

TASMANIAN GAMING
COMMISSION
TT-LINE COMPANY PTY LTD
LICENCE RULES

Effective 1 July 2013

I PRELIMINARY

- 1.1 The Licensee must ensure that the Gaming Manager adheres to these Rules. Special employees of the Licensee or Gaming Manager must also adhere to these Rules. Failure to comply with this requirement may result in disciplinary action against the Licensee or special employee. Disciplinary actions may include a letter of censure, a fine, and/or the suspension, cancellation or amendment of a licence.
- 1.2 The Licensee must ensure that these Rules are enforced or caused to be enforced at all times.
- 1.3 A term used in these Rules has the same meaning as the same term used in the *TT-Line Gaming Act 1993*, the *Gaming Control Act 1993* or the *Responsible Gambling Mandatory Code of Practice for Tasmania*.
- 1.4 These Rules supersede all previous Directions issued to the Licensee by the Commission.

2 MANAGEMENT AGREEMENT

- 2.1 The Licensee must not enter into any management agreement with a Gaming Manager, where the provisions of the agreement and any amendment or variation is contrary to or inconsistent with the provisions of the TT-Line Gaming Act, any regulations made there under, or the terms of the Gaming Licence.
- 2.2 In the event of any conflict or inconsistency arising between the provisions of the management agreement and provisions of the TT-Line Gaming Act, the Gaming Control Act, any amendments to the terms of the Gaming Licence or any rules given from time to time to the Licensee by the Commission, the management agreement shall, to the extent of the conflict or inconsistency, be deemed to be amended accordingly.
- 2.3 The Licensee or its duly appointed representative:
 - a) must not give instructions to the Gaming Manager in respect of any aspect of the establishment and conduct of the gaming operations which are inconsistent with the provisions of the TT-Line Gaming Act, the Gaming Control Act, or the terms of the licence and management agreement, or any rules given from time to time by the Commission; and
 - b) is empowered to withdraw or vary any approval or instruction to the Gaming Manager given pursuant to the terms of the Gaming Licence or the management agreement.
- 2.4 The Licensee shall lodge with the Commission a copy of the executed management agreement and a copy of any executed agreement varying or amending the said management agreement.

- 2.5 Should the Licensee and the Gaming Manager come to any agreement (other than the management agreement) or should the Licensee issue any instruction to the Gaming Manager on any aspect of the establishment and conduct of the licensed gaming operation, a copy of that agreement or instruction shall be lodged in writing by the Licensee with the Commission.
- 2.6 Any document required by this clause to be lodged with the Commission shall be lodged immediately after being executed.

3 LICENSEE'S RESPONSIBILITIES

- 3.1 The Licensee shall direct the Gaming Manager to ensure that:
- a) all gaming installations, equipment and procedures for security and safety purposes are used, operated and applied in a manner which will best serve the interests of the public attending the gaming operations;
 - b) all gaming equipment is maintained at the standard originally approved;
 - c) that the gaming operations are conducted at all times in a proper and competent manner; and
 - d) adequate security, supervision and control is maintained by those in authority in areas and places adjacent, or near to, the licensed gaming areas to provide for the security, safety and convenience of the public attending the licensed gaming operations.
- 3.2 The Licensee shall ensure that the Gaming Manager obtains the Commission's approval before any of its representatives involved in the gaming operations are nominated or appointed.
- 3.3 The Licensee shall ensure that a written report is submitted to the Commission in respect of any matter of substance coming to the Licensee's knowledge which may be unknown to the Commission and which may relate to the conduct of gaming on the ships.

4 GAMING AREAS

- 4.1 The physical boundaries of a gaming area must be clearly defined and clearly separated from other areas of the ships.
- 4.2 A gaming area must not be the only thoroughfare to the exits, toilets, a public bar or any other part of the ships.

- 4.3 Pool tables, bingo ticket machines, machines commonly known as “arcade amusement machines” and any gaming equipment which is not of a type approved by the Commission under the Gaming Control Act, cannot be placed or operated within a gaming area.
- 4.4 A coin change area must only be used in connection with gaming – food or drinks must not be served from this area. The public must be prevented from accessing any approved equipment located in this area and must not be permitted to enter any coin change area.
- 4.5 Any gaming area that contains gaming machines must contain the following number of analogue clocks.

