

2026

THE LEGISLATIVE ASSEMBLY
FOR THE AUSTRALIAN CAPITAL TERRITORY

(As presented)

(Minister for Gaming Reform)

Gaming Machine (Harm Prevention and Reduction) Amendment Bill 2026

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THE LEGISLATIVE ASSEMBLY
FOR THE AUSTRALIAN CAPITAL TERRITORY

(As presented)

(Minister for Gaming Reform)

Gaming Machine (Harm Prevention and Reduction) Amendment Bill 2026

A Bill for

An Act to amend the *Gaming Machine Act 2004* and the *Gaming Machine Regulation 2004*, and for other purposes

The Legislative Assembly for the Australian Capital Territory enacts as follows:

1 **Part 1 Preliminary**

2 **1 Name of Act**

3 This Act is the *Gaming Machine (Harm Prevention and Reduction)*
4 *Amendment Act 2026.*

5 **2 Commencement**

6 (1) The following provisions commence on the day after this Act's
7 notification day:

- 8 • section 3
- 9 • sections 4 to 10
- 10 • sections 13 and 14
- 11 • section 37
- 12 • sections 39 to 41
- 13 • section 43
- 14 • section 45
- 15 • section 49
- 16 • section 51
- 17 • section 54
- 18 • sections 56 and 57
- 19 • section 59
- 20 • section 66
- 21 • schedule 1, amendments [1.1] to [1.4].

22 *Note* The naming and commencement provisions automatically commence on
23 the notification day (see [Legislation Act](#), s 75 (1)).

24 (2) Sections 30, 32, 42 and 64 commence 12 months after this Act's
25 notification day.

- 1 (3) The remaining provisions commence on a day fixed by the Minister
2 by written notice.

3 *Note* A single day or time may be fixed, or different days or times may be
4 fixed, for the commencement of different provisions (see [Legislation Act](#),
5 s 77 (1)).

- 6 (4) If the remaining provisions have not commenced within 18 months
7 beginning on this Act's notification day, they automatically
8 commence on the first day after that period.

- 9 (5) The [Legislation Act](#), section 79 (Automatic commencement of
10 postponed law) does not apply to a provision mentioned in
11 subsection (4).

12 **3 Legislation amended**

13 This Act amends the legislation mentioned in parts 2 and 3 and
14 schedule 1.

1 **Part 2** **Gaming Machine Act 2004**

2 **4** **Part 2A and division 2A.2 headings**

3 *substitute*

4 **Part 2A** **Reducing cap on authorisations**
5 **to 1 000 or fewer by 2045**

6 **Division 2A.2** **Existing voluntary surrender**
7 **agreements**

8 **5** **Sections 10A to 10F**

9 *omit*

10 **6** **Offsets**
11 **New section 10H (1) (aa)**

12 *before paragraph (a), insert*

13 (aa) is or was a licensee and entered into a voluntary surrender
14 agreement with the Territory on or before 8 February 2019 under
15 the repealed provision; and

16 **7** **Section 10H (1) (b)**

17 *omit*

18 a voluntary

19 *substitute*

20 the voluntary

8 Section 10H (4), new definition of *repealed provision**insert*

repealed provision means section 10C as in force immediately before the day the *Gaming Machine (Harm Prevention and Reduction) Amendment Act 2026*, section 5 commences.

9 New division 2A.3*insert***Division 2A.3 Compulsory surrender****10I Definitions—div 2A.3**

In this division:

authorisations target, for a reduction year—see section 10J.

cap on authorisations means the number of authorisations for electronic gaming for all authorised premises in the ACT, as worked out under the Control Act, section 50.

final determination, for a reduction year—see section 10L (1).

final surrender obligation, of a licensee for a reduction year, means the total number of authorisations to be surrendered by the licensee in that year, as determined under section 10L.

provisional determination, for a reduction year—see section 10K (1).

provisional surrender obligation, of a licensee for a reduction year, means the proposed total number of authorisations to be surrendered by the licensee in that year, as determined under section 10K.

reduction year, for an authorisations target—see section 10J.

1 **10J Target cap on authorisations each reduction year**

2 The number mentioned in an item in table 10J, column 2 is the
3 number that the cap on authorisations is sought to be reduced to under
4 this division (the *authorisations target*) before 1 July in the year
5 mentioned in the item, column 3 (the *reduction year*).

6 **Table 10J Target cap on authorisations each reduction year**

column 1 item	column 2 authorisations target	column 3 reduction year
1	3 000	2029
2	2 500	2033
3	2 000	2037
4	1 500	2041
5	1 000	2045

7 **10K Determination of provisional surrender obligations**

- 8 (1) The Minister must determine the provisional surrender obligations of
9 all licensees for a reduction year (a *provisional determination*) in
10 accordance with this section.
- 11 (2) In making a provisional determination for a reduction year, the
12 Minister must—
- 13 (a) ensure that the cap on authorisations will reach the
14 authorisations target before 1 July in the reduction year if the
15 total number of authorisations stated in the provisional
16 determination are surrendered; and
- 17 (b) apply the guidelines made under section 10N.
- 18 (3) A provisional determination is a notifiable instrument.
- 19 (4) A provisional determination must be made as soon as practicable after
20 1 July in the year before the reduction year.

- 1 (5) However, the Minister must not make a provisional determination if,
2 on 1 July in the year before the reduction year or at the beginning of
3 the day when the determination is to be made, the cap on
4 authorisations is at or below the authorisations target for the reduction
5 year.

6 **10L Determination of final surrender obligations**

- 7 (1) The Minister must determine the final surrender obligations of all
8 licensees for a reduction year (a *final determination*) in accordance
9 with this section.
- 10 (2) In making a final determination for a reduction year, the Minister
11 must—
- 12 (a) ensure that the cap on authorisations will reach the
13 authorisations target before 1 July in the reduction year if the
14 total number of authorisations stated in the final determination
15 are surrendered; and
- 16 (b) apply the guidelines made under section 10N.
- 17 (3) A final determination is a notifiable instrument.
- 18 (4) A final determination must be made before 1 March in a reduction
19 year.
- 20 (5) However, the Minister must not make a final determination if—
- 21 (a) a provisional determination was not made for the reduction year
22 because of section 10K (5); or
- 23 (b) on 1 January in the reduction year or at the beginning of the day
24 when the final determination is to be made, the cap on
25 authorisations is at or below the authorisations target for the
26 reduction year.

- 1 **10M Cap on authorisations not to exceed authorisations target**
- 2 (1) The Minister must amend the final determination for a reduction year
- 3 if, without the amendment, the cap on authorisations will be below
- 4 the authorisations target on or before 1 July in the reduction year.
- 5 (2) In amending a final determination, the Minister must apply the
- 6 guidelines made under section 10N.
- 7 (3) The Minister must revoke the final determination for a reduction year
- 8 if, at any time before 1 July in the reduction year—
- 9 (a) the cap on authorisations reaches the authorisations target; or
- 10 (b) the Minister believes the cap on authorisations is likely to be at
- 11 or below the authorisations target before 1 July.
- 12 (4) The following sections do not apply in relation to a reduction year if
- 13 the Minister revokes the final determination for the year:
- 14 (a) section 10O;
- 15 (b) section 10P;
- 16 (c) section 10Q.
- 17 **10N Guidelines about surrender obligations**
- 18 (1) The Minister must make guidelines about how the surrender
- 19 obligations for licensees are to be worked out for the following:
- 20 (a) a provisional determination;
- 21 (b) a final determination.
- 22 (2) A guideline is a disallowable instrument.

