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# Gambling Act (2018:1138)

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## Chapter 1. Scope of the Act

§ 1 This Act applies to games for money and other prizes with a monetary value.

§ 2 The Act shall apply to gambling that is provided in Sweden, unless otherwise stipulated in §§ 3, 4 or 5. Online gambling that is not directed at the Swedish market shall not be considered to be provided in Sweden.

§ 3 The Act applies to gambling that takes place on Swedish vessels and Swedish aircraft regardless of where the vessel or aircraft is currently located.

However, the Act does not apply to gambling that takes place on foreign aircraft that are merely flying over Swedish territory without using a Swedish aerodrome.

§ 4 The provisions in the agreement regarding gambling machines on passenger vessels operating a regular service between Sweden and Finland shall apply to such machines on vessels in international traffic that are subject to this agreement.

§ 5 The Act does not apply to purchases of Swedish State premium bond loans or bets on the future value of financial activities.

Additionally, the Act does not apply to gambling machines that are subject to the Act (1982:636) concerning the arrangement of certain forms of gaming machines.

§ 6 Provisions on certain obligations for those who operate under this Act are contained in the Act (2017:630) on measures against money laundering and terrorist financing.

There are some provisions on gambling tax in the Act (2018:1139) on gambling tax.

## Chapter 2. Terminology used in the Act

§ 1 *Gambling* in this Act means lotteries, betting, combination gambling and pyramid schemes.

*Online gambling* means gambling that is provided through electronic means of communication and played by a player or multiple players and the party that provides the gambling.

§ 2 *Gambling authority* means the authority that the Government has determined shall carry out the tasks specified in this Act and in regulations issued by virtue thereof.

§ 3 The following definitions shall apply in this Act

1. *enterprise resource planning (ERP)*: an electronic system used by or on behalf of a licence holder as an aid in gambling operations, though not part of the gambling system,

2. *bingo*: a lottery where the participants are present at the venue, purchase a bingo card for which the likelihood of winning depends on the drawn numbers matching those on the bingo card, and participants who win immediately claim their winnings,

3. *bonus*: a discount or similar financial incentive that is directly linked to the gambling,

4. *drawing equipment*: mechanical or other non-electronic equipment that is used by or on behalf of a licence holder to determine outcomes in gambling,

5. *bet*: payment for gambling participation,

6. *spread betting*: a special bet where the player is to predict a result within a certain range,

7. *casino*: specific premises for casino games,

8. *casino games*: roulette, dice, cards and the like,

9. *combination gambling*: gambling in which the participants have a chance to win a prize and the likelihood of winning depends on a combination of skill and chance,

10. *licence holder*: the party licensed to provide gambling under this Act,

11. *local pool game*: a lottery that is provided in a municipality and where the winnings are shared between the winners or where all or parts of the winnings depend on the total bet amounts,

12. *lotteries*: activities in which the participants have a chance to win a prize and the likelihood of winning depends entirely on chance,

13. *online bingo*: a lottery for which the participants purchase a bingo card online and for which the likelihood of winning depends on the drawn numbers matching those on the bingo card,

14. *cash gambling machine*: a gambling machine that pays out winnings in the form of cash and where the likelihood of winning depends mainly on chance,

15. *pyramid scheme*: gambling where the winnings derive from the bets of future participants and where the likelihood of winning depends on the number

of participants who subsequently join,

16. *gambling agent*: a party that sells games, receives bets or conveys winnings for a licence holder,

17. *gambling system*: an electronic system used by or on behalf of a licence holder for

a) the registration, storage, processing, sharing, transfer or retrieval of games, customer information or customer history,

b) the generation, transfer or processing of random numbers, or

c) the storage or processing of game outcomes,

18. *side bet*: a game with a separate bet for which participation requires participation in another game where the likelihood of winning the side bet depends entirely on chance,

19. *betting*: activity in which the participants have a chance to win a prize and a wager is made on the outcome of a future event or that a particular event will or will not occur in the future,

20. *goods gambling machine*: a gambling machine that pays out winnings in the form of goods and where the likelihood of winning depends wholly or partly on chance, and

21. *token gambling machine*: a gambling machine that pays out winnings in the form of a transfer to a player account or the like, vouchers, tokens, etc., and where the likelihood of winning depends mainly on chance.

