

Queensland



*Interactive Gambling (Player Protection) Act 1998*

# **INTERACTIVE GAMBLING (PLAYER PROTECTION) REGULATION 1998**

**Reprinted as in force on 4 January 2002  
(includes amendments up to SL No. 270 of 2001)**

**Reprint No. 2A**

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the Office of the Queensland Parliamentary Counsel  
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# Information about this reprint

This regulation is reprinted as at 4 January 2002. The reprint shows the law as amended by all amendments that commenced on or before that day (Reprints Act 1992 s 5(c)).

The reprint includes a reference to the law by which each amendment was made—see list of legislation and list of annotations in endnotes.

Minor editorial changes allowed under the provisions of the Reprints Act 1992 have also been made to use aspects of format and printing style consistent with current drafting practice (s 35).

This page is specific to this reprint. See previous reprints for information about earlier changes made under the Reprints Act 1992. A table of earlier reprints is included in the endnotes.

**Also see endnotes for information about—**

- **when provisions commenced**
- **editorial changes made in earlier reprints.**

# Queensland



## INTERACTIVE GAMBLING (PLAYER PROTECTION) REGULATION 1998

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# INTERACTIVE GAMBLING (PLAYER PROTECTION) REGULATION 1998

[as amended by all amendments that commenced on or before 4 January 2002]

## 1 Short title

This regulation may be cited as the *Interactive Gambling (Player Protection) Regulation 1998*.

## 2 Commencement

This regulation commences on 1 October 1998.

## 3 Definitions

In this regulation—

**“accounting and audit computer system”** means a computer system used by a licensed provider to record or check, or record and check, 1 or more of the following in an authorised game—

- (a) the wagers made by players;
- (b) other amounts received from players;
- (c) the amount paid to players;
- (d) the authentication of players;
- (e) game play information;
- (f) the prizes (monetary and non-monetary) to be won.

**“end user device”** means computer software or hardware necessary to—

- (a) enable a player to make a wager in an authorised game; or
- (b) inform the player of the result of an authorised game.

**“gross profit”**, for an authorised game, is the amount equal to the gambling turnover for the game less the total amount of prizes won in the game.

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**“interactive computer system”** means a computer system used for the conduct of interactive games by a licensed provider under an interactive gambling licence.

**“interactive network controller”** means a device electronically linking an interactive computer system to an end user device.

**“non-participating jurisdiction”** means a jurisdiction that is not a participating jurisdiction.

**3A Prescribed period for registration as a restricted player—Act, s 18(6)(a)**

For section 18(6)(a)<sup>1</sup> of the Act, the period is 2 months from the day of registration.

**4 Prescribed bodies for player’s accounts—Act, s 20(1)(a)(ii)**

The licensed provider mentioned in section 20(1)(b)<sup>2</sup> of the Act is a body prescribed for section 20(1)(a)(ii) of the Act.

**4A Prescribed amount for deposits to player’s account of a restricted player—Act, s 20A(a)**

For section 20A(a)<sup>3</sup> of the Act, the amount is \$500.00.

**4B Prescribed period for deposits to player’s account of a restricted player—Act, s 20A(b)**

For section 20A(b) of the Act, the period is a period when the player is a restricted player.

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1 Section 18 (Procedure for registration) of the Act

2 Section 20 (Player’s account) of the Act

3 Section 20A (Restrictions on deposits for player’s account) of the Act

## 5 Agents for licensed providers—Act, s 96(1)

For section 96(1)(a)(ii)<sup>4</sup> of the Act, a person is eligible to be an agent if the person—

- (a) is an agent under a corresponding law; or
- (b) is an agent under a gaming Act; or
- (c) is a person eligible to be an agent under a gaming Act; or
- (d) is a financial institution; or
- (e) is an entity appointed by a financial institution as its agent to provide financial services.

## 6 Calculation of interactive gambling tax—Act, s 113

**(1)** For section 113(2)<sup>5</sup> of the Act, the interactive gambling tax payable by a licensed provider, for the authorised games conducted by the provider during a month, is the total amount of gross tax for the games for the month less the total GST deduction for the month.