1 **100 Licensee must give notice of authorisations to be**
2 **surrendered**

- 3 (1) A licensee must give the commission a written statement each
4 reduction year about the authorisations to be surrendered by the
5 licensee to meet the licensee's final surrender obligation for that year.
- 6 (2) The statement must be given before 1 April in the reduction year.
- 7 (3) The statement must include the following information about each
8 authorisation:
- 9 (a) the authorised premises the authorisation is associated with;
- 10 (b) the authorisation number;
- 11 (c) the serial number of any gaming machine associated with the
12 authorisation.
- 13 (4) If the licensee has not given the commission the statement under
14 subsection (1) by 1 April in the reduction year, the commission must
15 give the licensee written notice that—
- 16 (a) not later than 3 days after the day the licensee receives the
17 notice, the licensee must give the commission the statement; and
- 18 (b) failure to comply with the notice may be a ground for
19 disciplinary action under section 57.
- 20 (5) If the number of authorisations identified in the statement is less than
21 the number required to meet the licensee's final surrender obligation,
22 the commission must give the licensee written notice that—
- 23 (a) not later than 3 days after the day the licensee receives the
24 notice, the licensee must give the commission a revised
25 statement that includes details of the number of authorisations
26 required to meet their final surrender obligation; and
- 27 (b) failure to comply with the notice may be a ground for
28 disciplinary action under section 57.

- 1 (6) If the licensee has not complied with a notice given under
2 subsection (4) or (5) by the required day, the commission—
- 3 (a) may determine the authorisations that are to be surrendered by
4 the licensee to meet the licensee's final surrender obligation; and
- 5 (b) if the commission determines the authorisations to be
6 surrendered—must notify the licensee before 1 May in the
7 reduction year of the authorisations that are to be surrendered.

8 **10P Surrender of authorisations for gaming machines**

- 9 (1) Each authorisation identified under section 10O to meet a licensee's
10 final surrender obligation for a reduction year is surrendered at the
11 end of the day on 30 June in the reduction year.
- 12 (2) If a gaming machine is associated with a surrendered authorisation,
13 the licensee must—
- 14 (a) take meter readings from the machine; and
- 15 (b) render the machine inoperable; and
- 16 (c) give the commission details of the meter readings.
- 17 (3) The commission must, as soon as practicable after 30 June in a
18 reduction year, amend the licensee's authorisation schedule to
19 remove the authorisation number for each surrendered authorisation.
- 20 (4) The surrender of an authorisation with an associated gaming machine
21 under this section is a reason for disposing of the gaming machine for
22 section 113A (1).
- 23 (5) Section 37F does not apply to the surrender of an authorisation under
24 this section.

- 1 **10Q Storage permit for interim purpose**
- 2 (1) For each gaming machine associated with an authorisation
- 3 surrendered under section 10P, the commission must give the licensee
- 4 a storage permit for an interim purpose under section 127N (b).
- 5 (2) The licensee may apply to the commission to extend the term of a
- 6 storage permit if—
- 7 (a) the permit has not expired; and
- 8 (b) the permit has not previously been extended under this section.
- 9 (3) The storage permit remains in force until the application is decided.
- 10 (4) The commission must—
- 11 (a) extend the term of the storage permit for up to 3 months; or
- 12 (b) refuse to extend the term of the permit.
- 13 (5) If the commission refuses to extend the term of the storage permit,
- 14 the commission must tell the licensee, in writing, the reasons for the
- 15 decision.
- 16 (6) For part 13 (Notification and review of decisions)—
- 17 (a) a decision to refuse to extend the term of a storage permit given
- 18 to a licensee under this section is a reviewable decision; and
- 19 (b) the licensee is an entity for section 173A.
- 20 **10R Certain actions prohibited etc**
- 21 (1) This section does not apply to a reduction year if the Minister does
- 22 not make a provisional determination for that year.
- 23 (2) A licensee must not transfer or acquire an authorisation certificate
- 24 under section 37E during a prohibited period.
- 25 (3) Trading of authorisations and gaming machines under division 6A.6
- 26 is also suspended during a prohibited period.

- 1 (4) In this section:
- 2 *prohibited period* means the period beginning on 1 January in a
- 3 reduction year and ending on the earliest of the following:
- 4 (a) if, because of section 10L (5), the Minister does not make a final
- 5 determination for the reduction year before 1 March—1 March
- 6 of that year;
- 7 (b) if the Minister makes a final determination for the reduction
- 8 year—1 July of that year;
- 9 (c) if the Minister revokes the final determination for the reduction
- 10 year under section 10M—the day the revocation takes effect.

11 **10 Section 10T**

12 *substitute*

13 **10T Expiry—pt 2A**

- 14 (1) Division 2A.2 expires on 1 April 2028.
- 15 (2) This part (other than division 2A.2) and the following dictionary,
- 16 definitions expire on 31 December 2045:
- 17 (a) *authorisations target*;
- 18 (b) *cap on authorisations*;
- 19 (c) *final determination*;
- 20 (d) *final surrender obligation*;
- 21 (e) *provisional determination*;
- 22 (f) *provisional surrender obligation*;
- 23 (g) *reduction year*.

- 1 **11 Authorisation certificate for class C gaming machines—**
2 **contents of application**
3 **Section 22 (2) (c), example 4**
- 4 *omit*
- 5 **12 Transferring an authorisation certificate**
6 **Section 37E (2) (b)**
- 7 *omit*
- 8 amounts taken during
- 9 **13 Surrender of licences, authorisation certificates and**
10 **authorisations**
11 **Section 37F (2) (c)**
- 12 *after*
- 13 authorisation
- 14 *insert*
- 15 schedule
- 16 **14 Section 37F (4)**
- 17 *substitute*
- 18 (4) If a licensee surrenders an authorisation certificate or an authorisation
19 under this section, the commission must—
- 20 (a) give the licensee a storage permit for an interim purpose for each
21 gaming machine under the surrendered certificate or
22 authorisation; and
- 23 (b) for a surrendered authorisation—amend the licensee’s
24 authorisation schedule to remove the authorisation number for
25 the surrendered authorisation.

- 1 **15** **Section 43**
- 2 *substitute*
- 3 **43** **Rules and control procedures for gaming components**
- 4 **and account-based systems**
- 5 It is a condition of a licence that the licensee must not operate a
- 6 gaming component or an account-based system on the licensee's
- 7 authorised premises otherwise than in accordance with this Act, the
- 8 licensee's rules and the licensee's control procedures.
- 9 **16** **Accounts relating to gaming machines**
- 10 **Section 52 (a)**
- 11 *omit*
- 12 amounts taken
- 13 *substitute*
- 14 revenue derived
- 15 **17** **Annual report of clubs**
- 16 **New section 54 (1) (ea) and (eb)**
- 17 *after the note, insert*
- 18 (ea) the value of any expired credit the club held in each month of
- 19 the year;
- 20 (eb) the amount of any money the club paid in each month of the
- 21 year, in accordance with section 67L, to the following:
- 22 (i) the public trustee and guardian;
- 23 (ii) the gambling harm prevention and mitigation fund;

18 Other conditions of club licences
Section 55 (f)

after
guests
insert
who hold a player account for the licensee’s account-based system
used in the club

19 Meaning of *centralised monitoring system*
Section 66 (1), definition of *centralised monitoring*
***system*, paragraph (a)**

omit
gaming machines
insert
gaming components

20 New part 5A

insert

Part 5A Account-based systems

Division 5A.1 Preliminary

67A Meaning of *account-based system* etc

In this Act:

account-based system means a system made up of gaming
components, player accounts and player cards that—

- 1 (a) prevents a person from playing a gaming machine without using
2 a player card; and
- 3 (b) monitors, records and controls a person's—
4 (i) use of the gaming machine; and
5 (ii) use of the system.
- 6 ***expired credit***—see section 67L (2).
- 7 ***player account***, of a person for a licensee's account-based system,
8 means the person's account that enables the person to—
- 9 (a) hold player credit for gaming machines on 1 or more of the
10 licensee's authorised premises using the same system; and
- 11 (b) otherwise use the system.
- 12 ***player card*** means a device issued to a person by a licensee to enable
13 the person to use player credit held in the person's player account to
14 play gaming machines on 1 or more of the licensee's authorised
15 premises using the same account-based system.
- 16 ***player credit*** means the credit held in a person's player account for
17 gaming machine play or redemption.
- 18 ***purchased credit***—see section 67K (1) (a).
- 19 ***redeems***—player credit held in a person's player account is ***redeemed***
20 if a licensee gives the person an amount of money, corresponding to
21 the value of the credit, in exchange for the credit.