**§ 4** Price base amount in this Act is as defined in Chapter 2, §§ 6 and 7 of the Social Insurance Code.

### **Chapter 3. Requirements on gambling service providers**

**§ 1** The business activities of gambling service providers shall be appropriate from a public perspective and conducted in a sound and secure manner under public control. This implies, among other things,

1. that the gambling shall have a high level of consumer protection,
2. that the gambling is very secure,
3. that the negative impacts of gambling shall be limited, and
4. that gambling shall not be used to support criminal activities.

**§ 2** Chapters 5 and 6 state that certain forms of gambling shall be reserved for the State and purposes in the public interest.

**§ 3** Unless otherwise stipulated in this Act or other statutes, a licence is required to provide gambling in accordance with this Act.

Gambling agents need not be licensed in order to provide gambling on behalf of a licence holder.

**§ 4** A licence is not required for gambling

1. where participation does not require a payment,
2. which is not organised or professional in nature and which does not take place online and involves small sums in private settings in which there is a close sense of community between the participants, or
3. That constitutes combination gambling in a periodical or on the radio or television, where the gambling is not the main content and where payment is made through an information and content-based service with integrated payment or through a mobile payment solution where the payment does not exceed 1/3,000 the price base amount per telephone number per day.

**5 §** A licence is also not required for gambling

1. that is provided by a legal person as referred to in Chapter 6, § 2 and where the value of each bet amounts to a maximum of 1/4,000 the price base amount, the winnings consist exclusively of goods, the value of the biggest winnings amounts to a maximum of 1/6 the price base amount, and which consists of a lottery that is held within a municipality and in conjunction with
  - a) an event or a gathering organised or attended by such a legal person, or
  - b) a bingo game provided by the legal person, or
2. where the value of each bet amounts to a maximum of 1/4,000 the price base amount, the winnings consist exclusively of goods, the value of the biggest winnings amounts to a maximum of 1/60 the price base amount, and which consists of a lottery provided in a municipality and in conjunction with
  - a) a public entertainment event,
  - b) a public event for the benefit of a purpose in the public interest, or
  - c) a public gathering for the performance of an artistic work for the benefit of a purpose in the public interest.

**§ 6** Licences are not granted for pyramid schemes.

## **Chapter 4. Licensing**

### **Licence prerequisites**

**§ 1** Licences may only be granted to those who

1. are assessed to have the knowledge, experience and organisation required to run the operation,
2. presumably will run the operation in accordance with acts and other

statutes that govern the operation, and

3. are assessed in other respects to be fit to run the operation.

**§ 2** Licences may not be granted to those who

1. are in bankruptcy,
2. are under 18 years of age,
3. have a guardian according to Chapter 11, § 7 of the Swedish Children and Parents Code,
4. have to a substantial extent failed to fulfil obligations in a business, or
5. have committed serious crimes.

**§ 3** In the case of legal persons, the requirements in § 1, point 3 and § 2, point 1 also apply to those who have a qualifying equity holding in that legal person or are part of its board of directors or management.

The requirements in § 2, points 2-5 only apply to those who have a qualifying equity holding in that legal person or are part of its board of directors or management.

Qualifying holding means the same thing as in Chapter 1, § 5, point 15 of the Banking and Financing Business Act (2004:297).

### **Representative for licence holder from a third country**

**§ 4** A licence holder who is a resident or established in a country outside of the European Economic Area (EEA) shall have a physical representative who is a resident in Sweden. The representative shall meet the requirements specified in §§ 1 and 2.

**§ 5** The representative shall be authorised to represent the licence holder in all matters concerning operations under the licence in relation to Swedish authorities, act on behalf of the licence holder, receive a summons for the licence holder and speak and answer for the licence holder via another party.