**(1A)** The gross tax for an authorised game conducted by a licensed provider for a month is the total of the tax components for the game for the month calculated under subsections (2) to (4).

**(1B)** The total GST deduction for a month is the sum of the GST deductions for all of the monthly component amounts for the month.

**(1C)** The GST deduction for a monthly component amount for a month is the lesser of the following amounts—

- (a) the part of the global GST amount for the month that relates to the monthly component amount;
- (b) the monthly component amount for the month.

**(2)** The Queensland component of interactive gambling tax for a game is calculated using the following formula—

$$QC = \frac{GP \times QGT \times QR}{GT}$$

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4 Section 96 (Conditions for entering into agency agreement) of the Act

5 Section 113 (Liability to tax) of the Act

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where—

“**GP**” means the gross profit of the game.

“**GT**” means the gambling turnover for the game.

“**QC**” means the Queensland component of interactive gambling tax for the game.

“**QGT**” means the part of the gambling turnover for the game attributable to the gross amount wagered by all Queensland residents.

“**QR**” means—

- (a) if the game is a game approved under a gaming Act—the rate of tax specified in that Act for the game; or
- (b) if paragraph (a) does not apply—50%.

(3) The participating jurisdictions’ component of interactive gambling tax for a game is the total of the amounts calculated using the following formula for each participating jurisdiction—

$$\text{PJC} = \frac{\text{GP} \times \text{PJGT} \times \text{PJR}}{\text{GT}}$$

where—

“**GP**” means the gross profit of the game.

“**GT**” means the gambling turnover for the game.

“**PJC**” means a participating jurisdiction’s component of interactive gambling tax for the game.

“**PJGT**”, for a participating jurisdiction, means the part of the gambling turnover for the game attributable to the gross amount wagered by all residents of the jurisdiction.

“**PJR**”, for a participating jurisdiction, means—

- (a) the rate of tax payable, under the corresponding law of the jurisdiction, for wagers in the game made by residents of the jurisdiction; or
- (b) if no rate of tax payable under the corresponding law of the jurisdiction is specified in the law and, the game is approved under a law of the jurisdiction regulating gambling—the rate of tax specified in that law for the game; or

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- (c) if no rate of tax payable under the corresponding law of the jurisdiction is specified in the law and paragraph (b) does not apply—50%.

(4) The non-participating jurisdictions' component of the interactive gambling tax for a game is calculated using the following formula—

$$\text{NJC} = \frac{\text{GP} \times \text{NJGT} \times \text{QR}}{\text{GT}}$$

where—

“**GP**” means the gross profit of the game.

“**GT**” means the gambling turnover for the game.

“**NJC**” means the non-participating jurisdictions' component of interactive gambling tax for the game.

“**NJGT**” means the part of the gambling turnover for the game attributable to the gross amount wagered by all residents of all non-participating jurisdictions.

“**QR**” means—

- (a) if the game is a game approved under a gaming Act—the rate of tax specified in that Act for the game; or
- (b) if paragraph (a) does not apply—50%.

(5) In this section—

“**global GST amount**”, for a month for the authorised games conducted by a licensed provider, means the global GST amount calculated under the *A New Tax System (Goods and Services Tax) Act 1999* (Cwlth), division 126, for the month for the conduct of the games.

“**monthly component amount**”, for a month for the authorised games conducted by a licensed provider, means the total of the amounts of a tax component for the month for the games.

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*Example—*

A licensed provider conducts 3 games during a month. The monthly component amounts for the month are calculated as follows—

	Queensland component of tax calculated under subsection (2)	Amount of tax calculated under subsection (3) participating jurisdiction	Amount of tax calculated under subsection (3) participating jurisdiction	Non-participating jurisdictions component of tax calculated under subsection (4)
Game 1	\$1500	\$1000	\$800	\$200
Game 2	\$1600	\$1200	\$900	\$150
Game 3	\$200	nil	nil	nil
	_____	_____	_____	_____
Monthly component amounts	\$3300	\$2200	\$1700	\$350

**“tax component”** means any of the following—

- (a) the Queensland component of tax calculated under subsection (2) for a game;
- (b) an amount of tax calculated under subsection (3) for a game for a participating jurisdiction;
- (c) the non-participating jurisdictions’ component of tax calculated under subsection (4) for a game.

