misconduct Commission  
Department of Gaming and Racing, New South Wales  
Department of Internal Affairs, New Zealand  
Department of Racing, Gaming and Liquor, Western Australia  
Department of Treasury and Finance, South Australia  
Gambling Commission, New Zealand  
Gaming and Censorship Regulation Group, New Zealand  
Gaming and Wagering Commission of Western Australia  
Gaming Board for Great Britain  
Gaming Board of the Commonwealth of the Bahamas  
Independent Gambling Authority, South Australia  
Interpol

**Schedule 1 (continued)**

Liquor Licensing Division, Queensland  
Lotteries Commission of South Australia  
Lotterywest  
Nevada Gaming Commission, USA  
Nevada Gaming Control Board, USA  
New Jersey Casino Control Commission, USA  
New Jersey Division of Gaming Enforcement, USA  
New South Wales Casino Control Authority  
New South Wales Crime Commission  
New South Wales Police Service  
New Zealand Police  
Northern Territory Licensing Commission  
Northern Territory Police  
Office of Fair Trading, Queensland  
Office of Financial Management, Australian Capital Territory  
Office of the Liquor and Gaming Commissioner, South  
Australia  
Queensland Police Service  
Racing, Gaming and Liquor Division, Northern Territory  
Racing Services Tasmania  
South Australia Police  
Tasmanian Gaming Commission  
Tasmania Police  
Victoria Police  
Victorian Commission for Gambling Regulation  
Western Australian Police Service

**Schedule 2      Regulated interactive gambling  
equipment**

section 19

accounting and auditing computer systems  
end user device  
interactive computer system  
interactive network controller

## Schedule 3      Fees

section 21

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1	Application for interactive gambling licence (s 30(2) of the Act)—	
	(a) if the applicant is a person authorised to conduct an art union under the <i>Charitable and Non-Profit Gaming Act 1999</i> and the application relates to an art union under that Act. . . . .	1 167.00
	(b) if paragraph (a) does not apply . . . . .	11 678.00
2	Application for key person licence (s 65(2)(c) of the Act) . . . . .	336.00
3	Issue of replacement key person licence (s 75(4) of the Act) . . . . .	24.00
4	Evaluation of regulated interactive gambling equipment (s 162(3) of the Act), for each hour or part of an hour, involved in the following—	
	(a) carrying out—	
	(i) basic evaluation . . . . .	139.00
	(ii) intermediate evaluation . . . . .	173.00
	(iii) advanced evaluation . . . . .	208.00
	(iv) administration for an evaluation . . . . .	105.00
	(b) giving advice for an evaluation . . . . .	105.00
	(c) holding meetings for an evaluation . . . . .	105.00
5	Filing a notice of appeal (s 254(2)(a) of the Act) . . . . .	280.00

## Endnotes

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### 2 Date to which amendments incorporated

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). Accordingly, this reprint includes all amendments that commenced operation on or before 1 December 2004. Future amendments of the Interactive Gambling (Player Protection) Regulation 1998 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

### 3 Key

#### Key to abbreviations in list of legislation and annotations

Key	Explanation	Key	Explanation
AIA	= Acts Interpretation Act 1954	(prev)	= previously
amd	= amended	proc	= proclamation
amdt	= amendment	prov	= provision
ch	= chapter	pt	= part
def	= definition	pubd	= published
div	= division	R[X]	= Reprint No.[X]
exp	= expires/expired	RA	= Reprints Act 1992
gaz	= gazette	reloc	= relocated
hdg	= heading	renum	= renumbered
ins	= inserted	rep	= repealed
lap	= lapsed	(retro)	= retrospectively
notfd	= notified	rv	= revised edition
o in c	= order in council	s	= section
om	= omitted	sch	= schedule
orig	= original	sdiv	= subdivision
p	= page	SIA	= Statutory Instruments Act 1992
para	= paragraph	SIR	= Statutory Instruments Regulation 2002
prec	= preceding	SL	= subordinate legislation
pres	= present	sub	= substituted
prev	= previous	unnum	= unnumbered

## 4 Table of reprints

Reprints are issued for both future and past effective dates. For the most up-to-date table of reprints, see the reprint with the latest effective date.

If a reprint number includes a letter of the alphabet, the reprint was released in unauthorised, electronic form only.

Reprint No.	Amendments included	Effective	Reprint date
1	none	1 October 1998	2 October 1998
1A	to 1999 SL No. 275	1 December 1999	1 December 1999
1B	to 2000 SL No. 13	4 February 2000	18 February 2000
1C	to 2000 SL No. 137	1 July 2000	14 July 2000
1D	to 2000 SL No. 286	1 December 2000	8 December 2000
2	to 2000 SL No. 286	1 December 2000	1 March 2001
2A	to 2001 SL No. 270	21 December 2001	4 January 2002
2B	to 2002 SL No. 128	7 June 2002	13 June 2002
2C	to 2002 SL No. 138	14 June 2002	21 June 2002
			(Column discontinued) Notes
2D	to 2002 SL No. 244	1 October 2002	R2D withdrawn, see R3
3	to 2002 SL No. 244	1 October 2002	
3A	to 2003 SL No. 219	1 October 2003	
3B	to 2004 SL No. 194	1 October 2004	
3C	to 2004 SL No. 253	1 December 2004	