### **Examination of the application**

**§ 6** Issues concerning licences are examined by the gambling authority.

**§ 7** The gambling authority shall, in licensing decisions, specify the games and the gambling covered by the licence.

**§ 8** A licence shall refer to a specified period of time and may, unless otherwise stipulated in this Act, be granted for a maximum period of validity of five years.

**§ 9** The gambling authority may attach conditions to a licence regarding how the gambling service provider is to operate.

**§ 10** In assessing See Chapter 2, Section 4 the Gambling Act (2018:1138) See Chapter 2, Section 4 the Gambling Act (2018:1138) a licence application, and if there are particular reasons to do so, the gambling authority may request a personal appearance by

1. by the applicant in the case of a natural person,
2. the group of persons specified in § 3 if the applicant is a legal person, or
3. a representative as specified in § 4.

### **Obligation to notify**

**§ 11** A licence holder shall notify the gambling authority within 14 days of any changes in the group of persons specified in §§ 3 and 4.

## **Chapter 5 Games reserved for the State**

### **Licence**

**§ 1** Licences for State gambling may be granted to provide casino games at a casino, games on token gambling machines and lotteries other than bingo, online bingo, computer-simulated gambling machines, local pool betting and cash and goods gambling machines.

**§ 2** Licences as per § 1 may only be granted to limited liability companies that are directly or indirectly wholly owned by the State.

Parties that hold a licence pursuant to § 1 may not concurrently hold a licence pursuant to Chapters 6-10.

### **Gambling at casinos**

**§ 3** There may be a maximum of four casinos in Sweden.

**§ 4** Casinos may only provide casino games and gambling on token gambling machines.

**§ 5** The licence holder shall monitor the casino games and premises with the help of cameras for the purpose of preventing and detecting crime. The surveillance shall also be used to aid in dispute resolutions.

**§ 6** The licence holder shall keep a record of casino guests for the purpose of preventing and detecting crime. The records may be kept using an automated process.

The records shall include visitor names, national registration numbers or other identification numbers, and postal addresses. The records shall also include photographs of visitors, as well as the times and dates of visits.

### **Gambling on token gambling machines**

**§ 7** A licence to provide gambling on a token gambling machine at a location other than a casino may be granted if

1. the gambling is provided in conjunction with hotel and restaurant operations, if the business has a liquor licence under the Alcohol Act (2010:1622) or in conjunction with bingo,
2. a maximum of five token gambling machines are placed at each venue,
3. the token gambling machine can be checked via electronic means of communication,
4. the token gambling machine bears the name or other identifier of the licence holder,
5. the token gambling machine is not used for any purpose other than that for which it is intended according to the application, and
6. order prevails in the premises or venue where the gambling is to take place.

**§ 8** Token gambling machines that are placed in bingo halls may not have higher payouts than the bingo game that is played in the hall.

### **Lotteries**

**§ 9** In the provision of a lottery that is licensed pursuant to § 1, with the exception of gambling at casinos or on token gambling machines, it is not permitted to let a player themselves place bets with the help of technical or electronic equipment that is provided by the licence holder or their gambling agent.

## **Chapter 6. Gambling for purposes in the public interest**

### **Licence**

**§ 1** A licence for the provision of gambling to benefit purposes in the public interest may cover lotteries other than

1. casino games,
2. online bingo,
3. cash gambling machines,
4. token gambling machines, or
5. computer-simulated gambling machines.

**§ 2** Licences as per § 1 may only be granted to non-profit associations or registered religious communities that

1. under their statutes have as their main purpose the promotion of purposes in the public interest within the country,
2. run operations that mainly serve to satisfy such purposes,
3. do not refuse anyone membership unless there are particular reasons to do so with regard to the nature or extent of the association or religious community's activities or objective or other reason, and
4. do not need gambling income for their activities.

If there are particular reasons to do so, licences may also be granted to legal persons other than those specified above in the first paragraph or to legal persons whose main purpose is the promotion of a purpose in the public interest of another country.

