

## HOUSE BILL NO. HB0162

Interactive gaming.

Sponsored by: Representative(s) Davis, Brown, L, Larson, JT  
and Tarver and Senator(s) Barlow, Pappas and  
Schuler

A BILL

for

1 AN ACT relating to gaming; authorizing interactive gaming;  
2 providing for regulation by the Wyoming gaming commission;  
3 imposing fees; providing for the collection and  
4 distribution of revenues from interactive gaming; providing  
5 for the distribution of interactive gaming revenues;  
6 requiring rulemaking; creating criminal offenses and  
7 providing criminal penalties; and providing for effective  
8 dates.

9

10 *Be It Enacted by the Legislature of the State of Wyoming:*

11

12 **Section 1.** W.S. 9-24-201 through 9-24-207 are created  
13 to read:

14

15

ARTICLE 2

## 1 INTERACTIVE GAMING

2

3 **9-24-201. Definitions.**

4

5 (a) As used in this article:

6

7 (i) "Commission" means the Wyoming gaming  
8 commission;

9

10 (ii) "Interactive game" means an internet based  
11 version or variation of poker, blackjack or any other card,  
12 slot or gambling game typically offered in a casino and  
13 approved by the commission, in which:

14

15 (A) A person wagers money or something of  
16 monetary value for the opportunity to win money or a thing  
17 of monetary value;

18

19 (B) The outcome of the game may be  
20 determined by a random number generator, or a skill element  
21 may be essential to the game's outcome, depending on the  
22 type of game utilized; and

23

1                   (C) The game is accessed by the player  
2 using a computer, digital platform or mobile application on  
3 a mobile device that is connected to the internet.

4

5                   (iii) "Interactive gaming" means engaging in  
6 interactive games conducted by an interactive gaming  
7 operator over the internet by use of a computer, digital  
8 platform or mobile application on a mobile device, that  
9 uses communications technology to accept wagers.  
10 Interactive gaming shall not include any of the following  
11 gaming activities:

12

13                   (A) Activities, other than interactive  
14 gaming, that are exempted from criminal penalties under  
15 W.S. 6-7-101 through 6-7-104;

16

17                   (B) Activities outside of this article  
18 authorized or regulated by the commission;

19

20                   (C) Lotteries authorized by law;

21

22                   (D) Fantasy sports contests;

23

1                   (E) Interactive games offered exclusively  
2 on Indian lands by an Indian tribe operating in accordance  
3 with a Tribal-State gaming compact and authorized to  
4 conduct class III gaming pursuant to federal law. For  
5 purposes of this article, an interactive game is conducted  
6 exclusively on Indian lands only if the person  
7 participating in interactive gaming is physically present  
8 on Indian lands when the interactive game is initiated and  
9 the game is offered by an Indian tribe operating on the  
10 same Indian lands as an intratribal transaction under 31  
11 U.S.C. § 5362(10)(c).

12

13                   (iv) "Interactive gaming operator" means any  
14 qualified gaming entity permitted by the commission to  
15 accept interactive gaming wagers;

16

17                   (v) "Interactive gaming revenue" means the total  
18 amount of all wagers placed by persons with an interactive  
19 gaming operator using cash or cash equivalents, excluding  
20 free wagers and promotional play, minus all payments to  
21 patrons and minus any applicable federal excise taxes.  
22 Payments to patrons include all payments of cash, cash

1 equivalents, merchandise and any other thing of monetary  
2 value;

3

4 (vi) "Interactive gaming vendor" means a vendor  
5 that provides services to an interactive gaming operator  
6 which directly affect wagering, play or results of  
7 interactive gaming including geolocation services, know  
8 your customer services, payment processors and game  
9 providers;

10

11 (vii) "Live game simulcast" means an interactive  
12 live feed of an interactive game that is conducted at a  
13 live interactive game studio and in which participants have  
14 the ability to wager in real time;

15

16 (viii) "Live interactive game studio" means a  
17 physical location that utilizes live video and audio  
18 streaming technology to provide an interactive gaming  
19 operator with a live game simulcast;

20

21 (ix) "Patron" means a person who places an  
22 interactive gaming wager;

23

1           (x) "Permissible jurisdiction" means a  
2 jurisdiction other than Wyoming where wagers on interactive  
3 gaming may be accepted pursuant to an interactive gaming  
4 reciprocal agreement;

5

6           (xi) "Qualified gaming entity" means a gaming  
7 entity that offers interactive gaming through computers,  
8 digital platforms or mobile applications on a mobile device  
9 in not less than three (3) states in the United States  
10 pursuant to a state regulatory structure.