Division 5A.2 Account-based systems generally

67B Licensees must have approved account-based system

(1) A licensee commits an offence if—

- (a) the licensee operates a gaming machine; and
- (b) the gaming machine is not connected to an account-based system for which an approval under section 69 is in force.

Maximum penalty: 100 penalty units.

(2) A licensee commits an offence if—

- (a) the licensee operates a gaming machine; and
- (b) the gaming machine is connected to an account-based system for which an approval under section 69 is in force; and
- (c) the account-based system is not operating in accordance with the approval.

Maximum penalty: 100 penalty units.

(3) An offence against this section is a strict liability offence.

67C Operational requirements for account-based systems

(1) The commission may approve requirements for operating account-based systems, including requirements about the following:

- (a) the security of information collected by or held in the system;
- (b) activity relating to gaming machines connected to the system;
- (c) activity relating to people using the system;
- (d) gambling harm reduction and other protection measures for people using the system;
- (e) how gaming machine tax is calculated;

- 1 (f) how the licensee keeps and deals with funds relating to player
2 credit held in player accounts;
- 3 (g) technical or operational requirements for the system, including
4 in relation to network communications protocols;
- 5 (h) recording the redemption, crediting and debiting of player
6 credit;
- 7 (i) the maximum value of the player credit that may be held in a
8 player account.
- 9 (2) An approval is a notifiable instrument.
- 10 **67D Commission-initiated changes to account-based systems**
- 11 (1) The commission may notify a licensee, in writing, that the licensee
12 must make a change to the licensee's account-based system
13 (a *required change*) because of an additional requirement, or a
14 change to an existing requirement, under—
- 15 (a) section 67C; or
- 16 (b) an approved standard.
- 17 (2) The notice must—
- 18 (a) set out the details of the required change; and
- 19 (b) explain that the licensee must seek approval for the required
20 change under section 69; and
- 21 (c) state the day by which the licensee must make the required
22 change.
- 23 (3) The commission may, on application by the licensee, approve a later
24 day by which the licensee must make the required change.
- 25 (4) A licensee's account-based system stops being approved under
26 section 69 if the licensee does not make the required change by the
27 day stated in the notice or a later day approved by the commission.

- 1 (5) Section 69 applies to approval of a required change in the same way
2 it applies to approval of an account-based system.

3 **Division 5A.3 Use of player accounts and player**
4 **cards**

5 **67E Licensees must verify identity of account holders**

- 6 (1) A licensee commits an offence if—
7 (a) the licensee opens a player account for a person; and
8 (b) the licensee did not, immediately before opening the account,
9 verify the identity of the person in accordance with a procedure
10 approved by the commission.

11 Maximum penalty: 50 penalty units.

- 12 (2) An approved procedure is a notifiable instrument.
13 (3) An offence against this section is a strict liability offence.

14 **67F Player account must be used**

- 15 (1) A licensee commits an offence if—
16 (a) a person plays a gaming machine on the licensee's authorised
17 premises; and
18 (b) the person does not hold a player account for the licensee's
19 account-based system used at the premises.

20 Maximum penalty: 50 penalty units.

- 21 (2) An offence against this section is a strict liability offence.

- 1 **67G Player cards must be used to play machines**
- 2 (1) A licensee commits an offence if—
- 3 (a) a person plays a gaming machine on the licensee’s authorised
- 4 premises; and
- 5 (b) the person does not use a player card to play the machine.
- 6 Maximum penalty: 50 penalty units.
- 7 (2) A licensee commits an offence if—
- 8 (a) a person plays a gaming machine on the licensee’s authorised
- 9 premises using a player card; and
- 10 (b) the card is not linked to the person’s player account for the
- 11 licensee’s account-based system used at the premises.
- 12 Maximum penalty: 50 penalty units.
- 13 (3) A licensee commits an offence if—
- 14 (a) a person plays a gaming machine on the licensee’s authorised
- 15 premises using a player card; and
- 16 (b) the card was not issued by the licensee at—
- 17 (i) the authorised premises; or
- 18 (ii) other authorised premises of the licensee where the same
- 19 account-based system is in use.
- 20 Maximum penalty: 50 penalty units.
- 21 (4) An offence against this section is a strict liability offence.
- 22 **67H Multiple player accounts and cards prohibited**
- 23 (1) A licensee commits an offence if—
- 24 (a) the licensee opens a player account for a person for the
- 25 licensee’s account-based system; and

- 1 (b) the person holds a current player account for the same
2 account-based system.

3 Maximum penalty: 50 penalty units.

- 4 (2) A licensee commits an offence if—

- 5 (a) the licensee issues a player card to a person for the licensee's
6 account-based system; and

- 7 (b) the person holds a current player card for the same
8 account-based system.

9 Maximum penalty: 50 penalty units.

- 10 (3) An offence against this section is a strict liability offence.

11 **67I Using another person's player account or card prohibited**

- 12 (1) A person commits an offence if the person seeks to redeem credit held
13 on another person's player account.

14 Maximum penalty: 10 penalty units.

- 15 (2) A person commits an offence if the person—

- 16 (a) plays a gaming machine on a licensee's authorised premises
17 using a player card; and

- 18 (b) the player card is linked to another person's player account.

19 Maximum penalty: 10 penalty units.

- 20 (3) An offence against this section is a strict liability offence.

21 **67J Children prohibited from using account-based systems**

- 22 (1) A licensee commits an offence if the licensee issues a player card to
23 a child.

24 Maximum penalty: 50 penalty units.

- 1 (2) A licensee commits an offence if the licensee allows a child to use the
2 licensee's account-based system.

3 Maximum penalty: 50 penalty units.

- 4 (3) An offence against this section is a strict liability offence.

5 *Note* It is an offence if a licensee allows a child to play a gaming machine (see
6 s 156).

7 **67K Purchasing player credit**

- 8 (1) A licensee commits an offence if—

9 (a) a person makes a payment to the licensee in exchange for player
10 credit (*purchased credit*); and

11 (b) the licensee allows the person to make the payment other than
12 in a way prescribed by regulation.

13 Maximum penalty: 50 penalty units.

- 14 (2) An offence against this section is a strict liability offence.

15 *Note* See the *Gambling and Racing Control (Code of Practice)*
16 *Regulation 2002*, sch 1, s 1.22A for restrictions on redeeming player
17 credit.

18 **67L Expired player credit**

- 19 (1) This section applies if—

20 (a) a person takes no account action in relation to their player
21 account for 6 years; and

22 (b) player credit remains in the account at the end of the 6-year
23 period.

- 24 (2) The player credit expires and can no longer be redeemed 6 years after
25 the day the person last takes account action (*expired credit*).

1 (3) Not later than 1 month after the day a person's player credit becomes
2 expired credit, the licensee must make the following payments:

3 (a) to the public trustee and guardian—an amount of money
4 corresponding to the value of the expired credit;

5 *Note* A person who claims to be entitled to money paid to the public
6 trustee and guardian under this section may apply to the public
7 trustee for payment of the money (see *Unclaimed Money Act 1950*,
8 pt 5).

