

§1406. Internet gaming license

1. Issuance of license. The director shall issue an Internet gaming license upon finding that the applicant meets all requirements of this section, sections 1404 and 1405 and rules adopted under this chapter. The provisions of Title 30, Part 5 apply to the issuance of licenses under this chapter. The director shall by rule establish a process for issuance of an Internet gaming license under this chapter that is, to the extent practicable, identical to the process for a mobile sports wagering license under section 1207.

[PL 2025, c. 538, §4 (NEW).]

2. Eligibility; transfer to wholly owned entity. To be eligible to receive an Internet gaming license, an applicant must be a federally recognized Indian nation, tribe or band in this State. Each federally recognized Indian nation, tribe or band in this State may receive only one Internet gaming license under this section. An Internet gaming license may not be transferred or assigned, except that a federally recognized Indian nation, tribe or band in this State may transfer its Internet gaming license to a business entity with a principal place of business in the State that is wholly owned by that federally recognized Indian nation, tribe or band.

[PL 2025, c. 538, §4 (NEW).]

3. Authority to conduct Internet gaming; management services permitted. An Internet gaming license granted by the director pursuant to this section grants a licensee lawful authority to conduct Internet gaming in which wagers are placed by persons who are physically located in the State through any applications or digital platforms approved by the director within the terms and conditions of the license and any rules adopted under this chapter. An Internet gaming licensee may contract with no more than one management services licensee under section 1408.

[PL 2025, c. 538, §4 (NEW).]

4. Fees. The fee for an initial or renewed Internet gaming license is \$50,000 and must be retained by the director for the costs of administering this chapter. In addition to the license fee, the director may charge a processing fee for an initial or renewed license in an amount equal to the projected cost of processing the application and performing any background investigations. If the actual cost exceeds the projected cost, an additional fee may be charged to meet the actual cost. If the projected cost exceeds the actual cost, the difference may be refunded to the applicant or licensee.

[PL 2025, c. 538, §4 (NEW).]

5. Term of license. Except as provided in subsection 6, a license granted or renewed under this section is valid for one year unless sooner revoked by the director or the commissioner under section 1405.

[PL 2025, c. 538, §4 (NEW).]

6. Temporary license. An applicant for an Internet gaming license may submit with the application a request for a temporary license. A request for a temporary license must include the initial license fee under subsection 4. If the director determines that the applicant meets the requirements established by rule for a temporary license and has paid the initial license fee and the director is not aware of any reason the applicant is ineligible for a license under this section, the director may issue a temporary Internet gaming license. A temporary license issued under this subsection is valid for the length of the term of the license under subsection 5 or until a final determination on the Internet gaming license application is made, whichever is sooner. If after investigation the director determines that the applicant is eligible for an Internet gaming license under this chapter, the director shall issue the initial Internet gaming license, at which time the temporary license terminates. The initial Internet gaming license is valid for one year from the date that the temporary license was issued by the director. Internet gaming conducted under authority of a temporary license must comply with the operator's house rules adopted under section 1410.

[PL 2025, c. 538, §4 (NEW).]

7. Occupational license required. An Internet gaming licensee, including a temporary licensee under subsection 6, may conduct Internet gaming only through persons holding a valid occupational license under section 1409.

[PL 2025, c. 538, §4 (NEW).]

SECTION HISTORY

PL 2025, c. 538, §4 (NEW).

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