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## FIRST ENGROSSMENT

Sixty-seventh Legislative Assembly of North Dakota

## **ENGROSSED HOUSE BILL NO. 1448**

Introduced by

Representatives J. Nelson, Boe

Senator Marcellais

- 1 A BILL for an Act to create and enact section 54-58-04 of the North Dakota Century Code,
- 2 relating to tribal-state gaming compacts and authorization of online gaming and online sports
- 3 betting by tribes; and to provide a contingent effective date.

## 4 BE IT ENACTED BY THE LEGISLATIVE ASSEMBLY OF NORTH DAKOTA:

5 **SECTION 1.** Section 54-58-04 of the North Dakota Century Code is created and enacted as 6 follows:

- 7 Tribal-state gaming compact involving online gaming or online sports betting.
- 8 <u>1.</u> The governor may negotiate and execute a tribal-state gaming compact, subject to
- 9 section 54-58-03, for the conduct of online gaming and online sports betting by a
- 10 <u>federally recognized Indian tribe.</u>
- 11 <u>2.</u> Online gaming and online sports betting may be conducted and operated within the
- 12 <u>state by federally recognized Indian tribes, utilizing servers located on a tribal</u>
- reservation within the state, and pursuant to a compact duly entered by the state and
- the tribe.
- 15 3. Persons of age may participate in online gaming and online sports betting gaming
- activities from any location within the state, provided the gaming activities are
- 17 conducted by a federally recognized Indian tribe, utilize servers located on a tribal
- reservation within the state, and are operated pursuant to a compact entered by the
- 19 <u>state and the tribe. A person may not be required to register for online gaming or</u>
- 20 <u>online sports betting accounts in person.</u>
- 4. Any tribal-state gaming compact for online gaming, and any compact for online sports
- betting, must address the following:
- 23 a. The scope of permitted gaming activities;
- 24 b. Geolocation;

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1	<u>C.</u>	Account encryption;
2	<u>d.</u>	Age verification; and
3	<u>e.</u>	Measures to prevent and mitigate online gaming addiction.
4	SECTION 2. CONTINGENT EFFECTIVE DATE. This Act becomes effective with regard to	
5	online gaming on the date the secretary of state certifies to the legislative council that House	
6	Concurrent Resolution No. 3012, as adopted by the sixty-seventh legislative assembly, has	
7	been approved by the voters. This Act becomes effective with regard to online sports betting on	
8	the date the secretary of state certifies to the legislative council that House Concurrent	
9	Resolution No. 3032, as adopted by the sixty-seventh legislative assembly, has been approved	
10	by the voters	•