9 (b) to the gambling harm prevention and mitigation fund—an
10 amount of money corresponding to the interest earned by the
11 licensee on any player credit held in the person's player account
12 during the 6-year period mentioned in subsection (1).

13 (4) If there is player credit in a person's player account 5 years after the
14 day the person last takes an account action (the *fifth anniversary*), the
15 licensee must give written notice to the person explaining—

16 (a) the effect of this section, including that the player credit will
17 expire if the person does not take any account action before the
18 end of the 6-year period mentioned in subsection (1); and

19 (b) how to redeem the player credit.

20 (5) The written notice must be given within 1 month after the fifth
21 anniversary.

22 (6) In this section:

23 ***account action***, in relation to a player account, means any of the
24 following:

25 (a) a player card linked to the account is used to play a gaming
26 machine;

27 (b) player credit is redeemed from the account;

28 (c) purchased credit is added to the account.

- 1 **Division 5A.4 People excluded from gaming**
2 **machines**
- 3 **67M Meaning of *person excluded from gaming machines*—**
4 **div 5A.4**
- 5 In this division:
- 6 *person excluded from gaming machines*, in relation to authorised
7 premises, means a person to whom the following applies:
- 8 (a) a gambling exclusion notice or gambling exclusion
9 determination under the Control Act is in force in relation to the
10 person;
- 11 (b) the notice or determination excludes the person from playing
12 gaming machines at the premises.
- 13 **67N People excluded from gaming machines—new player**
14 **accounts**
- 15 (1) A licensee commits an offence if the licensee opens a player account
16 for a person excluded from gaming machines at the licensee's
17 authorised premises.
- 18 Maximum penalty: 50 penalty units.
- 19 (2) An offence against this section is a strict liability offence.
- 20 **67O People excluded from gaming machines—existing player**
21 **cards**
- 22 (1) A licensee commits an offence if the licensee fails to ensure that the
23 player card of a person excluded from gaming machines at the
24 licensee's authorised premises is unable to be used to play a gaming
25 machine at the premises.
- 26 Maximum penalty: 50 penalty units.
- 27 (2) An offence against this section is a strict liability offence.

67P People excluded from gaming machines—existing player accounts

- (1) This section applies in relation to a person who—
- (a) was, but is no longer, a person excluded from gaming machines at a licensee's authorised premises; and
 - (b) holds a player account for the account-based system used in the premises that was opened before the person became a person excluded from gaming machines at the premises.
- (2) A licensee commits an offence if—
- (a) the person plays a gaming machine on the licensee's authorised premises; and
 - (b) the licensee has not, since the person most recently stopped being a person excluded from gaming machines at the premises, verified the identity of the person in accordance with the procedure approved under section 67E.
- Maximum penalty: 50 penalty units.
- (3) An offence against this section is a strict liability offence.

67Q Unredeemed player credit

- (1) This section applies if—
- (a) a person has player credit on a player account for a licensee's authorised premises; and
 - (b) the person is a person excluded from gaming machines at the premises.
- (2) The licensee must take reasonable steps to redeem the player credit not later than 14 days after the day the person becomes a person excluded from gaming machines at the premises.

Division 5A.5 Pre-commitment controls**67R Definitions—div 5A.5**

In this division:

net loss, for a person playing 1 or more gaming machines, means the total amount the person loses when playing the gaming machines, less the amount of winnings paid for playing the gaming machines.

net loss limit, for a playing period, means the maximum net loss a person playing gaming machines is prepared to lose during the playing period.

playing period means—

- (a) the period prescribed by regulation; or
- (a) if no period is prescribed—24 hours.

pre-commitment controls, for an account-based system, means the following:

- (a) the system must identify a person (a ***player***) proposing to play a gaming machine connected to the system;
- (b) the system must prevent the player from playing the gaming machine in a circumstance prescribed by regulation;
- (c) any other controls prescribed by regulation.

67S Licensees must apply pre-commitment controls for gaming machines

(1) A licensee commits an offence if—

- (a) the licensee operates a gaming machine; and
- (b) the gaming machine is not connected to an account-based system that is applying pre-commitment controls.

Maximum penalty: 100 penalty units.

- 1 (2) Subsection (1) does not apply if the licensee took all reasonable steps
2 to ensure the gaming machine was connected to an account-based
3 system that applies pre-commitment controls.

4 *Note* The defendant has an evidential burden in relation to the matters
5 mentioned in s (2) (see [Criminal Code](#), s 58).

- 6 (3) A licensee commits an offence if—

- 7 (a) the licensee operates a gaming machine; and
8 (b) the gaming machine is connected to an account-based system
9 that is applying pre-commitment controls; and
10 (c) the pre-commitment controls are not functioning in the way in
11 which the controls were approved to function under section 69.

12 Maximum penalty: 100 penalty units.

- 13 (4) Subsection (3) does not apply if the licensee took all reasonable steps
14 to ensure the pre-commitment controls were functioning in the way
15 in which the controls were approved to function under section 69.

16 *Note* The defendant has an evidential burden in relation to the matters
17 mentioned in s (4) (see [Criminal Code](#), s 58).

18 **Division 5A.6 Miscellaneous**

19 **67T Use or disclosure of account information**

- 20 (1) A person may use or disclose account information only in the
21 following circumstances:
22 (a) if the person has the consent of the person to whom the
23 information relates;
24 (b) if the use or disclosure of the information is required or
25 authorised by or under an Australian law or a court or tribunal
26 order;

- 1 (c) if the person discloses the information to a member of a law
2 enforcement agency for use in connection with the detection,
3 investigation or prosecution of an offence;
- 4 (d) if the person uses or discloses the information in relation to the
5 exercise of a function under this Act or another gaming law;
- 6 (e) if the information the person uses or discloses has lawfully been
7 made publicly available;
- 8 (f) if the person discloses the information to the Minister or the
9 administrative unit responsible for this Act or the Control Act
10 and the information is de-identified;
- 11 (g) if the person discloses the information to a person who conducts
12 research and the information is de-identified;
- 13 (h) if both of the following apply:
- 14 (i) it is unreasonable or impracticable to obtain consent to the
15 use or disclosure from the person to whom the account
16 information relates;
- 17 (ii) the person reasonably believes that the use or disclosure is
18 necessary to lessen or prevent a serious threat to the life,
19 health or safety of an individual, or to public health or
20 safety.
- 21 (2) A person must not disclose or use account information in a way that
22 is not in accordance with subsection (1).
- 23 Maximum penalty: 50 penalty units.
- 24 (3) In this section:
- 25 ***account information*** means information about a person obtained by
26 a licensee as a result of the person doing any of the following:
- 27 (a) holding, and using, a player account for the licensee's
28 account-based system;

(b) having, and using, a player card issued by the licensee;

(c) operating a gaming machine on the licensee's authorised premises.

law enforcement agency—

(a) see the *Spent Convictions Act 2000*, dictionary; and

(b) includes an entity prescribed by regulation.

67U Record keeping requirements

(1) A licensee must keep a record of the matters prescribed by regulation in relation to the licensee's account-based system.

Maximum penalty: 10 penalty units.

(2) If asked by the commission in writing, a licensee must give a copy of the records to the commission within the period stated in the request.

Maximum penalty: 10 penalty units.

(3) An offence against this section is a strict liability offence.

67V Reports to commission

(1) A licensee must prepare a written report each month containing the information prescribed by regulation about each person who holds a player account for the licensee's account-based accounting system.

Maximum penalty: 10 penalty units.

(2) The information in the report must be de-identified.

(3) The report must be prepared within 1 week after the end of the month to which it relates.

Maximum penalty: 10 penalty units.

- 1 (4) A licensee must keep each report for at least 2 years after the report
2 is prepared.