11

12           **9-24-202. Interactive gaming regulation; rulemaking.**

13

14           (a) The commission shall regulate interactive gaming  
15 and interactive gaming operators and vendors.

16

17           (b) The commission shall promulgate rules to  
18 implement this article. The rules the commission  
19 promulgates shall establish standards and procedures for  
20 interactive gaming and associated interactive gaming  
21 platforms. The rules shall include:

22

1           (i) Governance of the conduct of interactive  
2 gaming and the system of wagering associated with  
3 interactive gaming, including all of the following:

4

5           (A) Terms and conditions for interactive  
6 gaming that are compliant with all applicable federal laws;

7

8           (B) Identification of the types of  
9 interactive games upon which wagers may be accepted;

10

11           (C) The manner in which interactive gaming  
12 wagers are received and payoffs are remitted;

13

14           (D) Procedures for managing and resolving  
15 suspected cheating, irregularities and complaints;

16

17           (E) A requirement that a patron shall be  
18 physically present in Wyoming when making a wager unless  
19 the patron is physically present in a permissible  
20 jurisdiction;

21

22           (F) A requirement for each interactive  
23 gaming operator to use a geolocation system to ensure that

1 a patron making an interactive gaming wager is physically  
2 present in the state when making the wager unless the  
3 patron is physically present in a permissible jurisdiction;

4

5 (G) Internal controls for all aspects of  
6 interactive gaming, including procedures for system  
7 integrity, system security, operations and accounting;

8

9 (H) Operational controls for interactive  
10 gaming accounts;

11

12 (J) Procedures to ensure that interactive  
13 gaming operators do not offer prohibited interactive games;

14

15 (K) Requirements for the offering of live  
16 game simulcasting, which shall be permitted to be conducted  
17 from live interactive game studio premises in any location  
18 and shall not be located in Wyoming.

19

20 (ii) Methods for calculating interactive gaming  
21 revenue and standards for the counting and recording of  
22 money and things of monetary value received in the conduct



1 of interactive gaming, including requirements for internal  
2 controls, financial records and audits;

3

4 (iii) Reasonable minimum qualifications for  
5 interactive gaming operators and vendors;

6

7 (iv) Any other matters necessary for overseeing  
8 interactive gaming and interactive gaming operators and  
9 vendors.

10

11 (c) In promulgating rules pursuant to this section,  
12 the commission shall examine the regulations implemented in  
13 Wyoming for online sports wagering and regulations  
14 promulgated in other states where interactive gaming is  
15 conducted and shall, as far as practicable, adopt a similar  
16 regulatory framework to maximize revenue generated to the  
17 state.

18

19 (d) Interactive gaming shall not be conducted from  
20 any physical location designed for a patron to physically  
21 visit to place a wager. Interactive gaming shall be deemed  
22 to take place at the location of the patron participating

1 in an interactive game and not the location of the server  
2 of an interactive gaming permittee or any other location.

3

4 (e) The commission shall develop a compliance program  
5 that includes establishing procedures to review interactive  
6 gaming and related activities occurring in the state to  
7 ensure compliance with and enforcement of this article. The  
8 program shall include review and evaluation of the conduct  
9 of:

10

11 (i) Interactive gaming operators, interactive  
12 gaming vendors, qualified gaming entities, patrons and any  
13 other person permitted or authorized to engage in  
14 activities under this article; and

15

16 (ii) Persons operating without a valid permit  
17 under this article, engaging in activities not authorized  
18 or regulated under this article or pursuing or engaging in  
19 activities otherwise in violation of this article.

20

21 **9-24-203. Permits; fees; application.**

22

1           (a) An interactive gaming operator shall possess a  
2 permit issued by the commission to accept interactive  
3 gaming wagers. No operator shall accept interactive gaming  
4 wagers without holding a valid permit issued by the  
5 commission.

