



# 2023 Maryland Legislative Session Overview

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# Learning Objectives

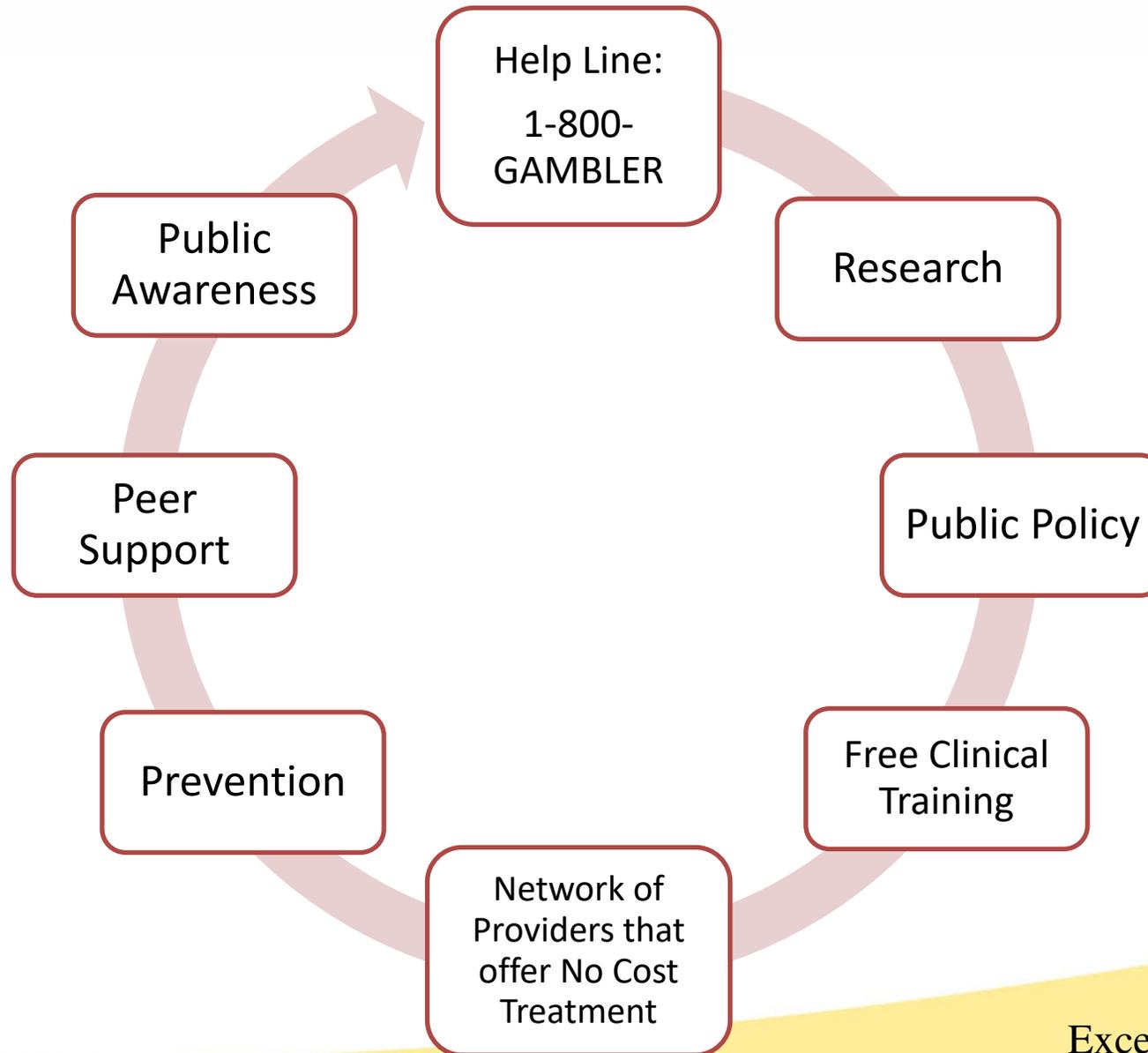
1. Understand the legislative process in Maryland
2. Review bills in Maryland that related to problem gambling
3. Discuss outcomes and future directions for problem gambling in Maryland

# Mission Statement

The Maryland Center of Excellence on Problem Gambling promotes **healthy and informed choices** regarding gambling and problem gambling through various key initiatives and partnerships.