Number of gaming machines in gaming areas	Number of clocks required
1 – 20	1
21 – 40	2

- 4.6 An analogue clock must also be located in any area where a keno terminal is operated outside of any gaming area that contains gaming machines.
- 4.7 Any clock in a gaming area or at a keno terminal must have a diameter of not less than 30 centimetres, with clearly displayed numbers, in good working order and set to, or within, 10 minutes of the correct time. Any clock located where gaming occurs must be clearly visible to patrons participating in gaming.
- 4.8 All gaming areas must have sufficient lighting to enable clocks and signs to be easily read and the faces of people within the area to be easily identified. Where possible, this is to be achieved by maintaining or utilising natural light as a source of lighting.
- 4.9 Food or alcohol must not be served to patrons while they are playing on, or sitting at, a gaming machine in a gaming area between the hours of 6 pm and the close of business each day.

5 DURATION OF HOURS OF GAMING

- 5.1 Unless otherwise approved by the Commission, gaming facilities can only be operated on a ship for a maximum of 20 hours within any 24-hour period. There must be at least four continuous hours each day when keno and gaming machines are not operating.

6 PATRONS

- 6.1 Any patron who appears to be intoxicated or has been refused the service of alcohol must not be permitted to participate in keno or gaming machine gaming.

- 6.2 No minor (whether employed by the Licensee or Gaming Manager or working on the ships) can take part in the conduct of gaming or enter a gaming area.
- 6.3 No charge or levy can be, either directly or indirectly, imposed on a player for the right to take part in any game, other than that provided for in the rules of the game.
- 6.4 The general public must not be excluded from playing games during gaming hours. However, nothing precludes the exclusion of persons in accordance with these Rules or as required by a notice issued under the Tasmanian Gambling Exclusion Scheme.

7 COMPLIANCE WITH THE ACT, CODE, DIRECTIONS AND RULES

- 7.1 The procedures found in the document titled *Internal Control and Accounting Manual* (as approved by the Commission from time to time) must be adhered to at all times.
- 7.2 Any matters concerning non-compliance with any requirements of the TT-Line Gaming Act, the Gaming Control Act, or any licence, code, directions or rules made under either Act, must be reported to the Commission within 24 hours of being identified.

8 STAFF

- 8.1 All staff performing the duties of a special employee on a ship must have a Special Employee Licence that is current and appropriate for the duties that the employee is required to undertake.
- 8.2 At least one special employee who holds a certificate of competence as a Gaming Machine Supervisor must be on duty and present on the ships at all times that gaming machine gaming occurs.
- 8.3 At least one special employee who holds a certificate of competence as a Senior Writer must be on duty and present on the ship at all times that keno operations are conducted.
- 8.4 The Licensee must ensure that all special employees who are employed or working on the ships, whether for remuneration or reward or not, have completed the Responsible Conduct of Gambling (RCG) training course within 90 days of being licensed as a special employee.
- 8.5 The Licensee must ensure that all special employees who are employed or working on the ships, whether for remuneration or reward or not, undertakes a RCG course at least every five years from the date they received their most recent RCG qualification.

- 8.6 The Licensee must ensure that at least one person, who has completed either the RCG training course (version 2) along with the RCG 2012 Update or the RCG training course (version 3), is on duty in each gaming area where gaming machines operate.
- 8.7 The Licensee must maintain a register of all special employees employed by the Licensee, detailing the most recent RCG training completed, along with a copy of the most recent RCG certificate, and produce these records to the Commission or Liquor and Gaming Inspectors when requested.
- 8.8 The Licensee must ensure that a person who is employed or working on the ships, whether for remuneration or reward or not, complies with these Rules, the conditions of their Special Employee Licence (if applicable), the conditions of the Gaming Licence and the TT-Line Gaming Act and Gaming Control Act.