3 Maximum penalty: 10 penalty units.

- 4 (5) A licensee must give a copy of all the reports for a financial year to
5 the commission not later than 1 month after the end of the financial
6 year.

7 Maximum penalty: 10 penalty units.

- 8 (6) An offence against this section is a strict liability offence.

9 **67W Monthly activity statements**

- 10 (1) A licensee must prepare a document each month containing the
11 information prescribed by regulation (an *activity statement*) for each
12 person who holds a player account for the licensee's account-based
13 system (an *account holder*).

14 Maximum penalty: 10 penalty units.

- 15 (2) A licensee commits an offence if the licensee fails to give an activity
16 statement to an account holder—

17 (a) as soon as practicable, but not later than 7 days, after the end of
18 the month to which the statement applies; and

19 (b) in the way chosen by the account holder.

20 Maximum penalty: 10 penalty units.

- 21 (3) Subsections (1) and (2) do not apply in relation to an account holder
22 during a non-gaming period.

23 *Note* The defendant has an evidential burden in relation to the matter
24 mentioned in s (3) (see [Criminal Code](#), s 58).

- 25 (4) A licensee commits an offence if—

26 (a) an account holder asks to be given an activity statement prepared
27 within the last 7 years; and

- 1 (b) the licensee fails to give the activity statement to the account
2 holder—
- 3 (i) as soon as practicable, but not later than 7 days, after the
4 day the account holder asks for the statement; and
- 5 (ii) in the way chosen by the account holder.
- 6 Maximum penalty: 10 penalty units.
- 7 (5) A licensee commits an offence if—
- 8 (a) the licensee gives an activity statement to an account holder
9 during a non-gaming period; and
- 10 (b) the account holder had not asked to be given the activity
11 statement.
- 12 Maximum penalty: 10 penalty units.
- 13 (6) An account holder may choose to receive an activity statement by
14 email or mail.
- 15 (7) The licensee must not charge a fee for giving an account holder an
16 activity statement.
- 17 Maximum penalty: 10 penalty units.
- 18 (8) An offence against this section is a strict liability offence.
- 19 (9) In this section:
- 20 ***account action***—see section 67L (6).
- 21 ***non-gaming period***, for an account holder, means the period—
- 22 (a) beginning 12 months after the day the holder last takes an
23 account action in relation to their player account; and
- 24 (b) ending when the holder next takes an account action in relation
25 to their player account.

- 1 **67X Regulations about account-based systems**
- 2 A regulation may make further provision in relation to account-based
- 3 systems, including the following:
- 4 (a) player accounts and player cards;
- 5 (b) record keeping by licensees;
- 6 (c) information to be provided by licensees to—
- 7 (i) the holders of player accounts; and
- 8 (ii) the commission;
- 9 (d) other harm reduction measures;
- 10 (e) exemptions relating to a matter mentioned in paragraphs (b)
- 11 to (d).

12 **21 Part 6 and division 6.1 headings**

13 *substitute*

14 **Part 6 Approval of gaming components**

15 **and systems, suppliers and**

16 **technicians etc**

17 **Division 6.1 Approval of gaming components and**

18 **account-based systems**

22 Section 68

substitute

68 Meaning of *gaming component* etc

In this Act:

gaming component means 1 or more of the following:

- (a) a gaming machine;
- (b) peripheral equipment;
- (c) any of the following used in connection with a thing mentioned in paragraphs (a) or (b):
 - (i) computer hardware or software;
 - (ii) communication equipment or protocols;
 - (iii) other technology;
- (d) any other component prescribed by regulation.

peripheral equipment, for a gaming machine, means equipment, or a device, that is incidental to the basic operation of the gaming machine.

Examples

- 1 links
- 2 card readers

23 Sections 69 and 70*substitute***68A Approved standards for gaming components and account-based systems**

(1) The commission may approve standards in relation to any of the following (an *approved standard*)—

- (a) a gaming component;
- (b) an account-based system.

(2) An approved standard may make provision about a matter by applying, adopting or incorporating (with or without change) a technical standard, as in force from time to time.

(3) The [Legislation Act](#), section 47 (6) does not apply in relation to a technical standard applied, adopted or incorporated under an approved standard.

Note A technical standard does not need to be notified under the [Legislation Act](#) because s 47 (6) does not apply (see [Legislation Act](#), s 47 (7)).

(4) An approved standard is a notifiable instrument.

(5) In this section:

technical standard means either or both of the following:

- (a) the Australian/New Zealand Gaming Machine National Standard;
- (b) a technical standard (however described) about the matters mentioned in subsection (1) under a law of a local jurisdiction.

Note The Australian/New Zealand Gaming Machine National Standard is accessible at www.gamblingandracetracing.act.gov.au. A technical standard under a law of a local jurisdiction is accessible on the relevant government website of the local jurisdiction.

1 **69 Approval of gaming components and account-based**
2 **systems**

- 3 (1) The commission may, on written application by a licensee, approve—
4 (a) a gaming component; or
5 (b) an account-based system.

6 *Note* The commission must keep a register of approvals (see [Gambling and](#)
7 [Racing Control Act 1999](#), s 51A).

- 8 (2) However, the commission must not approve a gaming component or
9 system unless—

- 10 (a) the commission is satisfied the component or system complies
11 with this Act and any relevant provisions of another gaming law;
12 and

13 *Note* A reference to an Act includes a reference to any regulation or other
14 statutory instrument made or in force under the Act (see [Legislation](#)
15 [Act](#), s 104).

- 16 (b) the commission has considered—
17 (i) the results of a technical evaluation of the component or
18 system by an approved entity; and
19 (ii) any available research on the consumer protection and
20 harm reduction implications of the component or system;
21 and
22 (c) for a gaming component using an audio device—the use of the
23 device is designed or intended primarily to assist a person with
24 a hearing impairment; and
25 (d) for an account-based system—the commission is satisfied the
26 system can apply pre-commitment controls and other harm
27 reduction measures prescribed under section 67X (d).

- 1 (3) The commission must not approve an account-based system unless
2 each gaming component of the system is also approved.
- 3 (4) The commission may approve a component or system on conditions
4 the commission considers appropriate.
- 5 (5) In this section:
- 6 *approved entity* means an entity approved (however described) under
7 a law of a local jurisdiction about gaming machines to undertake
8 technical evaluations for the law.
- 9 *approved standard*—see section 68A (1).
- 10 *audio device* means an earphone, earpiece, headphone, headset or any
11 other device to convert signals from a gaming machine to audible
12 sound delivered to the ear of a person playing the machine to the
13 exclusion of everyone else.
- 14 *pre-commitment controls*, for an account-based system—see
15 section 67R.
- 16 *technical evaluation*, of a gaming component or system, includes an
17 evaluation of—
- 18 (a) the design and operation of the component or system; and
- 19 (b) whether the component or system complies with any relevant
20 approved standard.

21 **70 Cancellation or suspension of gaming components or**
22 **systems**

- 23 (1) The commission may cancel or suspend the approval of a gaming
24 component or system if—
- 25 (a) the component or system does not operate, or no longer operates,
26 as designed or intended; or

(b) the component or system does not comply, or no longer complies, with this Act or another gaming law.

Note The commission must include information about suspensions or cancellations of approvals in the register kept under the *Gambling and Racing Control Act 1999*, s 51A.

(2) If the approval of a gaming component is cancelled or suspended, the cancellation or suspension applies to all components of that kind, whether or not a particular component—

(a) is operating as designed or intended; or

(b) complies with this Act or another gaming law.

Example

A King of the Thames gaming machine stops operating in accordance with its design. The commission suspends the approval of King of the Thames gaming machines, even though not all King of the Thames gaming machines have stopped operating in accordance with their design.