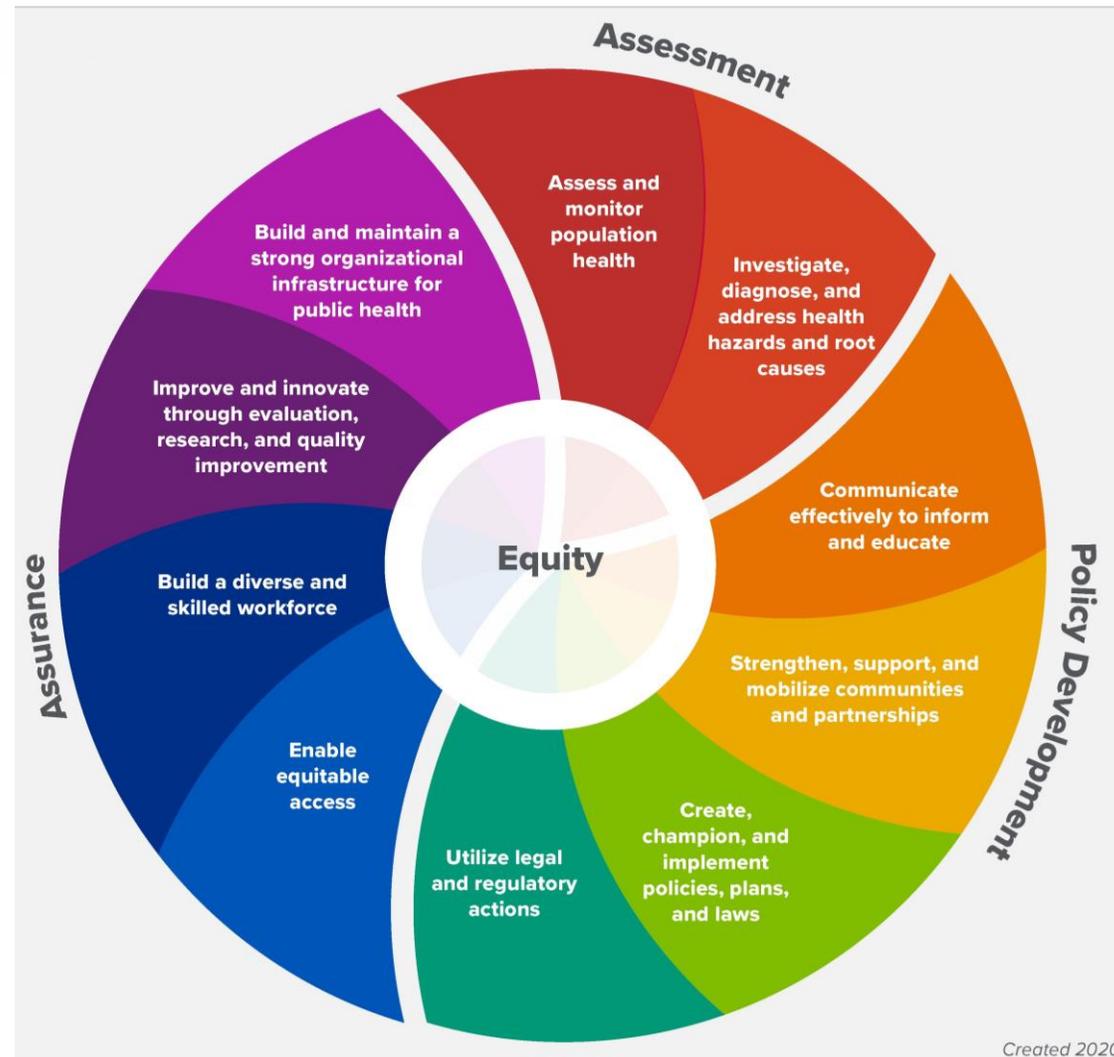
The Center works closely with appropriate state stakeholders and brings together experts from a variety of disciplines including psychiatry, medicine, epidemiology, social work, and law.

# Key Initiatives and Resources



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# The 10 Essential Public Health Services



# Advocacy vs. Lobbying

## Lobbying

“To conduct activities aimed at influencing public officials and especially members of a legislative body on legislation.”