## 5 List of legislation

### **Interactive Gambling (Player Protection) Regulation 1998 SL No. 258**

made by the Governor in Council on 24 September 1998

notfd gaz 25 September 1998 pp 327–9

ss 1–2 commenced on date of notification

remaining provisions commenced 1 October 1998 (see s 2)

exp 1 September 2009 (see SIA s 54)

Note—The expiry date may have changed since this reprint was published. See the latest reprint of the SIR for any change.

amending legislation—

### **Gaming Legislation Amendment Regulation (No. 1) 1999 SL No. 275 ss 1, 2(2), pt 4**

notfd gaz 12 November 1999 pp 1007–9

ss 1–2 commenced on date of notification

remaining provisions commenced 1 December 1999 (see s 2(2))

### **Gaming Legislation Amendment Regulation (No. 1) 2000 SL No. 13 pts 1, 3**

notfd gaz 4 February 2000 pp 371–4

commenced on date of notification



- Gaming Legislation Amendment Regulation (No. 2) 2000 SL No. 136 pts 1, 5**  
notfd gaz 30 June 2000 pp 736–48  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2000 (see s 2)
- Treasury Legislation Amendment Regulation (No. 1) 2000 SL No. 137 pts 1, 5**  
notfd gaz 30 June 2000 pp 736–48  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2000 (see s 2)
- Gambling Legislation Amendment Regulation (No. 1) 2000 SL No. 286 pts 1, 3**  
notfd gaz 17 November 2000 pp 1093–5  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 December 2000 (see s 2)
- Gambling Legislation Amendment Regulation (No. 1) 2001 SL No. 270 s 1, pt 5**  
notfd gaz 21 December 2001 pp 1482–8  
commenced on date of notification
- Gambling Legislation Amendment Regulation (No. 1) 2002 SL No. 128 pts 1, 5**  
notfd gaz 7 June 2002 pp 575–8  
commenced on date of notification
- Gambling Legislation Amendment Regulation (No. 2) 2002 SL No. 138 pts 1, 6**  
notfd gaz 14 June 2002 pp 697–700  
commenced on date of notification
- Gambling Legislation Amendment Regulation (No. 3) 2002 SL No. 244 ss 1, 2(2), pt 5**  
notfd gaz 27 September 2002 pp 340–4  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 October 2002 (see s 2(2))
- Gambling Legislation Amendment Regulation (No. 1) 2003 SL No. 219 ss 1, 2(2), pt 5**  
notfd gaz 19 September 2003 pp 219–21  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 October 2003 (see s 2(2))
- Gambling Legislation Amendment Regulation (No. 1) 2004 SL No. 194 ss 1, 2(2), pt 5**  
notfd gaz 24 September 2004 pp 322–4  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 October 2004 (see s 2(2))
- Gambling Legislation Amendment Regulation (No. 2) 2004 SL No. 253 pts 1, 5**  
notfd gaz 26 November 2004 pp 1040–2  
ss 1–2 commenced on date of assent  
remaining provisions commenced 1 December 2004 (see s 2)

## 6 List of annotations

### Definitions

s 3 def “advanced evaluation” ins 2002 SL No. 128 s 14

*Interactive Gambling (Player Protection) Regulation  
1998*

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def “**basic evaluation**” ins 2002 SL No. 128 s 14

def “**intermediate evaluation**” ins 2002 SL No. 128 s 14

**Prescribed period for registration as a restricted player—Act, s 18(6)(a)**

s 3A ins 2000 SL No. 13 s 5

**Prescribed amount for deposits to player’s account of a restricted player—Act,  
s 20A(a)**

s 4A ins 2000 SL No. 13 s 6

**Prescribed period for deposits to player’s account of a restricted player—Act,  
s 20A(b)**

s 4B ins 2000 SL No. 13 s 6

**Calculation of interactive gambling tax—Act, s 113**

s 6 amd 2000 SL No. 137 s 11

**Percentage of tax for community investment fund—Act, s 116(4)**

s 9 sub 2000 No. 286 s 18

**Prescribed period to continue interrupted game—Act, s 159A(2)(b)**

s 16A ins 2000 SL No. 13 s 7

**Evaluation of regulated interactive gambling equipment—Act, s 162**

s 19A ins 2002 SL No. 128 s 15

**SCHEDULE 1—ENTITIES**

sub 2000 SL No. 136 s 57

amd 2002 SL No. 138 s 34; 2003 SL No. 219 s 17; 2004 SL No. 253 s 14

**SCHEDULE 3—FEES**

amd 1999 No. 275 s 9; 2000 SL No. 136 s 58; 2000 SL No. 137 s 12

sub 2001 SL No. 270 s 10

amd 2002 SL No. 128 s 16; 2002 SL No. 244 s 11

sub 2003 SL No. 219 s 18; 2004 SL No. 194 s 11