

CHAPTER.....

AN ACT relating to sporting events; establishing the Esports Technical Advisory Committee; requiring the Nevada Gaming Control Board to appoint the members of the Committee; authorizing the Committee to make certain recommendations to the Board relating to Esports; authorizing the Board to adopt regulations relating to the recommendations of the Committee; and providing other matters properly relating thereto.

Legislative Counsel’s Digest:

Section 10.5 of this bill creates the Esports Technical Advisory Committee. **Section 10.5** requires the Nevada Gaming Control Board to appoint members to the Committee and requires the Committee to make recommendations to the Board regarding any guidelines and parameters that are necessary to safeguard the integrity of Esports when wagers are placed at such competitions. **Section 10.5** also authorizes the Board to adopt regulations as are necessary to carry out the recommendations of the Committee.

EXPLANATION – Matter in *bolded italics* is new; matter between brackets ~~omitted material~~ is material to be omitted.

WHEREAS, Nevada is known as the entertainment capital of the world and is a pioneer in providing new and exciting entertainment opportunities to the public; and

WHEREAS, Esports is a rapidly emerging business and a new form of entertainment and competition; and

WHEREAS, The growing interest in Esports for both entertainment and competition creates an opportunity for Nevada to leverage its expertise in gaming and other forms of entertainment and provide an ideal forum to grow this new industry; and

WHEREAS, Nevada has a desire to partner with this emerging industry with focus on ensuring the integrity of Esports competitions; and

WHEREAS, There is a natural fit between Nevada and Esports that can promote both the growth of the Esports industry and tourism in Nevada; now, therefore,



THE PEOPLE OF THE STATE OF NEVADA, REPRESENTED IN
SENATE AND ASSEMBLY, DO ENACT AS FOLLOWS:

Sections 1-10. (Deleted by amendment.)

Sec. 10.5. Chapter 463 of NRS is hereby amended by adding thereto a new section to read as follows:

1. There is hereby created the Esports Technical Advisory Committee.

2. The Board shall appoint members to the Committee consisting of professionals from the Esports industry, including, without limitation:

- (a) Game publishers;*
- (b) Hosts;*
- (c) Participants; and*
- (d) Broadcasters.*

3. The Committee shall provide recommendations to the Board on any guidelines and parameters that are necessary to safeguard the integrity of Esports when wagers are placed at such competitions.

4. In carrying out its duties, the Committee may not request or require the disclosure of any proprietary information, intellectual property or trade secret.

5. Each member of the Committee shall serve without compensation.

6. The Board may adopt regulations as are necessary to carry out the recommendations of the Committee.

7. As used in this section:

(a) "Esports" means a competition between individuals or teams using video games which is hosted at a physical location or online.

(b) "Host" means any person who:

- (1) Acts as an organizer for Esports; and*
- (2) Produces or stages Esports.*

(c) "Participant" means any individual or team who engages in Esports for remuneration.

Secs. 11-16. (Deleted by amendment.)

Sec. 17. This act becomes effective on July 1, 2021.