6

7           (b) A qualified gaming entity applying for an  
8 interactive gaming operator permit shall do so on an  
9 application furnished by the commission. The commission  
10 shall offer an abbreviated application for a qualified  
11 gaming entity that holds an online sports wagering operator  
12 permit in Wyoming pursuant to W.S. 9-24-103, and the  
13 commission may consider an online sports wagering operator  
14 permitholder fully qualified to hold an interactive gaming  
15 operator permit under this section without additional  
16 investigation. The fee for both an initial application and  
17 renewal application shall be two thousand five hundred  
18 dollars (\$2,500.00). The application shall require an  
19 applicant, at a minimum, to provide all information  
20 required by W.S. 9-24-103(b) and any additional information  
21 required by commission rules.

22

1           (c) The commission shall charge a permit fee of one  
2 hundred thousand dollars (\$100,000.00) for an initial  
3 interactive gaming operator permit. An initial permit and  
4 any renewal permit shall each be valid for five (5) years.  
5 The commission shall charge a fee of fifty thousand dollars  
6 (\$50,000.00) for renewal of an interactive gaming operator  
7 permit.

8

9           (d) An interactive gaming vendor shall possess a  
10 permit issued by the commission to conduct business in the  
11 state. No person shall provide vendor services to an  
12 interactive gaming operator without holding a valid permit  
13 issued by the commission.

14

15           (e) The commission shall charge a fee of ten thousand  
16 dollars (\$10,000.00) for an initial interactive gaming  
17 vendor permit. An initial permit and any renewal permit  
18 shall each be valid for five (5) years. The commission  
19 shall charge a fee of five thousand dollars (\$5,000.00) for  
20 renewal of an interactive gaming vendor permit.

21

22           (f) Interactive gaming operator and interactive  
23 gaming vendor permit fees charged pursuant to subsections

1 (c) and (e) of this section shall be deposited in the  
2 commission gaming account. Subject to legislative  
3 appropriation, amounts within the account may be used by  
4 the commission for all expenses incurred in administering  
5 this article. On a quarterly basis, the commission shall  
6 transfer amounts within the account in excess of five  
7 hundred thousand dollars (\$500,000.00) to the state  
8 treasurer for credit to the general fund.

9

10 (g) The following persons are considered to be  
11 interactive gaming operator permit applicants or permit  
12 holders:

13

14 (i) Each holding company, parent company or  
15 subsidiary company of the applicant or permit holder;

16

17 (ii) Each person, except for a bank or other  
18 licensed lending institution that holds a mortgage or other  
19 lien acquired in the ordinary course of business, who owns  
20 fifteen percent (15%) or more of an applicant or permit  
21 holder and has the ability to:

22

1                   (A) Control the activities of the applicant  
2 or permit holder; or

3

4                   (B) Elect a majority of the board of the  
5 applicant or permit holder.

6

7                   (iii) Any person the commission otherwise  
8 determines has the ability to control the noncorporate  
9 applicant or permit holder;

10

11                   (iv) Key personnel of an applicant or permit  
12 holder, including any executive, employee or agent having  
13 the power to exercise ultimate decision making authority  
14 over the applicant's or permit holder's interactive gaming  
15 operations in this state.

16

17                   (h) The commission shall, not more than ninety (90)  
18 days after the date of receipt of an application for a  
19 permit or renewal of a permit, either:

20

21                   (i) Issue the permit; or

22

1           (ii) Deny the application based on the grounds  
2 that the applicant failed to qualify as provided by  
3 subsection (j) of this section.

4

5           (j) The commission shall deny an application under  
6 this section to anyone, including persons listed under  
7 subsection (g) of this section, upon finding any of the  
8 following:

9

10           (i) The applicant or permit holder has been  
11 convicted of, forfeited bail on or pleaded guilty or nolo  
12 contendere to:

13

14                   (A) A crime involving theft, dishonesty or  
15 fraud;

16

17                   (B) The crime of bribery or unlawfully  
18 influencing a public official;

19

20                   (C) A felony crime involving physical harm  
21 to a person; or

22

1                   (D) Any other crime identified by rule of  
2 the commission that negatively impacts the applicant's  
3 credibility or the security, integrity or fairness of  
4 interactive gaming.