## Advocacy

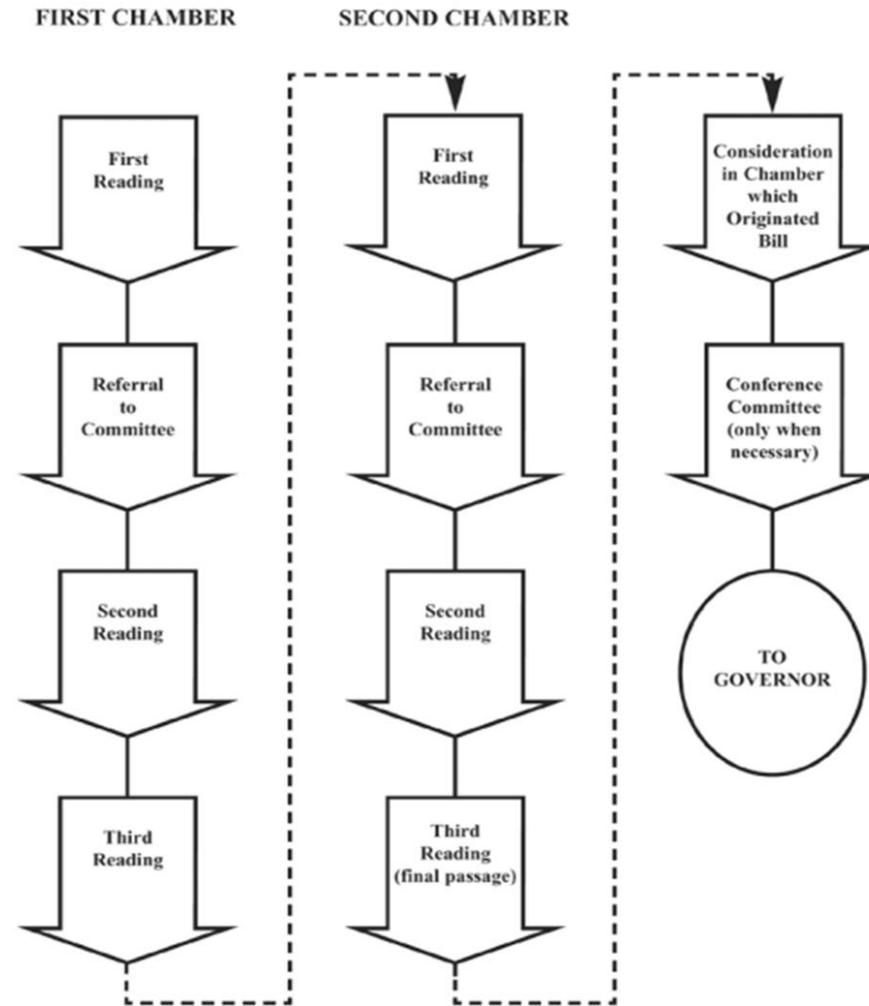
“The act or process of supporting a particular cause or proposal.”