24 Sections 71A (a) (i) to (iii) and 72 (2) (a) (i) to (iii)

substitute

(i) a gaming component;

(ii) a CMS or account-based system;

(iii) another system designed for use with a gaming machine;
and

25 Control procedures Section 97 (1)

substitute

(1) A person's control procedures for gaming components or an account-based system must include operational details (including who is responsible) for each of the following:

(a) accounting and record keeping;

- 1 (b) access to and handling of cash;
2 (c) payment of winnings;
3 (d) access control to components or the system;
4 (e) security of components or the system;
5 (f) security of records and keys;
6 (g) job descriptions (including responsibilities) of people operating
7 and doing accounting and record keeping in relation to the
8 components or system;
9 (h) marketing and promotion.

10 **26 Section 98 heading**

11 *substitute*

12 **98 Acquisition of gaming components and account-based**
13 **systems**

14 **27 Section 98 (3) (a) and (b)**

15 *substitute*

- 16 (a) the licensee intentionally acquires a gaming component or
17 account-based system; and
18 (b) the component or system is not approved under section 69.

19 **28 Sections 121 (1) (a) (i) to (iii) and 128 (1) (a) (i) to (iii)**

20 *substitute*

- 21 (i) a gaming component;
22 (ii) a CMS or account-based system;
23 (iii) another system designed for use with a gaming machine;
24 and

1	29	Interference with gaming machines
2		Section 129 (2)
3		<i>omit</i>
4		coin, note or token of the kind stated on the gaming machine
5		<i>insert</i>
6		player card of the kind used at the authorised premises
7	30	Part 10 heading
8		<i>substitute</i>

9

10

Part 10

Measures to reduce gambling harm

11	31	New sections 151A and 151B
12		<i>in part 10, before section 151, insert</i>
13	151A	Gaming machine harm reduction guidance
14	(1)	The commission may determine requirements for the display of text,
15		images or symbols at authorised premises explaining how a person
16		can access guidance published by the commission about gaming
17		machine harm reduction.
18	(2)	A determination is a notifiable instrument.
19	(3)	A licensee commits an offence if the licensee fails to comply with a
20		determination.
21		Maximum penalty: 5 penalty units.
22	(4)	An offence against this section is a strict liability offence.

1 **151B Breaks in play**

2 (1) A licensee must monitor the time a person spends playing gaming
3 machines at the licensee's authorised premises.

4 (2) A licensee commits an offence if the licensee fails to stop a person
5 from playing a gaming machine for a period longer than 1 hour.

6 Maximum penalty: 50 penalty units.

7 (3) A licensee commits an offence if—

8 (a) a person plays a gaming machine for a period of at least 1 hour
9 before stopping; and

10 (b) the licensee fails to stop a person from resuming playing a
11 gaming machine less than 15 minutes after stopping.

12 Maximum penalty: 50 penalty units.

13 (4) It is a defence to a prosecution for an offence against subsection (2)
14 and (3) if the defendant proves they took all reasonable steps to stop
15 the person from playing the gaming machine.

16 *Note* The defendant has a legal burden in relation to the matters mentioned in
17 s (4) (see [Criminal Code](#), s 59).

18 (5) The licensee must not use more force, or subject anyone to greater
19 indignity, than is necessary and reasonable to stop the person from
20 playing the gaming machine.

21 **32 Section 153A**

22 *substitute*

23 **153A ATMs prohibited on authorised premises etc**

24 (1) A licensee commits an offence if an automatic teller machine is
25 located on the licensee's authorised premises.

26 Maximum penalty: 50 penalty units.

- 1 (2) A licensee commits an offence if—
- 2 (a) an automatic teller machine is located on related premises of the
- 3 licensee; and
- 4 (b) the machine is within 500m of any premises operating electronic
- 5 gaming.

6 Maximum penalty: 50 penalty units.

- 7 (3) An offence against this section is a strict liability offence.

- 8 (4) In this section:

9 *electronic gaming*—see the Control Act, section 51.

10 *licensee's authorised premises* includes the exterior wall of the

11 licensee's authorised premises.

12 *related premises*, of a licensee, means any premises (other than the

13 licensee's authorised premises) located on land for which the

14 licensee, or an influential person in relation to the licensee, is the

15 land's lessee or occupier.

16 **33 New section 154A**

17 *insert*

18 **154A Giving promotional material**

- 19 (1) A licensee commits an offence if—
- 20 (a) the licensee gives advertising or promotional material relating
- 21 to gambling activities at any of the licensee's authorised
- 22 premises to a person; and
- 23 (b) the material is given to the person by mail, email, telephone,
- 24 SMS, social media or using an application on a mobile
- 25 telephone, tablet or other device.

26 Maximum penalty: 50 penalty units.

1 (2) An offence against this section is a strict liability offence.

2 (3) In this section:

3 *gambling activity*—see section 152 (3).

4 **34 Using false identification**
5 **Section 157 (1) (b)**

6 *substitute*

7 (b) to open a player account.

8 **35 Evidentiary certificates**
9 **Section 176**

10 *omit*

11 gaming machine or peripheral equipment for a gaming machine

12 *substitute*

13 gaming component

14 **36 Regulation-making power**
15 **Section 178 (2) (a)**

16 *omit*

17 peripheral equipment for gaming machines

18 *substitute*

19 gaming components

1 **37** **New part 24**

2 *insert*

3 **Part 24** **Transitional—Gaming Machine**
4 **(Harm Prevention and Reduction)**
5 **Amendment Act 2026**

6 **320** **Meaning of *amending Act*—pt 24**

7 In this part:

8 *amending Act* means the *Gaming Machine (Harm Prevention and*
9 *Reduction) Amendment Act 2026*.

10 **321** **Existing approvals of gaming machines and peripheral**
11 **equipment**

12 (1) Section 69 and section 70, as amended by the amending Act,
13 section 23, do not apply to an approved machine or equipment.

14 (2) Section 69 and section 70, as in force immediately before the
15 commencement day, continue to apply to an approved machine or
16 equipment on and after the commencement day.

17 (3) Despite subsection (1), an approved machine or equipment is taken
18 to be an approved gaming component for new section 69 (3).

19 (4) However, the commission must not approve an account-based system
20 that includes an approved machine or equipment unless the
21 commission is satisfied the system as a whole meets the requirements
22 of new section 69.

23 (5) In this section:

24 *approved machine or equipment* means a gaming machine or
25 peripheral equipment for which an approval under section 69 was in
26 force immediately before the commencement day.

1 *commencement day* means the day the amending Act, section 23
2 commences.

3 *new section 69* means section 69 as in force on and after the
4 commencement day.

5 **322 Transitional regulations**

6 (1) A regulation may prescribe transitional matters necessary or
7 convenient to be prescribed because of the enactment of the amending
8 Act.

9 (2) A regulation may modify this part (including in relation to another
10 territory law) to make provision in relation to anything that, in the
11 Executive's opinion, is not, or is not adequately or appropriately,
12 dealt with in this part.

13 (3) A regulation under subsection (2) has effect despite anything
14 elsewhere in this Act or another territory law.

15 *Note* A transitional provision under s (1) continues to have effect after its
16 repeal, however, a modification under s (2) has no ongoing effect after its
17 repeal (see [Legislation Act](#), s 88).

18 **323 Expiry—pt 24**

19 This part expires 3 years after the day this section commences.

20 *Note* A transitional provision is repealed on its expiry but continues to have
21 effect after its repeal (see [Legislation Act](#), s 88).

22 **38 Dictionary, new definition of *account-based system***

23 *insert*

24 *account-based system*—see section 67A.