**§ 3** A licence to provide a lottery besides bingo pursuant to § 1 may be granted if

1. the payouts are specified on the lottery tickets, lottery lists or at the venue where the lottery is conducted, and
2. it can be assumed that the lottery will give the licence holder reasonable returns that will be used for a purpose in the public interest.

The requirement under point 2 on reasonable returns does not apply if there are particular reasons that dictate otherwise.

**§ 4** In the provision of a lottery pursuant to § 1, with the exception of bingo, it is not permitted to let a player themselves place bets with the help of technical or electronic equipment that is provided by the licence holder or their gambling agent.

## **Bingo**

**§ 5** A licence to provide bingo pursuant to § 1 may be granted if

1. the various payouts are posted in the venue, and
2. it can be assumed that the bingo will give the licence holder reasonable returns unless there are particular reasons that dictate otherwise.

If there is gambling on token gambling machines as per Chapter 5, § 7 in the venue, the assessment above in point 2 shall also take into account the assumed returns to the association from such gambling.

**§ 6** In assessing the licence applications to provide bingo pursuant to § 1, particular attention shall be given to the licence holder's need of bingo income for their operations.

If market space is limited for bingo, the assessment of the need for income from bingo shall primarily take into account the scope of youth activities in associations whose purposes can naturally be associated with youth activities. In addition, priority shall be given to associations that run operations that promote the understanding of, and facilitate social adaptations for, children and young people with disabilities.

**§ 7** By special decision of the gambling authority, one or more licence holders may, pursuant to § 1, provide coordinated bingo at several locations.

### **Local pool games**

**§ 8** In assessing the licence applications to provide local pool game on horses in accordance with § 1, the requirements of Chapter 4, §§ 1-3 do not apply unless otherwise specified in the second paragraph. Such licences are granted for a specific number of race days per year.

However, for those who are subject to the Act (2017:630) on measures against money laundering and terrorist financing, the requirements of Chapter 4, § 2, points 4 and 5 and the second paragraph of § 3 shall apply in examinations of licence applications.

### **Registered lotteries**

**§ 9** A legal person as specified in § 2 that operates primarily within a single municipality may, without a licence but following registration with a municipality, provide such lotteries that may be licensed under § 1, with the exception of bingo and local pool betting on horses, if

1. the lotteries are conducted only within the municipality or municipalities in which the legal person operates,
2. the lotteries are not conducted from a fixed point of sale provided by a service company,
3. the payouts are specified on the lottery tickets, lottery lists or on-site at the venue where the lottery is conducted, and
4. there is a designated contact person for the lotteries.

For those who are subject to the Act (2017:630) on measures against money laundering and terrorist financing, the requirements of Chapter 4, § 2, points 4 and 5 and the second paragraph of § 3 shall apply to the registration. Any changes in the group of persons specified in Chapter 4, § 3 shall be notified to the municipality within 14 days of the change being made.

**§ 10** A registration as per § 9 shall concern a specified period of time. Registration may be given for a maximum period of validity of five years at a time. A municipality may attach conditions to a registration regarding how the gambling service provider is to operate.

**§ 11** In the sale of pre-drawn physical lotteries as per § 9, it is not permitted to let a player themselves place bets with the help of technical or electronic equipment that is provided by the legal person, unless the equipment has a random number generator or electronic memory.

## **Chapter 7 Commercial online gambling**

**§ 1** A licence for commercial online gambling may be granted to provide casino games, online bingo and computer-simulated gambling machines.

The licence may also cover other lotteries online if they are provided as side bets to a game according to the first paragraph.

**§ 2** In gambling that is licensed pursuant to § 1, it is not permitted to let a player themselves place bets with the help of technical or electronic equipment that is provided by the licence holder or their gambling agent.

## **Chapter 8 Betting**

**§ 1** A licence may be granted to provide betting, with the exception of such betting as specified in § 2.

Licences under the first paragraph may also include lotteries in the form of side bets to betting or lotteries to decide winners of stopped or cancelled events on which bets were made.

**§ 2** Licences under § 1 may not cover

1. betting on the outcome of a lottery without the consent of the licence holder for the lottery,

2. betting on occasions where the majority of participants are under 18 years of age,
3. spread betting, or
4. betting on events or occasions that may be perceived as offensive or – from the perspective of the public – inappropriate.