9 PROVISION OF CASH TO PATRONS

- 9.1 The Licensee must ensure that all automatic teller machines (ATMs) and any associated signage must not be visible from any gaming area and must not be located within 20 metres from the entrance to a gaming area.
- 9.2 The Licensee must ensure that customers are not able to withdraw more than \$1 000 per day from any debit or credit card at ATMs located on the ships.
- 9.3 The Licensee must not allow a person to obtain, from a cash facility, a cash advance from a credit account.
- 9.4 Electronic funds transfer point of sale (EFTPOS) terminals must not be located in a coin change area in the gaming room on a ship.
- 9.5 No more than one EFTPOS transaction is permitted to be provided to each patron, each day, for gambling purposes and any EFTPOS transaction that is provided for gambling purposes must not exceed \$200 in value.
- 9.6 If a subsequent EFTPOS cash transaction is provided in good faith for non gambling purposes and the patron then uses the cash for gambling, staff must ensure that the patron leaves the gaming area immediately and does not bet on keno or return to any gaming area during the same day.
- 9.7 Cash provided as part of an EFTPOS transaction for gambling purposes must, as far as possible, be provided as notes, not coins.
- 9.8 Staff must take all reasonable steps to observe the gambling behaviour of their patrons and must not provide funds to a patron requesting any EFTPOS transaction for gambling

purposes if that patron appears to be experiencing difficulties controlling his or her gambling.

- 9.9 Staff must not cash more than one cheque per patron per day for gambling purposes and any cheque cashed must not exceed \$200 in value.
- 9.10 The name of any patron wishing to complete a cheque cashing transaction for gambling purposes must be checked against the Tasmanian Gambling Exclusion Scheme (TGES) database prior to the transaction being completed.
- 9.11 Cheque cashing transactions for gambling purposes must not be completed for any patron who is excluded under the TGES. Staff must ensure that any patron excluded under the TGES who is attempting to cash a cheque for gambling purposes, leaves the gaming area immediately (in accordance with their exclusion requirements).

10 PAYMENT OF WINNINGS

For the purposes of these Rules, winnings from gaming machines and keno are defined as any individual gaming machine payout that requires a hand-pay voucher or the payout value of any individual keno ticket.

- 10.1 Winnings paid to patrons from any individual gaming machine or keno ticket payout must not exceed \$1 000 cash. Where any required payout exceeds \$1 000, the amount of the payout that is above \$1 000 must be paid by cheque.
- 10.2 Patrons must be provided with the opportunity for any winnings from gaming machines or keno in excess of \$300 to be paid by cheque.
- 10.3 All cheques provided to patrons for the payment of winnings from gaming machine or keno gaming must have the words “Gaming Machine Payout” or “Keno Payout” written on the front of the cheque.
- 10.4 The details of any patron requiring a cheque for the payment of winnings must be checked against the TGES database prior to being issued. Any patron identified as being excluded under the TGES must be paid their winnings and then required to leave the gaming area immediately (in accordance with their exclusion requirements).
- 10.5 Any cheque issued for the payment of winnings, regardless of which venue it has been issued from, must not be cashed on the day that the cheque was issued.

This Rule does not apply to international customers.

11 INDUCEMENTS, PROMOTIONS & PRIZES

For the purposes of these Rules, an inducement includes a voucher, ticket, token or any other form of reward which can be exchanged or used for gambling purposes.

- 11.1 The Licensee must not enter into any incentive based sponsorship arrangement where the level of sponsorship to be provided is linked to the use of gambling products on the ships.
- 11.2 Patrons must not be offered or allowed to use any inducement greater than \$10 for gambling purposes or offered multiple vouchers for gambling at the same time where the combined value would exceed \$10.
- 11.3 Any inducement, regardless of the amount that it is issued for, must be redeemable for services other than just gambling, for example accommodation, dining, entertainment.
- 11.4 Any inducement offered, other than one for a specific event, must be valid for a minimum of 30 days.
- 11.5 Patrons must not be offered the supply of free or discounted alcohol for consumption on the ships (including vouchers for the purchase of alcohol) as an inducement or reward for gambling, unless the alcohol is provided with food at a location outside of a gaming area.
- 11.6 Patrons must not be required to gamble in excess of \$10 for a specific period of time in order to receive an inducement, obtain a prize or be eligible to enter a specific prize draw.
- 11.7 Patrons must not be required to be at a draw, or on the ships at the time of a prize draw, in order to be eligible to win any individual prize that is greater than \$1 000 in value.