1 **39 Dictionary, definition of *assessment***

2 ~~*omit*~~

3 **40 Dictionary, new definition of *authorisations target***

4 ~~*insert*~~

5 ~~*authorisations target*, for a reduction year, for division 2A.3~~
6 ~~(Compulsory surrender)—see section 10J.~~

7 **41 Dictionary, definition of *cap on authorisations***

8 ~~*omit*~~

9 ~~(1)~~

10 **42 Dictionary, definition of *cash facility***

11 ~~*substitute*~~

12 ~~*cash facility*—~~

13 ~~(a) means—~~

14 ~~(i) an EFTPOS facility; or~~

15 ~~(ii) any other facility for gaining access to cash or credit other~~
16 ~~than an automatic teller machine; but~~

17 ~~(b) does not include a facility where cash is exchanged for other~~
18 ~~denominations of cash or player credit.~~

19 **43 Dictionary, definition of *census day***

20 ~~*omit*~~

21 **44 Dictionary, new definition of *expired credit***

22 ~~*insert*~~

23 ~~*expired credit*—see section 67L (2).~~

- 1 **45 Dictionary, new definitions**
- 2 *insert*
- 3 *final determination*, for a reduction year, for division 2A.3
- 4 (Compulsory surrender)—see section 10L (1).
- 5 *final surrender obligation*, of a licensee for a reduction year, for
- 6 division 2A.3 (Compulsory surrender)—see section 10L.
- 7 **46 Dictionary, new definition of *gaming component***
- 8 *insert*
- 9 *gaming component*—see section 68.
- 10 **47 Dictionary, definition of *gaming machine*,**
- 11 **paragraph (a) (ii)**
- 12 *omit*
- 13 **48 Dictionary, definition of *gaming rules***
- 14 *substitute*
- 15 *gaming rules*—for an entity—
- 16 (a) for class C gaming machines—means the rules mentioned in
- 17 section 22 (2) (c); or
- 18 (b) for class B gaming machines—means the rules mentioned in
- 19 section 29 (4) (d).
- 20 **49 Dictionary, definitions of *incoming licensee* and *licensee***
- 21 *omit*

50 Dictionary, new definitions

insert

net loss, for a person playing 1 or more gaming machines, for division 5A.5 (Pre-commitment controls)—see section 67R.

net loss limit, for a playing period, for division 5A.5 (Pre-commitment controls)—see section 67R.

51 Dictionary, definition of *outgoing licensee*

omit

52 Dictionary, new definition of *person excluded from gaming machines*

insert

person excluded from gaming machines, in relation to authorised premises, for division 5A.4 (People excluded from gaming machines)—see section 67M.

53 Dictionary, new definitions

insert

player account, of a person for a licensee's account-based system—see section 67A.

player card—see section 67A.

player credit—see section 67A.

playing period, for division 5A.5 (Pre-commitment controls)—see section 67S.

pre-commitment controls, for an account-based system, for division 5A.5 (Pre-commitment controls)—see section 67R.

- 1 **54 Dictionary, new definitions**
- 2 *insert*
- 3 *provisional determination*, for a reduction year, for division 2A.3
4 (Compulsory surrender)—see section 10K (1).
- 5 *provisional surrender obligation*, of a licensee for a reduction year,
6 for division 2A.3 (Compulsory surrender)—see section 10I.
- 7 **55 Dictionary, new definitions**
- 8 *insert*
- 9 *purchased credit*—see section 67K (1) (a).
- 10 *redeems*—see section 67A.
- 11 **56 Dictionary, new definition of *reduction year***
- 12 *insert*
- 13 *reduction year*, for an authorisations target, for division 2A.3
14 (Compulsory surrender)—see section 10J.
- 15 **57 Dictionary, definitions of *surrendered authorisation* and**
16 ***surrender obligation***
- 17 *omit*
- 18 **58 Dictionary, definition of *technical evaluation***
- 19 *omit*
- 20 **59 Dictionary, definitions of *voluntary surrender agreement*,**
21 ***voluntary surrender day* and *voluntary surrender notice***
- 22 *omit*

60 Reviewable decisions
Schedule 1, new items 16A to 16E

insert

16A	67D (1)	require change to licensee's approved account-based system	licensee
16B	67D (3)	refuse to approve additional time to make required change to licensee's approved account-based system	licensee
16C	69	refuse to approve gaming component or account-based system, or change to approved component or system	licensee who applies for approval
16D	69 (4)	approve gaming component or account-based system, or change to component or account-based system, subject to condition	licensee who applies for approval
16E	70	cancel or suspend approval of gaming component or account-based system	licensee

61 Notifiable actions
Schedule 2, new items 3A and 3B

insert

3A	67D	licensee making required change to licensee's approved account-based system
3B	67L (3)	licensee paying expired credit to public trustee and guardian

Part 3 Gaming Machine Regulation 2004

62 **Approval of CMS—Act, s 67 (1)**
Section 24 (2), definition of *approved entity*

omit

69 (4)

substitute

69 (5)

63 Part 6

substitute

Part 6 Account-based systems

27 Purchasing player credit—Act, s 67K (1) (b)

The payment of cash to a cashier or at a cash redemption terminal is prescribed.

28 Pre-commitment controls—Act, s 67R, def
pre-commitment controls

- (1) For section 67R, definition of ***pre-commitment controls***, paragraph (b), the prescribed circumstance is that the player has not set a net loss limit for the playing period.
- (2) For section 67R, definition of ***pre-commitment controls***, paragraph (c), the following controls are prescribed:
 - (a) the system must apply a net loss limit set by a player to any later playing period unless the player changes their net loss limit in accordance with paragraph (b);

1 (b) if the player wants to change their existing net loss limit—the
2 system must—

3 (i) not allow the player to set a net loss limit that is higher
4 than the existing loss limit for 48 hours after the existing
5 loss limit is set; but

6 (ii) allow the player to set a net loss limit that is lower than the
7 first loss limit at any time.

8 **29 Record keeping requirements—Act, s 67U (1)**

9 The following matters are prescribed in relation to the licensee's
10 account-based system:

11 (a) each player account opened by the licensee;

12 (b) each player account closed by the licensee;

13 (c) each player card issued by the licensee;

14 (d) each player card cancelled by the licensee;

15 (e) for each person who holds a player account for the licensee's
16 system—the person's interactions with the licensee's system,
17 including the following:

18 (i) the value of purchased credit added to a player account;

19 (ii) the value of any other player credit added to a player
20 account and the source of the credit;

21 (iii) the value of player credit debited from a player account to
22 play gaming machines;

23 (iv) the value of player credit redeemed from a player account;

24 (v) each net loss limit set by the person;

25 (vi) each time the person played a gaming machine—the
26 length of time the person spent playing the machine;

- 1 (f) the value of all player credit held by the licensee, including
2 expired credit currently held by the licensee.

3 **30 Reports to commission—Act, s 67V (1)**

4 The following information about each person is prescribed:

- 5 (a) the person's age;
6 (b) the person's gender (if provided);
7 (c) the total amount the person lost playing gaming machines in the
8 month to which the report applies;
9 (d) the total amount the person won playing gaming machines that
10 month;
11 (e) the total amount the person lost, less the total amount the person
12 won, that month;
13 (f) each net loss limit set by the person that month;
14 (g) each time the person played a gaming machine that month—the
15 length of time the person spent playing the machine.

16 **31 Monthly activity statements—Act, s 67W (1)**

17 The following information is prescribed for each account holder:

- 18 (a) the value of player credit added to the account holder's player
19 account in the month to which the activity statement applies;
20 (b) the source of the player credit;
21 (c) the value of player credit redeemed from the account holder's
22 player account that month;
23 (d) the total amount the account holder lost that month;
24 (e) the total amount the account holder won that month;

- 1 (f) the total amount the account holder lost, less the total amount
- 2 the holder won, that month;
- 3 (g) each net loss limit set by the account holder that month;
- 4 (h) the number of times the account holder exceeded their net loss
- 5 limit that month and the amount by which the net loss limit was
- 6 exceeded;
- 7 (i) the number of bets the account holder placed that month;
- 8 (j) the opening and closing balance of the account holder's player
- 9 account that month.