5

6                   (ii) The applicant intentionally tampered with  
7 submitted documentation or concealed, failed to disclose or  
8 otherwise attempted to mislead the commission with respect  
9 to any material fact contained in the application or  
10 contained in any other information required of or submitted  
11 by an applicant to the commission;

12

13                   (iii) The applicant or permit holder failed or  
14 refused to cooperate in the investigation of a crime  
15 related to gambling, corruption of a public official or any  
16 organized criminal activity;

17

18                   (iv) The applicant or permit holder  
19 intentionally failed to disclose the existence or identity  
20 of other persons who have control of the applicant or  
21 permit holder as required by this section;

22



1           (v) The applicant or permit holder does not  
2 demonstrate financial responsibility sufficient to  
3 adequately meet the requirements of this article, as  
4 specified by rule of the commission; or

5

6           (vi) The applicant or permit holder has not met  
7 the requirements of this section, any other provision of  
8 this article or commission rules.

9

10          (k) Given a sufficient number of qualified  
11 applicants, at any one (1) time the commission shall issue  
12 not less than five (5) interactive gaming operator permits  
13 to applicants that satisfy the requirements of this  
14 article. If an insufficient number of applicants apply for  
15 an interactive gaming operator permit, this provision shall  
16 not be interpreted to direct the commission to issue a  
17 permit to an unqualified applicant.

18

19          (m) Subject to subsection (k) of this section and the  
20 requirements of this article, the commission may give  
21 preference to an interactive gaming vendor that is  
22 currently operating in good standing in a similar role in  
23 at least three (3) states in the United States under a

1 state regulatory structure and that has paid all required  
2 fees under subsection (e) of this section when making  
3 interactive gaming operator permit application  
4 determinations.

5

6 (n) Permit holders under this article shall have an  
7 ongoing obligation to disclose in writing any material  
8 change in the information provided in the application to  
9 the commission, including:

10

11 (i) Changes to names and contact information;

12

13 (ii) Arrests, convictions, guilty or nolo  
14 contendere pleas, disciplinary actions or permit denials in  
15 Wyoming or any other jurisdiction;

16

17 (iii) Any civil action brought against the  
18 permit holder related to gaming; and

19

20 (iv) Any other information specified by rule of  
21 the commission.

22

1           (o) If the commission denies an application or  
2 intends to revoke or suspend a permit issued under this  
3 article, it shall notify the applicant or permittee in  
4 writing, stating the grounds for denial, revocation or  
5 suspension and inform the person of a right to submit,  
6 within thirty (30) days, any additional documentation  
7 relating to the grounds for denial, revocation or  
8 suspension. Upon receiving any additional documentation,  
9 the commission shall reconsider its decision and inform the  
10 applicant of its decision within not more than twenty (20)  
11 days of the submission of information for reconsideration.  
12 If the commission finds that public safety or welfare  
13 requires emergency action, and incorporates a finding to  
14 that effect in its order, summary suspension of a permit  
15 may be ordered pending proceedings for revocation or other  
16 action. A denial of an application or a revocation or  
17 suspension of a permit under this article shall be subject  
18 to the contested case procedures of the Wyoming  
19 Administrative Procedure Act.

20

21           **9-24-204. Distribution of revenue.**

22

1           (a) Not later than the fifteenth day of each month,  
2 in accordance with commission rules, an interactive gaming  
3 operator shall remit sixteen percent (16%) of its  
4 interactive gaming revenue from the prior month to the  
5 commission. The first three hundred thousand dollars  
6 (\$300,000.00) of interactive gaming revenue collected under  
7 this section shall be continuously appropriated to the  
8 department of health to be distributed to the counties for  
9 the purpose of funding county health programs to prevent  
10 and treat problematic gaming behavior. Of the remaining  
11 revenue, the commission shall remit these monies to the  
12 state treasurer for distribution as follows:

13

14           (i) Forty percent (40%) to the counties whose  
15 shares shall be based upon population;

16

17           (ii) Fifty percent (50%) to the school  
18 foundation program account;

19

20           (iii) Ten percent (10%) to the commission gaming  
21 account, a portion of which shall cover administrative  
22 costs and expenses.