## **7 Payment of interactive gambling tax—Act, s 113**

For section 113(2)<sup>6</sup> of the Act, interactive gambling tax payable by a licensed provider for authorised games conducted by the provider in each month must be paid by the provider within 7 days after the end of the relevant month.

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<sup>6</sup> Section 113 (Liability to tax) of the Act

## **8 Adjustment of interactive gambling tax**

(1) Subsection (2) applies in relation to a licensed provider if the interactive gambling tax for a month (the “**reference month**”) is a negative amount (a “**tax credit**”).

(2) In working out the interactive gambling tax payable for the first month after the reference month (the “**first adjustment month**”), the tax credit for the reference month is, to the extent possible, to be set off against the interactive gambling tax that, apart from this section, would be payable for the first adjustment month.

(3) Subsection (4) applies if—

- (a) without applying subsection (2), the interactive gambling tax for the first adjustment month is a negative amount; or
- (b) after applying subsection (2), part of the tax credit (the “**tax credit balance**”) for the reference month has not been set off against interactive gambling tax for the first adjustment month.

(4) In working out the interactive gambling tax payable for the month (the “**second adjustment month**”) after the first adjustment month, the tax credit, or tax credit balance, for the reference month, is, to the extent possible, to be set off against the interactive gambling tax that, apart from this subsection, would be payable for the second adjustment month.

(5) In relation to interactive gambling tax for a month that is a negative amount, the operation of this section extends only to the 2 months after the month.

## **9 Percentage of tax for community investment fund—Act, s 116(4)**

For section 116(4)<sup>7</sup> of the Act, the percentage is 8.5%.

## **10 Percentages for penalties for late payment—Act, s 117**

(1) For section 117(2)<sup>8</sup> of the Act, the percentage is 5%.

(2) For section 117(4) of the Act, the percentage is 5%.

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7 Section 116 (Payment of tax for community benefit) of the Act

8 Section 117 (Penalty for late payment) of the Act

### **11 Agent's place of operation—Act, s 126(a)**

For section 126(a)<sup>9</sup> of the Act, the following kinds of places are appropriate for an agent to carry on operations in Queensland—

- (a) if the agent is an agent under a corresponding law—the location in the premises where the agent trades;
- (b) if the agent is an agent under a gaming Act—the premises detailed in the relevant agency agreement under that Act;
- (c) if the agent is a person eligible to be an agent under a gaming Act—the premises where that person trades;
- (d) if the agent is a financial institution—the premises where that financial institution trades;
- (e) if the agent is an entity appointed by a financial institution as its agent to provide financial services—the premises where that entity trades.

### **12 Period for inactive players accounts—Act, s 135**

For section 135<sup>10</sup> of the Act, the period is 1 year.

### **13 Designated account for inactive players accounts—Act, s 135(b)**

For section 135(b) of the Act, the designated account at the department is the Treasurer's unclaimed moneys fund kept under the *Financial Administration and Audit Act 1977*.

### **14 Designated account for proceeds of sale of unclaimed non-monetary prizes—Act, s 157(2)(c)(iii)**

For section 157(2)(c)(iii)<sup>11</sup> of the Act, the designated account at the department is the Treasurer's unclaimed moneys fund kept under the *Financial Administration and Audit Act 1977*.

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9 Section 126 (Agent's place of operation) of the Act

10 Section 135 (Inactive players accounts) of the Act

11 Section 157 (Disposal of unclaimed non-monetary prizes) of the Act

## **15 Requests to resolve claims for payment—Act, s 158**

(1) This section prescribes, for section 158(4)<sup>12</sup> of the Act, the way in which the chief executive must deal with a request, made by a claimant under section 158(2) of the Act, to resolve a claim for payment of a prize in an authorised game.

