

PROPOSED AMENDMENTS TO REGULATION 5A.020 AND 5A.145

PURPOSE: To add definitions for “pot,” “interactive gaming promotional pool,” “interactive gaming promotional rake-off,” and “rake-off” as specifically applicable to interactive gaming card games; to clarify the scope of “progressive payoff schedule” within Regulation 5A.145; and to take such additional action as may be necessary and proper to effectuate these stated purposes.

REGULATION 5A OPERATION OF INTERACTIVE GAMING

Draft Date: February 26, 2026)

New

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ADOPTED

Effective Upon Adoption

5A.020 Definitions. As used in this regulation:

1. “Authorized player” means a person who has registered with the operator of interactive gaming to engage in interactive gaming.
2. “Chair” means the Chair of the Nevada Gaming Control Board or the Chair’s designee.
3. “Interactive gaming account” means a wagering account as that term is defined in Regulation 5.225.
4. “Interactive gaming service provider” means a person who acts on behalf of an operator of interactive gaming and:
 - (a) Manages, administers or controls wagers that are initiated, received or made on an interactive gaming system;
 - (b) Manages, administers or controls the games with which wagers that are initiated, received or made on an interactive gaming system are associated;
 - (c) Maintains or operates the software or hardware of an interactive gaming system;or
 - (d) Provides products, services, information or assets to an operator of interactive gaming and receives therefor a percentage of gaming revenue from the establishment’s interactive gaming system.
5. “Interactive gaming system” shall have the same meaning as provided in Regulation 14.010.
6. “Inter-operator poker network” means a pool of authorized players from two or more operators collected together to play the game of poker on one interactive gaming system.
7. “Operate interactive gaming” means to operate, carry on, conduct, maintain or expose for play in or from the State of Nevada interactive gaming on an interactive gaming system.
8. “Operator of interactive gaming” or “operator” means a person who operates interactive gaming. An operator of interactive gaming who is granted a license by the Commission is a licensee.

9. "Poker" means the traditional game of poker, and any derivative of the game of poker as approved by the Chair and published on the Board's website, wherein two or more players play against each other and wager on the value of their hands. For purposes of interactive gaming, poker is not a banking game.

10. "Pot" means the total amount anted and wagered by authorized players during a hand.

11. "Interactive gaming promotional pool" means the total funds contributed by the operator (i.e., seed money) and by authorized players which are used to fund all types of interactive gaming promotions. The interactive gaming promotional pool must be given back to an operator's authorized players and are to be used solely for interactive gaming promotions.

12. "Interactive gaming promotional rake-off" means a percentage or fixed amount of the pot that is taken out to fund the interactive gaming promotional pool. These collected funds are considered a part of the interactive gaming promotional pool and are not considered part of compensation.

13. "Rake-off" means a percentage or fixed amount of the pot that is taken by the operator for maintaining or operating the poker game.

~~[40]~~14. "Wagering communication" means the transmission of a wager between a point of origin and a point of reception through communications technologies as defined by NRS 463.016425(2).

5A.145 Progressive payoff schedules.

1. As used in this section:

(a) "Base amount" means the amount of a progressive payoff schedule initially offered before it increases.

(b) "Incremental amount" means the difference between the amount of a progressive payoff schedule and its base amount.

(c) "Progressive payoff schedule" means any payoff schedule associated with a game played on an interactive gaming system, including those associated with contests, tournaments or promotions, that increases automatically over time or as the game(s) or machine(s) are played. The term does not include card game promotional pools or interactive gaming promotional pools reduced through a mechanism other than the mechanisms set out in subsection 6 of this section.

2. No Change.

3. No Change.

4. No Change.

5. No Change.

6. No Change.

7. No Change.

8. No Change.