

OFFICE OF LEGISLATIVE RESEARCH
PUBLIC ACT SUMMARY



PA 22-113—sHB 5253

Public Safety and Security Committee

Government Administration and Elections Committee

AN ACT CONCERNING DISCLOSURE OF GAMING VOLUNTARY SELF-EXCLUSION RECORDS AND ALLOWING SINGLE-USE STORED VALUE INSTRUMENTS TO BE USED TO FUND CERTAIN KENO AND LOTTERY ACCOUNTS

SUMMARY: This act allows the use of single-use stored value instruments (e.g., gift cards or value vouchers) bought from a lottery sales agent to fund a person's online gaming account for playing keno or lottery draw games through the state lottery's online platforms. Under the act, only cash or debit cards may be used to purchase these instruments.

The act also generally expands privacy protections for people participating in voluntary self-exclusion processes from gaming entities. These processes allow people to choose to limit their gaming account spending or block themselves from making an account or placing wagers.

Under existing law, the name and personally identifying information of participants in the Connecticut Lottery Corporation's (CLC's) voluntary self-exclusion process are generally exempt from disclosure under the Freedom of Information Act. The act extends this exemption to participants in the voluntary self-exclusion processes that (1) must be established with the gaming services provided by master wagering licensees (generally CLC and the Mashantucket Pequot and Mohegan tribes) and their associated licensed online gaming operators, online gaming service providers, and sports wagering retailers and (2) must be regulated by the Department of Consumer Protection (DCP). (Under existing regulations, the department must create and maintain a voluntary self-exclusion list, and online gaming operators and sports wagering retailers must submit certain requests for voluntary self-exclusion to DCP (Conn. Agencies Reg. § 12-865-23).)

However, under existing law, CLC may disclose the name and any relevant records, other than participation in its exclusion process, of a person who (1) claims a winning online lottery ticket, (2) claims or is paid a winning online or retail sports wager, or (3) is paid a fantasy contest prize. The act expands this exception to allow CLC to disclose when someone wins any lottery ticket. The act creates an additional exception to allow DCP and CLC to disclose the self-exclusion participants' information to the above gaming entities as necessary to achieve the purposes of the exclusion processes.

Lastly, the act makes conforming changes.

EFFECTIVE DATE: Upon passage

BACKGROUND

OLR PUBLIC ACT SUMMARY

Definitions

By law, an “online gaming operator” is a person or business entity that operates an electronic wagering platform and contracts directly with a master wagering licensee to provide (1) one or more Internet games or (2) retail sports wagering (CGS § 12-850(22)).

An “online gaming service provider” is a person or business entity, other than an online gaming operator, that provides goods or services to, or otherwise transacts business related to, Internet games or retail sports wagering with a master wagering licensee or a licensed online gaming operator, online gaming service provider, or sports wagering retailer (CGS § 12-850(23)).

A “sports wagering retailer” is a person or business entity that contracts with CLC to facilitate retail sports wagering operated by CLC through an electronic wagering platform at up to 15 facilities in the state (CGS § 12-850(30)).