(2) The chief executive must ask the licensed provider to immediately try to resolve the claim.

(3) If, within 14 days after making the request, the chief executive is not advised of the resolution of the claim by the licensed provider or claimant, the chief executive must by written notice given to the provider and the claimant, invite submissions about the provider's decision within 1 month after receiving the notice (the **“submission period”**).

(4) Submissions must be made in writing.

(5) As soon as practicable after the end of the submission period, the chief executive must—

- (a) consider all written submissions properly made; and
- (b) consider the results of any investigation carried out by the chief executive under section 158(4)(b) of the Act; and
- (c) make a decision about the claim; and
- (d) give the licensed provider and claimant an information notice for the decision.<sup>13</sup>

(6) However, the chief executive is not required to take or complete action under subsection (5) if the chief executive is advised of the resolution of the claim by the licensed provider or claimant.

(7) Nothing in this section affects or prejudices any other right or remedy of a licensed provider or claimant in an authorised game.

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12 Section 158 (Claims for prize) of the Act

13 Information notice is defined in schedule 3 (Dictionary) of the Act—

**“information notice”**, for a decision of the chief executive, is a written notice stating—

- (a) the decision; and
- (b) the reasons for the decision; and
- (c) that the person to whom the notice is given may appeal against the decision to the Queensland Gaming Commission within 28 days.

## **16 Requests to review decisions about claims for payment—Act, s 158**

(1) This section prescribes, for section 158(4)<sup>14</sup> of the Act, the way in which the chief executive must deal with a request, made by a claimant under section 158(2) of the Act, to review a decision of a licensed provider (the “**provider’s decision**”).

(2) The chief executive must either review, or refuse to review, the provider’s decision.

(3) The chief executive may refuse to review the provider’s decision only if—

- (a) the request was not made within 10 days after the claimant received the claim result notice for the decision; or
- (b) the chief executive considers the request was not made in good faith or is frivolous.

(4) If the chief executive decides to refuse to review the provider’s decision, the chief executive must—

- (a) give written notice of the chief executive’s decision to the licensed provider and claimant; and
- (b) give the claimant a written notice stating the reasons for the chief executive’s decision.

(5) If the chief executive decides to review the provider’s decision, the chief executive must—

- (a) give the licensed provider a copy of the claimant’s request; and
- (b) by written notice given to the provider and the claimant, invite submissions about the provider’s decision within 1 month after receiving the notice (the “**submission period**”).

(6) Submissions must be made in writing.

(7) As soon as practicable after the end of the submission period, the chief executive must—

- (a) consider all submissions properly made; and
- (b) consider the results of any investigation carried out by the chief executive under section 158(4)(b) of the Act; and

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14 Section 158 (Claims for prize) of the Act

- (c) make a decision about the review; and
- (d) give the licensed provider and claimant an information notice for the decision.

(8) Nothing in this section affects or prejudices any other right or remedy of a licensed provider or a claimant in an authorised game.

### **16A Prescribed period to continue interrupted game—Act, s 159A(2)(b)**

For section 159A(2)(b)<sup>15</sup> of the Act, the period is 6 months from the day the game was interrupted.

## **17 Appeals**

(1) A claimant or a licensed provider may appeal to the Queensland Gaming Commission against a decision of the chief executive under section 15 or 16 about a claim or a review.

(2) Sections 254 to 259<sup>16</sup> of the Act apply to the appeal.

## **18 Entities to whom information may be disclosed—Act, s 260**

For section 260(3)(a)<sup>17</sup> of the Act, the entities are in schedule 1.

## **19 Regulated interactive gambling equipment—Act, sch 3**

For the definition “regulated interactive gambling equipment” in schedule 3<sup>18</sup> of the Act, the gambling equipment in schedule 2 is regulated interactive gambling equipment.