**§ 3** In betting, it is not permitted to let a player themselves place bets with the help of technical or electronic equipment that is provided by the licence holder or their gambling agent.

## **Chapter 9. Land-based commercial gambling**

### **Licence**

**§ 1** A licence to provide land-based commercial gambling may cover casino games that do not take place at a casino, goods gambling machines and card game tournaments.

### **Casino games**

**§ 2** A licence pursuant to § 1 to provide casino games may be granted if the gambling is provided in conjunction with

1. a public entertainment event within an amusement park or similar facility, or
2. hotel and restaurant operations if the business has a licence to serve alcohol under the Alcohol Act (2010:1622) or if the gambling can presumably be provided without inconvenience in conjunction with the operations.

### **Goods gambling machines**

**§ 3** A licence pursuant to § 1 to provide gambling on goods gambling machines may be granted if

1. the gambling is provided in conjunction with a public entertainment event in the form of a funfair or the like,
2. each gambling machine bears the name of the licence holder,
3. it can be assumed that the gambling machine will not be used for any purpose other than that for which it is intended according to the licence, and
4. it can be assumed that order will prevail in the premises or venue where the gambling is to take place.

**§ 4** Winnings from a goods gambling machine may not be redeemed for other items or cash by

1. the licence holder,

2. the party that owns the venue or conducts the commercial activities where the gambling is provided, or
3. representatives of the parties specified in 1 and 2.

### **Card game tournaments**

**§ 5** A licence pursuant to § 1 to provide card game tournaments may be granted if

1. the tournament has at least 8 and no more than 48 participants,
2. the venue does not provide any other gambling that is subject to this Act,
3. the players do not use any technical equipment in connection to the game,
4. only persons who are at least 18 years of age are present in the venue,
5. order prevails at the venue, and
6. neither the licence holder nor officials participate in the game.

**§ 6** A licence pursuant to § 1 to provide card game tournaments may have a maximum period of validity of two years and cover a maximum of two tournaments per day. The licence decision shall specify the number of tournaments that may be provided and the venue at which they may take place.

**§ 7** A licence holder who is licensed to provide casino games online may independently, or jointly with another such licence holder, be licensed to provide an annual land-based card game tournament. In such case, the number of players may not exceed 10,000.

**§ 8** In the provision of a card game tournament, no fees may be charged other than the bets.

## **Chapter 10. Gambling on vessels in international traffic**

**§ 1** A licence to provide gambling on vessels in international traffic may cover gambling on cash and token gambling machines as well as casino games that do not take place online or at a casino.

**§ 2** Vessels in international traffic are subject to the provisions of Chapter 11, § 7 regarding permit requirements for the possession of cash, token and goods gambling machines.

## **Chapter 11. Partners of licence holders**

## **International collaboration**

**§ 1** A licence to provide gambling pursuant to Chapter 5, § 1, aside from a licence for a casino and gambling on token gambling machines, as well as gambling pursuant to Chapter 7, § 1, and Chapter 8, § 1, may cover the joint provision of such with an organisation or company providing gambling in another EEA country. Such collaboration requires that the licence holder's collaborator have a permit for the corresponding games, have the right to collaborate internationally and that they not provide gambling under this Act without required licence.

## **Gambling agents**

**§ 2** In order for a licence holder who is subject to the Act (2017:630) on measures against money laundering and terrorist financing to provide gambling via a gambling agent, the gambling agent must be registered with the gambling authority. The licence holder shall apply to the gambling authority for registration of the gambling agent.

**§ 3** If the licence holder becomes aware that changes have occurred in relation to an application or registration pursuant to § 2, the licence holder shall notify the gambling authority of the changes.

**§ 4** The gambling authority shall register a gambling agent that fulfils the requirements prescribed pursuant to Chapter 21, § 9 and therefore suitable to provide gambling. If the requirements are no longer met, or if the licence holder or gambling agent so requests, the gambling authority shall deregister the gambling agent's registration.

