

News



New Jersey
Office of the Attorney General

NEW JERSEY DEPARTMENT OF LAW & PUBLIC SAFETY

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New Jersey Division of Gaming Enforcement Announces Regulations for Skill-Based Gaming

Atlantic City – Today, the New Jersey Division of Gaming Enforcement (Division) announced the posting of Temporary Regulations regarding skill-based gaming.

“This is another important step towards implementing skill-based gaming in the Atlantic City gaming market. Although the Division has had the authority to authorize these games for some time and announced in October 2014 an initiative for manufacturers to bring their skill-based games to New Jersey, the industry requested specific regulations to guide their efforts to create innovative skill-based products,” stated Division Director David Rebeck.

The Division’s regulations mirror the Nevada skill-based regulations published in September 2015, so that any product approved in New Jersey would also be eligible for approval in Las Vegas and vice versa.

However, companies that bring their skill based products to New Jersey before any other jurisdiction will have an additional advantage. P.L. 2011, chapter. 19, includes a provision referred to as "New Jersey First." This provision allows gaming products that are submitted

to New Jersey prior to or simultaneously with any other jurisdiction or testing lab to be tested and, if approved, put on the casino floor within 14 days.

“While the Division does not currently have any skill-based products in its Technical Services Lab, we are in discussions regarding several products and hope the clarity provided by these regulations will bring even more submissions in this cutting edge area that converges traditional casino gaming with the skill-based gaming so popular with millennials,” stated Director Rebuck.

The temporary regulations for skill based gaming can be found here on the Division’s website:

<http://www.nj.gov/oag/ge/docs/TempRegs/skilledbasedgaming.pdf>

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