*...So what's the difference?*

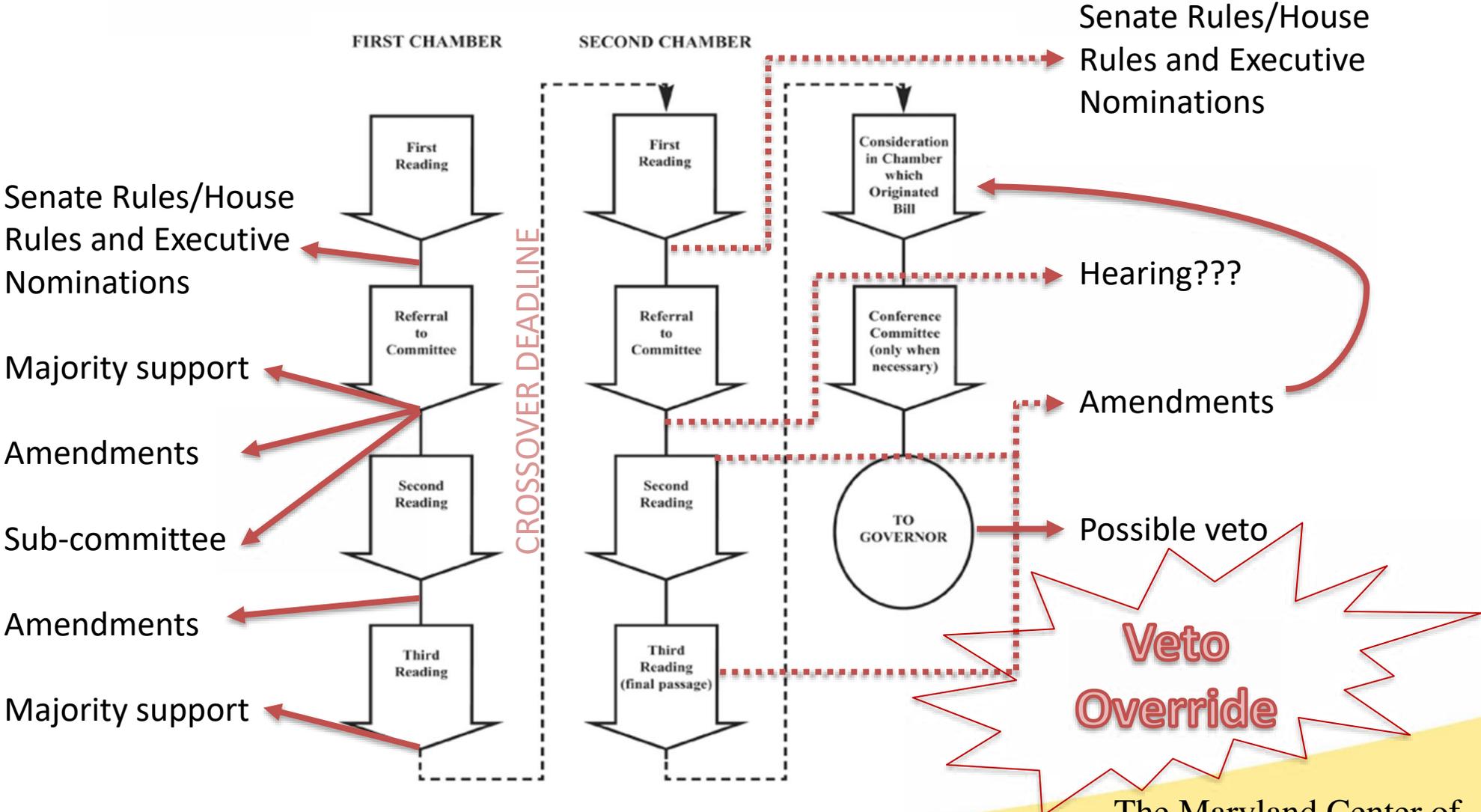
# **THE MARYLAND LEGISLATIVE PROCESS**

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# Maryland Legislative Process



# Maryland Legislative Process



# **ADVOCACY IN ACTION: 2023 LEGISLATION**

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# **HB566: State Lottery – Internet Sales of Subscription Plans – Authorization**

- Authorized the State Lottery and Gaming Control Agency to establish a program for people to purchase a state lottery subscription online
- Withdrawn by the Sponsor

# **HB668/SB595: Gaming – Problem Gambling Fund – Table Game Fees and Distribution of Sports Wagering Proceeds**

- Required the State Lottery and Gaming Control Commission to charge video lottery operation licensees an annual fee of \$500 per table game to be distributed to the Problem Gambling Fund
- Distributed 1% of the proceeds from sports wagering to the Problem Gambling Fund
- Died in Committee

# **HB802/SB620: Institutions of Higher Education – Sports Wagering Contracts – Prohibition**

- Prohibited Institutions of Higher Learning from entering into a contract with a regulated gaming entity if the Institution receives an incentive payment based on the success of securing student participation in sports wagering
- Signed into law May 16<sup>th</sup>
- Effective July 1<sup>st</sup>

# **HB1102: Gaming - Sports Wagering - Exemption for Sports-Based State Lottery Game**

- Allow the Lottery to produce a lottery game ticket based on the outcome of certain sporting events
- A sports wagering lottery game
- Died in Committee

# **SB267: Internet Gaming - Authorization and Implementation**

- Authorized the State Lottery and Gaming Control Commission to issue an internet gaming license to video lottery operators in the State
- Internet gaming defined as casino-style gaming through an online gaming system
- Died in Committee

# **SB621: Gaming – Sports Wagering – Independent Evaluation of Sports Wagering Content and Sports Wagering Facility Application Amendments**

- Required the Maryland Lottery and Gaming Control Commission to license independent evaluators to evaluate and rate sports wagering content provided by sports wagering experts, influencers and partners
- Interesting amendment – potential application to move the location of a sports wagering facility

# **TO THE INTERIM AND BEYOND**

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# iGaming Report

The report shall include the following information:

- the estimated size and revenue potential of a legal iGaming market in Maryland;
- the size of and revenue generated by iGaming in other states;
- the estimated impact of iGaming on revenue generated by Maryland's brick-and-mortar casinos, other gaming venues, and the State lottery;
- The impact of iGaming on revenue generated by brick-and-mortar casinos, other gaming venues, and the lottery in other states;
- the potential impacts on brick-and-mortar casinos and gaming venues through partnerships with iGaming operators;
- the consumer protections available for users of legal iGaming, including the verification process for transactions and the ability to limit and monitor those transactions to ensure responsible gaming; and
- the impact of iGaming on problem gambling and methods to encourage responsible gaming and combat the growth of problem gambling.

**Communicate effectively to inform and educate**

**Strengthen, support, and mobilize communities and partnerships**

**Create, champion, and implement policies, plans, and laws**

**Utilize legal and regulatory actions**

**SIGN UP FOR POLICY UPDATES!**

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## Legislative Tracking

- Gambling
- Alcohol
- Food
- Marijuana
- Housing
- Injury
- Maternal & Infant Health
- Motor Vehicle
- Schools
- Tobacco

Email

[publichealth@law.umaryland.edu](mailto:publichealth@law.umaryland.edu)

to be added to the listserv



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