

Michigan Gaming Control Board
Planned Revisions to the Internet Gaming and Internet Sports Betting Rules

Rule	Planned Revision
LIGA: 432.611(c) LSBA: 432.711(c)	The board received multiple comments suggesting that the definition of “affiliate marketer” is overly broad. The board is considering potential revisions to clarify scope and applicability.
LIGA: 432.611(p)(iv) & (vi) LSBA: 432.711(p)(iv) & (vi)	The board is considering revisions that would allow a commercial or tribal casino employee whose job duties do not include internet gaming/internet sports betting to wager with the operator for which he or she is employed. Casino employee participation in internet gaming/internet sports betting would have to be addressed in the operator’s and/or platform provider’s internal controls.
LIGA: 432.611(p)(vi) & (vii)	The board will delete “or appointees” from subdivision (vi) and insert “or appointees” in subdivision (vii). This reflects the fact that tribal gaming regulatory agencies may have appointees, while tribal casinos generally do not.
LSBA: 432.711(p)(vi) & (vii)	The board will delete “or appointees” from subdivision (vi) to reflect the fact that tribal casinos generally do not have appointees. The board will insert a new subdivision (vii) stating: “Employees or appointees of a tribal gaming regulatory agency with jurisdiction over internet sports betting being operated under such tribe’s gaming ordinance and the Indian gaming regulatory act, 25 USC 2701 to 2721.” This subdivision is included in the internet gaming rules but was inadvertently omitted from the internet sports betting rules.
LIGA: 432.621k(2) LSBA: 432.721k(2)	The board will delete “within Michigan,” allowing an applicant’s or licensee’s identified representative to be located outside the state.
LIGA: 432.623(11) LSBA: 432.723(11)	The initial draft included language allowing the board, in its discretion, to exempt from any or all occupational licensing requirements an individual licensed by another governmental agency. The board likely will include a similar provision in the final rules.
LIGA: 432.624(3)(a) LSBA: 432.724(3)(a)	The board will modify this subdivision to clarify that an application fee will only be charged for an <u>initial</u> operator license application, consistent with statutory language.
LIGA: 432.629(1)(a)(iv) LSBA: 432.729(1)(a)(v)	The board will replace the term “data warehouses” with the more appropriate “data centers.”
LIGA: Part 3	The board intends to update the internet gaming rules to reflect the release of GLI-19 version 3.0. In rule 432.633(2), the reference to “GLI-19: Standards for Interactive Gaming Systems, version 2.0, released February 15, 2013” will be replaced with a reference to “GLI-19: Standards for Interactive Gaming Systems, version 3.0, released July 17, 2020.” Additional changes will be made – primarily in Part 3, but also in Parts 1 and 4 – to ensure consistency, alignment, and coordination with the new GLI-19 standard (for example, terminology will be updated, any duplicative rules that are adequately addressed in the new standard will be eliminated, etc.). Some minor revisions will likely be

	made to the internet sports betting rules to maintain consistency with the internet gaming rules.
LIGA: 432.643(2) LSBA: 432.743(12)	The board will revise this subrule to clarify that a platform provider must notify operators <u>on behalf of which it accepts wagers</u> of issues impacting the integrity of internet gaming/internet sports betting.
LSBA: 432.746(6)(g)(iv)	The board will revise this subdivision to clarify that official league data created, generated, produced, augmented, modified, supplied, packaged, or provided by an approved sports governing body or designee must be <u>“generally complete, accurate, reliable, timely and available based on relevant and applicable standards.”</u>
LSBA: 432.746a(7)	The board will clarify that payment to a winning authorized participant is required under this subrule <u>“except as otherwise provided in these rules or applicable state or federal law.”</u>
LIGA: 432.651(1)(c) LSBA: 432.751(1)(c)	Separate internet wagering and internet sports accounts are required by statute. However, the board will add language providing that accounts can be integrated subject to certain conditions. Conditions may include, without limitation, separate identification of and accounting for wagering transactions and compliance with all applicable requirements of the act and rules.
LSBA: 432.751a(2), 432.775(1), & 432.776(1)	The board will add the following to clarify that a prohibited person who is only prohibited from placing certain wagers may establish an internet sports betting account and engage in non-prohibited wagering activity: <u>“This subsection shall not be construed to prevent an individual from creating an internet sports betting account and depositing funds to such an account even if they are prohibited from placing certain wagers.”</u>
LIGA: 432.655c LSBA: 432.755c	The board will clarify that an authorized participant is prohibited from transferring funds to another authorized participant’s internet wagering/internet sports betting account or any other wagering account <u>“belonging to another authorized participant.”</u> An authorized participant will be allowed to transfer funds to another account he or she owns.
LIGA: 432.655d(1) LSBA: 432.755d(1)	The board will insert language clarifying that an authorized participant must be allowed to withdraw funds from his or her internet wagering/internet sports betting account except as otherwise provided in these rules <u>“or any other applicable state or federal law.”</u>
LIGA: 432.674(4) LSBA: 432.774(4)	The board will add language allowing an individual to request placement in the self-exclusion list by submitting a completed request for self-exclusion through his or her internet wagering/internet sports betting account <u>“or by another means authorized by the board.”</u>
LIGA: 432.672(4) & 432.674(7) LSBA: 432.772(4) & 432.774(7)	The board received several comments regarding these subrules; however, they are unlikely to change.