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15 Section 159A (Interrupted games) of the Act

16 Sections 254 to 259 of the Act deal with how an appeal is started and heard.

17 Section 260 (Confidentiality of information) of the Act

18 Schedule 3 (Dictionary) of the Act

## **20 Registrar—Act, sch 3**

For the definition “registrar”, in schedule 3<sup>19</sup> of the Act, the officer of the department responsible for the time being for performing functions as the registrar of the Queensland Gaming Commission is designated as the registrar of the commission.

## **21 Fees**

Fees payable under the Act are stated in schedule 3.

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19 Schedule 3 (Dictionary) of the Act

**SCHEDULE 1****ENTITIES**

section 18

Alberta Gaming and Liquor Commission, Canada  
Australian Bureau of Criminal Intelligence  
Australian Capital Territory Gambling and Racing Commission  
Australian Customs Service  
Australian Federal Police  
Australian Securities and Investments Commission  
Australian Security Intelligence Organisation  
Australian Taxation Office  
British Columbia Gaming Commission, Canada  
Casino Control Authority, New Zealand  
Colorado Division of Gaming, USA  
Colorado State Police, USA  
Criminal Justice Commission, Queensland  
Department of Gaming and Racing, New South Wales  
Department of Industries and Business, Northern Territory  
Department of Internal Affairs, New Zealand  
Department of Treasury and Finance, South Australia  
Gaming Board for Great Britain  
Gaming Board of the Commonwealth of the Bahamas  
Interpol  
Liquor Licensing Division, Queensland  
Lotteries Commission of South Australia

## SCHEDULE 1 (continued)

Lotteries Commission of Western Australia  
National Crime Authority  
Nevada Gaming Commission, USA  
Nevada Gaming Control Board, USA  
New Jersey Casino Control Commission, USA  
New Jersey Division of Gaming Enforcement, USA  
New South Wales Casino Control Authority  
New South Wales Crime Commission  
New South Wales Police Service  
New Zealand Police  
Northern Territory Police  
Northern Territory Racing and Gaming Authority  
Office of Fair Trading, Queensland  
Office of Financial Management, Australian Capital Territory  
Office of Racing, Gaming and Liquor, Western Australia  
Office of the Liquor and Gaming Commissioner, South Australia  
Queensland Crime Commission  
Queensland Police Service  
Racing Services Tasmania  
South Australian Gaming Supervisory Authority  
South Australia Police  
Tasmanian Gaming Commission  
Tasmania Police  
Victorian Casino and Gaming Authority  
Victoria Police  
Western Australian Gaming Commission  
Western Australian Police Service

## **SCHEDULE 2**

### **REGULATED INTERACTIVE GAMBLING EQUIPMENT**

section 19

accounting and auditing computer systems

end user device

interactive computer system

interactive network controller

**SCHEDULE 3**

**FEES**

section 21

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| <p><b>1.</b> Application for interactive gambling licence (s 30(2) of the Act)—</p> <p style="padding-left: 2em;">(a) if the applicant is a person authorised to conduct an art union under the <i>Charitable and Non-Profit Gaming Act 1999</i> and the application relates to an art union under that Act. . . . .</p> <p style="padding-left: 2em;">(b) if paragraph (a) does not apply . . . . .</p> <p><b>2.</b> Application for key person licence (s 65(2)(c) of the Act) . . . . .</p> <p><b>3.</b> Issue of replacement key person licence (s 75(4) of the Act) . . . . .</p> <p><b>4.</b> Evaluation of regulated interactive gambling equipment (s 162(3) of the Act)—for each hour, or part of an hour, involved in carrying out the evaluation . . . . .</p> | <p>1 076.00</p> <p>10 759.00</p> <p>309.00</p> <p>21.00</p> <p>99.00</p> |
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## ENDNOTES

### 1 Index to endnotes

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### 2 Date to which amendments incorporated

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). Accordingly, this reprint includes all amendments that commenced operation on or before 4 January 2002. Future amendments of the Interactive Gambling (Player Protection) Regulation 1998 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