**§ 5** A gambling agent may not provide gambling in spaces that are subject to a licence to serve alcohol under the Alcohol Act (2010:1622). This does not apply to gambling on token gambling machines or gambling at horse-racing tracks.

## **Outsourcing**

**§ 6** A licence holder may outsource certain work or operational functions that are included in the operations of the licence holder under this Act. Such outsourcing is possible if the licence holder bears responsibility for the following:

1. the assigned operations in relation to the player,
2. that the operations are carried out by the contractor in a controlled manner with adequate safeguards, and
3. that the outsourcing does not significantly impair the ability of the gambling authority to monitor the licence holder's compliance with the rules applicable to the operation.

## **Permit for the possession of cash, token and goods gambling machines**

**§ 7** Cash, token and goods gambling machines may only be possessed by a party that has a permit for them.

Such gambling machines may, however, be possessed without a permit by

1. a party licensed to provide gambling on gambling machines under this Act,
2. the estate of a party that had held the gambling machine in their possession, for a maximum of one year from their death,
3. the bankruptcy estate of a party that had held the gambling machine in their possession until the bankruptcy procedure has concluded, or
4. a party that has had their permit to possess the gambling machine revoked until three months have elapsed from the date on which the revocation decision entered into force.

**§ 8** Permits under § 7 may be granted to those who have an occupational position that involves such gambling machines and who meet the requirements in Chapter 4, §§ 1-3.

If there are particular reasons to do so, a permit may also be granted to parties who run museums or manage other types of operations, such as collections of historic gambling machines.

**§ 9** Issues concerning permits under § 7 are assessed by the gambling authority.

**§ 10** The gambling authority may attach conditions to a permit as to how it is to be exercised.

## **Chapter 12. Registration of players**

**§ 1** Licence holders shall register those who wish to participate in gambling. Only natural persons who have a permanent address or long-term reside in Sweden may be registered for online gambling.

**§ 2** When registering, a player shall provide their name, address and national registration number or the equivalent.

The licence holder shall adequately verify the identity of the player by means of a reliable electronic identification or the equivalent.

**§ 3** A player who participates in a lottery for a specific period of time shall be registered with their name, address and national registration number or the equivalent. However, identification as per § 2 is not required.

**§ 4** Gambling may not commence until a player's identity has been established, unless there are circumstances that warrant temporary player accounts as per Chapter 13, § 4.

However, a licence holder shall establish a player's identity no later than in conjunction with the first payout to the player.

Gambling may not commence until the licence holder has verified that the player has not excluded themselves pursuant to Chapter 14, §§ 12 or 13.

## **Chapter 13. Player accounts**

**§ 1** A licence holder that is licensed for online gambling, with the exception of gambling referred to in Chapter 12, § 3, shall open a player account for each registered player.

**§ 2** When a registered player logs in to their player account, the licence holder shall adequately verify the identity of the player.

**§ 3** All financial transactions to and from a player account shall be registered. The licence holder must give the player access to information on the player account's balance, gambling history, deposits and payments and any other transactions. The information must be available to the player in the player account for at least twelve months.

**§ 4** Before a licence holder has verified the information that a player is to provide in accordance with Chapter 12, § 2, a temporary player account may be opened for the player. A temporary player account may not be opened for a player in the self-exclusion register specified in Chapter 14, § 12.

A licence holder shall immediately close a temporary player account if it is revealed that the player has provided incorrect information upon registration. The same applies if, upon request from the licence holder and by a given deadline, the player does not provide documentation that confirms the information that was provided upon registration.

Payments may not be made to a player from a temporary player account, unless otherwise stipulated in § 8.

**§ 5** A licence holder may only receive deposits to a player account from a payment service provider in accordance with the Act (2010:751) on payment services.

**§ 6** Money, tokens or the like may not be transferred between player accounts.

**§ 7** Funds that a player has in their player account shall be kept separate from the licence holder's own funds.

No later than in conjunction with the opening of a player account, the licence holder shall inform the player as to how funds in a player account are protected in the event that the licence holder becomes financially insolvent.

