C7 9lr0351

By: Delegates Grammer and Luedtke

Introduced and read first time: January 11, 2019

Assigned to: Ways and Means

A BILL ENTITLED

eSports Act

1 AN ACT concerning

FOR the purpose of authorizing an organization conducting an eSports competition to offer prize money or merchandise to winning participants in the eSports competition;

prohibiting a person, including a participant in or observer of an eSports competition,

from betting, wagering, or gambling on the result of the eSports competition;

defining a certain term; authorizing the Comptroller to adopt certain regulations;

and generally relating to eSports competitions.

9 BY adding to

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- 10 Article Criminal Law
- 11 Section 12–114
- 12 Annotated Code of Maryland
- 13 (2012 Replacement Volume and 2018 Supplement)
- 14 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF MARYLAND.
- 15 That the Laws of Maryland read as follows:
- 16 Article Criminal Law
- 17 **12–114.**
- 18 (A) IN THIS SECTION, "ESPORTS COMPETITION" MEANS A COMPETITION
- 19 INVOLVING VIDEO GAMES, INCLUDING FIRST-PERSON SHOOTERS, REAL-TIME
- 20 STRATEGY GAMES, AND MULTIPLAYER ONLINE BATTLE ARENAS IN WHICH:
- 21 (1) PLAYERS COMPETE AGAINST EACH OTHER;
- 22 (2) PLAYS ARE NOT RANDOMLY GENERATED BY THE VIDEO GAME
- 23 CONSOLE OR ANOTHER DEVICE; AND



- 1 (3) THE DOMINANT ELEMENT DETERMINING THE RESULTS IS THE 2 RELATIVE SKILL OF THE PLAYERS.
- 3 (B) (1) AN ORGANIZATION CONDUCTING AN ESPORTS COMPETITION MAY 4 OFFER PRIZE MONEY OR MERCHANDISE TO WINNING PARTICIPANTS IN THE 5 ESPORTS COMPETITION.
- 6 (2) A PERSON, INCLUDING A PARTICIPANT IN OR OBSERVER OF AN ESPORTS COMPETITION, MAY NOT BET, WAGER, OR GAMBLE ON THE RESULT OF THE ESPORTS COMPETITION.
- 9 (C) THE COMPTROLLER MAY ADOPT REGULATIONS TO CARRY OUT THIS 10 SECTION.
- SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect October 1, 2019.