23

1           **9-24-205. Age to engage in interactive gaming.**

2

3 No person under the age of twenty-one (21) years shall  
4 engage in interactive gaming.

5

6           **9-24-206. Reciprocal agreements.**

7

8           (a) The state may enter into reciprocal agreements  
9 with permissible jurisdictions for the conduct of  
10 interactive gaming, provided the agreements are not  
11 inconsistent with federal law and the law of the  
12 jurisdiction in which the person placing a wager is  
13 located.

14

15           (b) An interactive gaming operator in this state may  
16 accept interactive gaming wagers from persons physically  
17 located in a permissible jurisdiction pursuant to a  
18 reciprocal agreement.

19

20           (c) A reciprocal agreement with a permissible  
21 jurisdiction may allow a person physically located in this  
22 state to place a wager on an interactive game offered

1 pursuant to a regulatory structure in the permissible  
2 jurisdiction.

3

4 **9-24-207. Penalties; compliance.**

5

6 (a) Any person who knowingly accepts an interactive  
7 gaming wager or otherwise operates a business of  
8 interactive gaming and does not possess a valid permit  
9 issued by the commission under this article shall be  
10 subject to the following, in addition to any penalty  
11 imposed under W.S. 6-7-102:

12

13 (i) For a first offense, a civil penalty of  
14 fifty thousand dollars (\$50,000.00);

15

16 (ii) For a second or subsequent offense, a civil  
17 penalty of one hundred thousand dollars (\$100,000.00).

18

19 (b) Any person that allows a person under the age of  
20 twenty-one (21) years to engage in interactive gaming or who  
21 does not possess a valid permit issued by the commission  
22 under this article and that provides or makes available  
23 computers or devices to enable members of the public to

1 participate in interactive gaming in a specific place, or  
2 that establishes or maintains a facility for the conduct of  
3 interactive gaming by members of the public, shall be  
4 subject to the following, in addition to any penalty  
5 imposed under W.S. 6-7-102:

6

7 (i) For a first offense, a civil penalty of  
8 twenty-five thousand dollars (\$25,000.00);

9

10 (ii) For a second or subsequent offense, a civil  
11 penalty of fifty thousand dollars (\$50,000.00).

12

13 (c) If a series of similar events result in a  
14 violation under this article, those events that occur  
15 within the same month shall be treated as one (1) offense  
16 and not separate and distinct offenses.

17

18 **Section 2.** W.S. 6-7-101(a)(iii) by creating a new  
19 subparagraph (P) and 11-25-104(o) by creating a new  
20 paragraph (iii) are amended to read:

21

22 **6-7-101. Definitions.**

23

1 (a) As used in this article:

2

3 (iii) "Gambling" means risking any property for  
4 gain contingent in whole or in part upon lot, chance, the  
5 operation of a gambling device or the happening or outcome  
6 of an event, including a sporting event, over which the  
7 person taking a risk has no control, but does not include  
8 any of the following:

9

10 (P) Interactive gaming regulated under W.S.  
11 9-24-201 through 9-24-207.

12

13 **11-25-104. Gaming commission; officers; director;**  
14 **meetings; quorum; records; licenses generally; effect of**  
15 **financial interest in events.**

16

17 (o) In addition to all other duties, the commission,  
18 in the reasonable exercise of its discretion, shall:

19

20 (iii) Regulate online interactive gaming and  
21 interactive gaming operators and vendors under W.S.  
22 9-24-201 through 9-24-207.

23



1           **Section 3.** Not later than December 31, 2025 the  
2 gaming commission shall promulgate rules required by this  
3 act.

4  
5           **Section 4.**

6  
7           (a) Except as provided in subsection (b) of this  
8 section, this act is effective immediately upon completion  
9 of all acts necessary for a bill to become law as provided  
10 by Article 4, Section 8 of the Wyoming Constitution.

11  
12           (b) Sections 1 and 2 of this act are effective  
13 January 1, 2026.

14  
15   (END)