12 PLAYER LOYALTY PROGRAMS

For the purpose of these Rules, a player loyalty program (PLP) is a formal arrangement which includes any club, membership or program that provides rewards to patrons for participating in gambling on the ships.

- 12.1 The Licensee must ensure that any PLP which operates on the ships complies with the following:
 - a) Patrons must be provided with detailed information about the operation of any PLP at the time of joining the PLP, including but not limited to terms and conditions, points accrual details and rewards.
 - b) Patrons must have the ability to opt out of being a “member” of a PLP at any time and must be notified in writing at least once each year of their right to cease participation in the PLP.

- c) PLP members must be provided with a player activity statement annually, where points, or the equivalent, are accrued as a result of the patron gambling.
- d) PLP player activity statements must clearly identify and differentiate points that have been accrued from gambling and non-gambling activities. Player activity statements must show the amount, in dollars, of any expenditure on gambling during the statement period.
- e) PLP members must be sent self exclusion and responsible gambling information that incorporates the name and telephone number for the Gambling Helpline at least once each year.
- f) PLP members must be able to access any information that the PLP operator holds about them.
- g) All information held about a PLP and its members must be made available to the Commission upon request.
- h) PLP points accumulation must not focus exclusively on gambling activities where other activities, such as accommodation or dining, are available under the PLP.
- i) The accumulation rate of PLP points as a result of gambling and any benefits offered by a PLP must be the same for all PLP members and must not vary.
- j) Responsible gambling messages, as approved and/or prescribed by the Commission, must be incorporated and prominently displayed in PLP documentation.
- k) PLPs operating at the premises must not be offered to minors or excluded persons and must not offend prevailing community standards.
- l) PLP members must not be offered rewards greater than \$10 which can be used for gambling purposes.

13 INFORMATION TO PLAYERS

The Licensee must ensure that the following signs, brochures, stickers or information is affixed or placed as required.

- 13.1 Sign ORS01A “ATM Restrictions TT-Line” must at all times be clearly displayed on or near all ATMs located on the ships.
- 13.2 Sign ORS02 “Minors Warning (Entrance)” must at all times be clearly displayed at every entrance to an area where gaming machines operate.

- 13.3 Sign ORS03 “Minors Warning” must at all times be clearly displayed at the location of each keno terminal.
- 13.4 Sign ORS04 “EFTPOS” must at all times be clearly displayed at the location of all EFTPOS terminals, which provide a “cash out” facility, under the control of the Licensee on the ships.
- 13.5 Sign ORS05 “Payment of Winnings” must at all times be clearly displayed at every keno terminal and coin change area.
- 13.6 Sign ORS06 “No Credit” must at all times be clearly displayed at every keno terminal and coin change area.
- 13.7 Sign ORS07 “No Tipping” must at all times be clearly displayed at every keno terminal and coin change area.
- 13.8 Poster ORP01 “Gamblers Help” must be displayed throughout the ships as instructed by the Commission from time to time.
- 13.9 Contact Card ORC01 “Gamblers Help” must be displayed throughout the ships in prominent positions and discreet locations, including toilets and gambling areas or as instructed by the Commission from time to time.
- 13.10 Brochure ORB01 “Gambling Regulation” must be available to patrons at all times and supplies of the brochure must be located in prominent positions wherever keno or gaming machine gaming occurs.
- 13.11 Brochure ORB02 “Low Risk Gambling” must be available to patrons at all times and supplies of the brochure must be located in prominent positions wherever keno or gaming machine gaming occurs.
- 13.12 Brochure ORB03 “Need to Take a Break from Gambling” must be available to patrons at all times and supplies of the brochure must be located in prominent positions wherever keno or gaming machine gaming occurs.
- 13.13 Brochure ORB04 “Gaming Machines – Chances of Winning” must be available to patrons at all times and supplies of the brochure must be located in prominent positions wherever gaming machine gaming occurs.