**§ 8** When a player account is closed, the licence holder shall promptly pay the player account balance to the player.

However, the licence holder shall only pay back that which remains of the deposits made by the player if the player account is closed because

1. the player, in conjunction with the opening of a temporary player account, provided incorrect information about themselves, or upon request by the licence holder has not provided documentation substantiating the information submitted during registration,

2. the player was excluded from gambling as a result of misconduct.

**§ 9** If a licence holder closes a player account, the player shall be informed in writing thereof and the reasons for the decision.

**§ 10** A licence holder may not charge a fee to close a player account.

## **Chapter 14. Responsible gambling**

### **Duty of care**

**§ 1** A licence holder shall ensure that social and health protection considerations are taken into account in the gambling operations in order to protect players from excessive gambling and help them reduce their gambling when this is called for (duty of care). The duty of care involves counteracting the excessive gambling through continuous monitoring of gambling behaviour. A licence holder shall present in an action plan how this duty of care shall be fulfilled.

### **Age limit**

**§ 2** Gambling that requires a licence may not be provided to a person under the age of 18. Persons under 20 years of age may not be allowed into a casino.

**§ 3** Gambling shall be provided in such a way that the age of players can be verified. The age limit for a game shall be clearly stated at locations where the game is provided.

### **Information obligation**

**§ 4** A licence holder shall keep all relevant information about the game, including its rules and likelihood of winning, easily accessible to players and authorities. Such information shall be in Swedish.

### **Designing games**

**§ 5** It is not permitted to specifically design or programme a game so that players are given the impression of being close to winning when such is not the case.

A licence holder may not provide free games, trial games or similar games that have a random outcome different than that for the corresponding game when played with bets.

### **Stakes and specific limits**

**§ 6** Players shall actively specify and confirm their stakes when gambling.

**§ 7** In online gambling, players must specify a maximum limit for deposits. In the case of gambling on token gambling machines as per Chapter 5, §§ 7 and 8, a loss limit shall instead be specified.

### **Credit ban**

**§ 8** A licence holder or gambling agent may not offer or provide credit for gambling stakes.

The gambling authority may, for a particular lottery, grant exemptions from the ban in the first paragraph if

1. the provided lottery is licensed as per Chapter 6,
2. the credit is for the purchase of lottery tickets for a certain time frame, and
3. the aggregate amount of credit is a maximum of 1/40 the price base amount.

### **Bonus offers**

**§ 9** A licence holder may not offer or provide bonus offers beyond the first occasion on which the player participates in a game.

### **Self-assessment test**

**§ 10** Licence holders shall provide an online tool that enables players to assess their gambling behaviour.

### **Self-exclusion**

**§ 11** A licence holder as per Chapters 5-8 shall ensure that registered players have the option to exclude themselves from gambling for a certain length of time or indefinitely. An indefinite exclusion may not be revoked before twelve months has passed.

A licence holder who provides casino games online, online bingo and computer-simulated gambling machines shall, on their website, also provide players with an option to immediately exclude themselves from such gambling for 24 hours.

**§ 12** A player shall be able, through notifying the gambling authority, to exclude themselves from all gambling that requires registration as per Chapter 12, § 1. The exclusion shall apply at all licence holders for a specified period or indefinitely. An indefinite exclusion may not be revoked before twelve months has passed.

The gambling authority shall keep a registry of players who are excluded from gambling pursuant to the first paragraph.

### **Customer service**

**§ 13** Licence holders shall have procedures and staffing in place to handle complaints and other issues concerning the gambling that is provided.

### **Training**

**§ 14** Licence holders shall continually train their management and staff, both internal and external, who work with product development, marketing, game monitoring, sales and customer service. The training shall create awareness and understanding of the risks associated with gambling and the factors that affect players' gambling behaviour.

### **Specific provisions for employees**

**§ 15** Licence holders shall have provisions that specify the employees and contractors who may not participate in the licence holder's games and ensure that such gambling does not take place.

