

Victorian Commission for
Gambling Regulation Rules
as in force on 21 February 2007



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for Gambling Regulation

VICTORIAN COMMISSION FOR GAMBLING REGULATION RULES

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PART 1 - PRELIMINARY

Title

1. These Rules may be cited as the Victorian Commission for Gambling Regulation Rules 2007.

Application

2. (1) These Rules are in addition to the requirements of the Act and of a venue operator's licence, including licence conditions
- (2) These Rules revoke all previous Rules made by the Victorian Commission for Gambling Regulation, or its predecessors, under section 3.5.23(1) of the *Gambling Regulation Act 2003* or section 78 of the *Gaming Machine Control Act 1991*.

PART 2 - CONDUCT OF GAMING

Gaming periods

3. (1) A venue operator may offer gaming to a person only –
 - (a) during the period or periods when a licence granted under the *Liquor Control Reform Act 1998* in respect of the premises authorises the consumption on those premises of liquor supplied on those premises; or
 - (b) in the case of premises licensed under Part I of the *Racing Act 1958*, during a race meeting —
but not during any break from gaming that the venue operator takes in order to comply with a condition of a premises approval or a venue operator's licence.*
- (2) A venue operator must, during any period in which the venue operator offers gaming to a person, afford members of the public aged 18 and over unfettered access to the gaming areas of the venue, provided that –
 - (a) the venue operator may impose and enforce a code of dress that is reasonable in the circumstances;

- (b) the venue operator may exclude from the venue a person whose behaviour would be unacceptable in a public place;
- (c) the venue operator may exclude from the venue a person who has sought to be excluded from gaming venues under a voluntary self-exclusion scheme;
- (d) the venue operator may exclude a person engaged in "syndicate play".**

Supervision of gaming machine areas generally

4. A venue operator must ensure that the operation of the gaming machine area and each gaming machine is subject to continual supervision. Supervision may be electronic or physical or a combination of both.

PART 3 - GAMING MACHINE AREAS

Provision of cash for the purposes of gaming

5. (1) Automatic teller machines (ATM) and electronic funds transfer (EFTPOS) devices must not be accessible by any person within the gaming machine area of an approved venue for the purposes of withdrawing cash.
- (2) Cash must not be provided to a patron through a credit card or charge card transaction for the purposes of gaming.

Explanatory Notes

- * Compliance with the Act requires a continuous 4 hour break from gaming after every 20 hours of gaming and that there must not be more than 20 hours of continuous gaming each day unless expressly approved by the VCGR and indicated in the Notice of Approved Venue.
- ** "Syndicate play" occurs when two or more persons act in concert to affect the chance of any person or persons winning a linked jackpot arrangement.