### 3 Key

#### Key to abbreviations in list of legislation and annotations

Key	Explanation	Key	Explanation
AIA	= Acts Interpretation Act 1954	prev	= previous
amd	= amended	(prev)	= previously
amdt	= amendment	proc	= proclamation
ch	= chapter	prov	= provision
def	= definition	pt	= part
div	= division	pubd	= published
exp	= expires/expired	R[X]	= Reprint No.[X]
gaz	= gazette	RA	= Reprints Act 1992
hdg	= heading	reloc	= relocated
ins	= inserted	renum	= renumbered
lap	= lapsed	rep	= repealed
notfd	= notified	s	= section
o in c	= order in council	sch	= schedule
om	= omitted	sdiv	= subdivision
orig	= original	SIA	= Statutory Instruments Act 1992
p	= page	SIR	= Statutory Instruments Regulation 1992
para	= paragraph	SL	= subordinate legislation
prec	= preceding	sub	= substituted
pres	= present	unnum	= unnumbered

## 4 Table of earlier reprints

### TABLE OF EARLIER REPRINTS

[If a reprint number includes a roman letter, the reprint was released in unauthorised, electronic form only.]

Reprint No.	Amendments included	Reprint date
1	none	2 October 1998
1A	to SL No. 275 of 1999	1 December 1999
1B	to SL No. 13 of 2000	18 February 2000
1C	to SL No. 137 of 2000	14 July 2000
1D	to SL No. 286 of 2000	8 December 2000
2	to SL No. 286 of 2000	1 March 2001

## 5 List of legislation

### **Interactive Gambling (Player Protection) Regulation 1998 SL No. 258**

made by the Governor in Council on 24 September 1998  
notfd gaz 25 September 1998 pp 327–9  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 October 1998 (see s 2)  
exp 1 September 2009 (see SIA s 54)

as amended by—

### **Gaming Legislation Amendment Regulation (No. 1) 1999 SL No. 275 ss 1, 2(2), pt 4**

notfd gaz 12 November 1999 pp 1007–9  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 December 1999 (see s 2(2))

### **Gaming Legislation Amendment Regulation (No. 1) 2000 SL No. 13 pts 1, 3**

notfd gaz 4 February 2000 pp 371–4  
commenced on date of notification

### **Gaming Legislation Amendment Regulation (No. 2) 2000 SL No. 136 pts 1, 5**

notfd gaz 30 June 2000 pp 736–48  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2000 (see s 2)

### **Treasury Legislation Amendment Regulation (No. 1) 2000 SL No. 137 pt 1, 5**

notfd gaz 30 June 2000 pp 736–48  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2000 (see s 2)

### **Gambling Legislation Amendment Regulation (No. 1) 2000 SL No. 286 pts 1, 3**

notfd gaz 17 November 2000 pp 1093–5  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 December 2000 (see s 2)

**Gambling Legislation Amendment Regulation (No. 1) 2001 SL No. 270 s 1, pt 5**  
notfd gaz 21 December 2001 pp 1482–8  
commenced on date of notification

## **6 List of annotations**

**Prescribed period for registration as a restricted player—Act, s 18(6)(a)**  
s 3A ins 2000 SL No. 13 s 5

**Prescribed amount for deposits to player’s account of a restricted player—Act,  
s 20A(a)**  
s 4A ins 2000 SL No. 13 s 6

**Prescribed period for deposits to player’s account of a restricted player—Act,  
s 20A(b)**  
s 4B ins 2000 SL No. 13 s 6

**Calculation of interactive gambling tax—Act, s 113**  
s 6 amd 2000 SL No. 137 s 11

**Percentage of tax for community investment fund—Act, s 116(4)**  
s 9 sub 2000 No. 286 s 18

**Prescribed period to continue interrupted game—Act, s 159A(2)(b)**  
s 16A ins 2000 SL No. 13 s 7

**SCHEDULE 1—ENTITIES**  
sub 2000 SL No. 136 s 57

**SCHEDULE 3—FEES**  
amd 1999 No. 275 s 9; 2000 SL No. 136 s 58; 2000 SL No. 137 s 12  
sub 2001 SL No. 270 s 10