10 **32 Exemptions—record keeping, reports to commission and**

11 **monthly activity statements**

- 12 (1) The commission may, in writing, exempt a licensee from a
- 13 requirement under section 29, section 30 or section 31.
- 14 (2) In making an exemption, the commission must consider the likely
- 15 effect of the exemption on the risk of gambling harm to people.
- 16 (3) The commission may give an exemption on conditions the
- 17 commission considers appropriate.
- 18 (4) An exemption is a notifiable instrument.

19 **64 Restrictions on cash facilities—Act, s 178 (2) (c)**

20 **Part 8A heading, note**

- 21 *omit*
- 22 other restrictions on cash facilities
- 23 *substitute*
- 24 related restrictions

- 1 **65** **Offence to operate high-denomination note acceptor—**
2 **Act, s 178 (2) (a)**
3 **Section 75**
- 4 *omit*
- 5 **66** **Not gaming machines—Act, dict, def *gaming machine***
6 **Section 77 (c) (i)**
- 7 *after*
8 *fetes*
9 *insert*
10 , arcades, shopping centres
- 11 **67** **Dictionary**
- 12 *omit the definitions of*
13 *cashless gaming card*
14 *cashless gaming system*
15 *expired gaming credits*
16 *gaming credits*
- 17 **68** **Dictionary, new definition of *net loss limit***
- 18 *insert*
19 *net loss limit*—see the Act, section 67R.
- 20 **69** **Dictionary, definitions of *player account card* and**
21 ***redeems***
- 22 *omit*

Schedule 1 Consequential amendments

(see s 3)

**Part 1.1 Gambling and Racing Control
Act 1999**

[1.1] New section 23 (1) (ba)

insert

(ba) inspect any thing, including gaming equipment;

[1.2] Section 23 (1) (c)

omit

inspect any gaming equipment and

[1.3] Section 37 (d) (iii)

omit

part 2A (Reducing cap on authorisations to 3 500 or fewer)

substitute

part 2A (Reducing cap on authorisations to 1 000 or fewer by 2045)

[1.4] Section 50 (5), definition of *surrendered*, paragraph (a)

substitute

(a) an authorisation for a gaming machine is ***surrendered*** if it is surrendered under either of the following provisions of the *Gaming Machine Act 2004*:

(i) section 10P (Surrender of authorisations for gaming machines);

- (ii) section 37F (1) (c) (Surrender of licences, authorisation certificates and authorisations), if the surrender takes effect under that Act, section 173E (Notifiable actions—date of effect); and

[1.5] Section 51A

substitute

51A Gaming component and account-based system register

- (1) The commission must keep a register of approvals of gaming components and account-based systems.
- (2) The register must include the following information about each approval:
- (a) whether the approval is in force;
 - (b) the day the approval came into force;
 - (c) for a gaming component—the name of the manufacturer of the component;
 - (d) a description of the gaming component or account-based system, including, if relevant, a serial number;
 - (e) the date of any suspension or cancellation of the approval;
 - (f) any other information prescribed by regulation.
- (3) In this section:
- account-based system***—see the *Gaming Machine Act 2004*, section 67A.
- approval***, of a gaming component or account-based system—
- (a) means an approval by the commission under the *Gaming Machine Act 2004*, section 69; and

(b) includes an approval of a gaming machine or peripheral equipment under section 69 as in force immediately before the day the *Gaming Machine (Harm Prevention and Reduction) Amendment Act 2026*, section 23 commences.

gaming component—see the *Gaming Machine Act 2004*, section 68.

Part 1.2 Gambling and Racing Control (Code of Practice) Regulation 2002

[1.6] Section 23 (1)

after

code of practice,

insert

section 1.22A or

[1.7] New schedule 1, section 1.22A

insert

1.22A Cash payment limits etc for gaming machine licensees

- (1) This section applies to a gaming machine licensee.
- (2) The licensee must pay a gambling patron's winnings from a gaming machine into the patron's player account immediately after the patron stops playing the gaming machine.
- (3) A licensee must allow a gambling patron to redeem winnings from the patron's player account only—
 - (a) in cash; or

- 1 (b) by electronic funds transfer; or
2 (c) by cheque.
- 3 (4) A licensee must not allow a gambling patron to redeem more than
4 \$1 500 in cash from their player account in a gaming day.
- 5 (5) If a gambling patron asks for winnings from the patron's player
6 account to be redeemed by electronic funds transfer or cheque, the
7 licensee must complete the redemption as soon as practicable, but not
8 later than 3 days, after the patron asks for the winnings to be
9 redeemed.
- 10 (6) A licensee must not cash a cheque of any kind for a gambling patron.
- 11 (7) In this section:
- 12 *gaming day* means the period from when a licensee's gaming area
13 opens to the public on a day until it next closes.
- 14 *player account*—see the *Gaming Machine Act 2004*, section 67A.
- 15 *redeems*—see the *Gaming Machine Act 2004*, section 67A.
- 16 **[1.8] Schedule 1, table 1.23, item 6**
- 17 *omit*
- 18 **[1.9] Schedule 1, section 1.23 (3)**
- 19 *substitute*
- 20 (3) This section does not apply to a gaming machine licensee.
- 21 **[1.10] New schedule 1, section 1.23AA (3)**
- 22 *insert*
- 23 (3) Subsection (1) (a) does not apply to a gaming machine licensee.
- 24 *Note* For the requirements that apply to gaming machine licensees, see the
25 *Gaming Machine Act 2004*, s 67Q.

- 1 **[1.11] Schedule 1, section 1.23A (2)**
- 2 *after*
- 3 apply to a
- 4 *insert*
- 5 gaming machine licensee or a
- 6 **[1.12] Schedule 1, section 1.24**
- 7 *omit*
- 8 **[1.13] Schedule 1, section 1.25 (3) (c)**
- 9 *substitute*
- 10 (c) for a gaming machine licensee—tells people how winnings from
- 11 a gaming machine must be paid by the licensee, including cash
- 12 payment limits.
- 13 **[1.14] Schedule 1, section 1.30B heading**
- 14 *substitute*
- 15 **1.30B Personally-addressed promotional material—casino**
- 16 **licensee**
- 17 **[1.15] Schedule 1, section 1.30B (1)**
- 18 *omit*
- 19 only to a gaming machine licensee or
- 20 *substitute*
- 21 to the

- 1 **[1.16] Schedule 1, section 1.30B (2)**
- 2 *omit*
- 3 a gambling facility may, in writing, ask the licensee of the facility
- 4 *substitute*
- 5 the casino, may, in writing, ask the casino licensee

6 **Part 1.3 Unclaimed Money Act 1950**

- 7 **[1.17] Section 26, definition of *unclaimed money*, new**
- 8 **paragraph (da)**
- 9 *after the note, insert*
- 10 (da) the *Gaming Machine Act 2004*, section 67L (Expired player
- 11 credit);

- 12 **[1.18] Section 33A (1) (b) and (c)**
- 13 *substitute*
- 14 (b) the *Agents Act 2003*, section 124; or
- 15 (c) the *Gaming Machine Act 2004*, section 67L; or
- 16 (d) the *Legal Profession Act 2006*, section 259.

Endnotes

1 Presentation speech

Presentation speech made in the Legislative Assembly on 20 October 2026.

2 Notification

Notified under the [Legislation Act](#) on 2026.

3 Republications of amended laws

For the latest republication of amended laws, see www.legislation.act.gov.au.

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