- 13.14 Brochure ORB05 “Keno – Chances of Winning” must be available to patrons at all times and supplies of the brochure must be located in prominent positions wherever keno gaming occurs.
- 13.15 Brochure ORB09 “Complaints” must be available to patrons at all times and supplies of the brochure must be located in prominent positions wherever keno or gaming machine gaming occurs.
- 13.16 Sticker ORM01 or ORM02 “Minors Warning (Gaming Machines)” must at all times be displayed in a prominent location on the front of every gaming machine.
- 13.17 Any other sign, brochure, sticker or information as required from time to time by written notice from the Commission.

14 ADVERTISING

- 14.1 All advertising of gambling products conducted under the licence held by the Licensee must:
- a) Comply with the ‘Code of Ethics’ adopted by the Australian Association of National Advertisers.
 - b) Be socially responsible and consistent with the expectation that gambling will be conducted responsibly so as to minimise harm.
 - c) Not be offensive or indecent in nature, and not offend prevailing community standards.
 - d) Not be false, misleading or deceptive, including not misrepresenting the odds, the probability of winning a prize, or the prizes that can be won.
 - e) Not give the impression that gambling is a reasonable strategy for financial betterment or enhancing social situation.
 - f) Not challenge or dare a person to play.
 - g) Not suggest that skill can influence games that are games of chance.
 - h) Not encourage or target people under 18 years of age to gamble.
 - i) Not show or promote the consumption of alcohol while engaged in the activity of gambling. Any gambling advertising that shows the incidental consumption of alcohol in a gambling venue must reflect responsible customary behaviour and must be accompanied by a message which highlights the dangers of gambling whilst intoxicated.

This does not apply to advertising that shows celebrating a win in a responsible manner outside of a gambling venue.

- j) Not show people who are under 25 years of age in gambling advertising unless:
- their appearance is incidental as part of a natural situation; and
 - they are not located in a gambling venue; and
 - there is no implication that the person will participate in gambling.

This does not apply to a person engaged to advertise or promote gambling as part of a sponsorship agreement, however the person must be over 18 years of age and must not be shown participating in gambling.

- k) Not be directed at vulnerable or disadvantaged groups, where people may not have a capacity to fully understand the information, such as refugees or people with intellectual disabilities.
- l) Not procure, incite or encourage a person to commit an offence.
- m) Include responsible gambling messages in all media (including internet) advertising that incorporates the name and telephone number for the Gambling Helpline, to a size and form which meets the requirements of the *Tasmanian Gaming Commission Gambling Product Advertising Standards* document.
- n) Not be directed at, or provided to, excluded persons.
- o) Not involve irresponsible trading practices.
- p) Not violate the confidentiality of information relating to, or the privacy of, players without the consent of the player.
- q) Not occur on television and/or radio between:
- 6:00am - 8:30am and 4:00pm - 7:00pm weekdays; and
 - 6:00am - 8:30am and 4:00pm - 7:30pm on weekends.

The following forms of advertising are exempt from the above periods:

- advertising during a racing or sports broadcast; and
 - advertising that focuses specifically on entertainment or dining facilities and does not depict or refer to gambling in any way.
- r) Sounds associated with gaming machine operation must not be included in any television or radio advertising.

15 DIGITAL SURVEILLANCE

- 15.1 The Licensee must ensure that a surveillance system which meets the requirements of the *Technical Standards for Recorded Surveillance in all Gaming and Wagering Premises* document is in operation in the gaming area of the ships. The surveillance system must provide amongst other things, camera coverage of all aspects of keno and gaming machine gaming. This includes, cash box removal, gaming machine clearance and gaming machine count.

16 ELECTRONIC MONITORING SYSTEM

- 16.1 The Licensee must ensure that gaming machine gaming is not to be conducted on the ships unless there is in place an electronic monitoring system approved by the Commission for detecting significant events and recording, monitoring and controlling significant game play transactions associated with the gaming machines.

17 DISPUTES

- 17.1 The Licensee must comply with any request of a patron for a Liquor and Gaming Inspector to:
- a) review the determination of any dispute with a special employee; or
 - b) investigate any gaming related complaint.

DATED this 12th day of June 2013.



P Hout
Chairman
TASMANIAN GAMING COMMISSION

Tasmanian Gaming Commission

Phone: (03) 6233 2475
Fax: (03) 6233 2886
Email: gaming@treasury.tas.gov.au
Web: www.gaming.tas.gov.au