
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL

No. 2410 Session of
2014

INTRODUCED BY DAVIS, KOTIK, SWANGER, YOUNGBLOOD, BROWNLEE, CLAY,
GINGRICH, DONATUCCI AND MURT, JULY 22, 2014

REFERRED TO COMMITTEE ON EDUCATION, JULY 22, 2014

AN ACT

1 Amending the act of March 10, 1949 (P.L.30, No.14), entitled "An
2 act relating to the public school system, including certain
3 provisions applicable as well to private and parochial
4 schools; amending, revising, consolidating and changing the
5 laws relating thereto," providing for gambling policy.

6 The General Assembly of the Commonwealth of Pennsylvania
7 hereby enacts as follows:

8 Section 1. The act of March 10, 1949 (P.L.30, No.14), known
9 as the Public School Code of 1949, is amended by adding an
10 article to read:

11 ARTICLE XX-H

12 GAMBLING POLICY

13 Section 2001-H. Scope.

14 This article applies to establishing a gambling policy in
15 institutions of higher education.

16 Section 2002-H. Definitions.

17 The following words and phrases when used in this article
18 shall have the meanings given to them in this section unless the
19 context clearly indicates otherwise:

1 "Gambling." The term shall be characterized by the following
2 three criteria:

3 (1) players wager money or an object of value;

4 (2) the bet is irreversible once placed; and

5 (3) the game's outcome relies on chance.

6 The term includes, but is not limited to:

7 (1) Lottery or numbers.

8 (2) Casino gambling.

9 (3) Cards or dice games.

10 (4) Betting on college or professional sports.

11 (5) Betting on horse or dog races.

12 (6) Betting on games of skill, including, but not
13 limited to, bowling, basketball, pool, golf, backgammon and
14 darts.

15 (7) Internet gambling.

16 (8) Bingo and raffles.

17 (9) Pools and raffles.

18 "Institution of higher education." A State-related
19 institution or a member institution of the State System of
20 Higher Education.

21 Section 2003-H. Gambling policy.

22 Institutions of higher education shall individually develop
23 and adopt a gambling policy, consistent with applicable Federal,
24 State and local laws, to govern students on campus that may
25 include, but is not limited to:

26 (1) Establishing gambling rules, outlining what gambling
27 acts are considered violations and what disciplinary actions
28 will be applied to violators.

29 (2) Promoting campus-community collaborations that focus
30 on reducing problems with gambling, including, but not

1 limited to, encouraging campus law enforcement to collaborate
2 with community law enforcement agencies to identify illegal
3 gambling activities, such as bookmaking operations, involving
4 students.

5 (3) Encouraging adjustments in disciplinary actions
6 applied to violators of gambling rules if students seek
7 assistance from health or counseling services, including, but
8 not limited to:

9 (i) Allowing students who need time off to focus on
10 recovery from a gambling disorder to take a medical leave
11 of absence.

12 (ii) Making reasonable accommodations allowing
13 students involved in off-campus treatment to continue in
14 classes.

15 (iii) Allowing students who withdraw and are no
16 longer eligible for a refund to appeal the process citing
17 gambling problems as an extenuating circumstance beyond
18 the control of the student involved.

19 (4) Measuring student attitudes, behaviors and problems
20 with gambling through campus surveys or by incorporating such
21 measures into existing campus health-related surveys,
22 including, but not limited to:

23 (i) Disseminating information about disordered
24 gambling behavior on a campus-wide basis.

25 (ii) Promoting campus-wide awareness of pathological
26 gambling as a mental health disorder that has a high rate
27 of comorbidity with alcohol use and other addictive
28 disorders, and responsible gaming principles.

29 (iii) Using a variety of media, including social
30 media and Internet websites to disseminate information

1 beyond the traditional printed student handbook.

2 (iv) Targeting particular groups for education about
3 gambling disorders, for example, student athletes or
4 student fans.

5 (5) Encouraging organizations to use nongambling themes
6 for special events.

7 (6) Strengthening the capacity of counseling services to
8 identify and treat gambling disorders, including, but not
9 limited to:

10 (i) Assessing the ability of current counseling
11 staff to meet the needs of students with gambling
12 problems and providing additional training if necessary.

13 (ii) Encouraging referrals to off-campus treatment
14 providers who are certified specialists in the area of
15 addiction treatment.

16 Section 2. This act shall take effect in 60 days.