## **Control procedures**

**§ 16** Licence holders shall have procedures in place to detect and counteract actions that are covered by Chapter 19, § 4 on cheating and other violations of the terms of use and game rules.

Licence holders shall also make it possible for players to immediately notify the licence holder of such circumstances as specified in the above paragraph.

A licence holder may provide the Swedish Police Authority or a prosecutor with information that can point to criminal activity in connection with gambling.

## **Chapter 15. Marketing**

### **Moderate marketing**

**§ 1** The marketing of gambling to consumers shall employ a degree of moderation.

Such marketing may not be aimed specifically at people under 18 years of age.

### **Direct marketing**

**§ 2** Marketing may not be aimed directly at players who have opted for self-exclusion from gambling.

If a player has closed their player account with a licence holder, marketing may only be aimed directly to the player if the player actively approved this in conjunction with the account closure.

### **Information obligation**

**§ 3** Commercial communications concerning gambling shall include clear information regarding the minimum age to gamble.

At venues where gambling takes place, and in the context of commercial communications concerning gambling – with the exception of such communications via radio – licence holders shall ensure that contact information is also stated for an organisation that provides information on, and support for, problem gambling.

### **Unfair marketing**

**§ 4** Marketing that violates §§ 1 or 2 shall be regarded, in the application of §§ 5, 23 and 26 of the Marketing Act (2008:486), as unfair to consumers.

If the information specified in § 3 is not provided, the Marketing Act shall apply, with the exception of the provisions of §§ 29-36 on market disruption charges. Such information shall be regarded as material in accordance with the third paragraph of § 10 of the Marketing Act.

## **Sponsorship**

**§ 5** When a licence holder concludes sponsorship agreements, it shall ensure that its logos and the names of gambling products or gambling services are not to be found on products that are intended to be used or worn by persons under 18 years of age.

## **Advertising on radio and television**

**§ 6** Gambling that is provided by a party that lacks the requisite licence under this Act may not be advertised via television broadcasts, on-demand television, searchable teletext or audio radio broadcasts that are subject to the Radio and Television Act (2010:696).

## **Chapter 16. Technical requirements**

**§ 1** Those who provide gambling shall ensure that gambling systems, ERP, drawing equipment, physical lottery tickets and physical bingo cards meet the technical requirements that have been issued in regulations pursuant to this Act. The same applies to requirements for the procedures that shall be applied to gambling systems and ERP, including the information contained in such systems.

**§ 2** A licence holder's gambling system shall be located in Sweden. The gambling authority may provide an exemption from the requirement in the first paragraph if the licence holder

1. has permission to offer gambling in another country where a public authority monitors the licence holder's gambling offers and said authority has concluded an agreement with the Swedish gambling authority on oversight of the licence holder's gambling offers in Sweden, or
2. can give the Swedish gambling authority the ability to perform adequate controls over the gambling system by means of remote access or the like.

**§ 3** A licence holder's gambling systems, ERP, procedures, drawing equipment and physical lottery tickets shall be assessed by a body that is accredited for the task in accordance with Regulation (EC) No 765/2008 of the European Parliament and of the Council of 9 July 2008 setting out the

requirements for accreditation and market surveillance relating to the marketing of products and repealing Regulation (EEC) No 339/93, in order to ensure that they meet the requirements issued pursuant to § 1 before they may be used in gambling operations.

**§ 4** The gambling authority may at any time during the licence period require that the licence holder perform an assessment of how gambling systems, ERP, procedures, drawing equipment or physical lottery tickets comply with requirements that have been laid down. Any resulting costs shall be borne by the licence holder.

**§ 5** A licence holder shall, unless the gambling authority decides otherwise, save all information on the operation of the gambling system for at least five years.

## **Chapter 17. Processing of personal data**

### **Relation to other data protection regulation**

**§ 1** This Act contains provisions that complement Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation), referred to in this Act as the EU Data Protection Regulation.

The processing of personal data in accordance with this Act is subject to the Act (2018:218) with complementary provisions to the EU Data Protection Regulation and regulations that have been issued pursuant to that Act, unless otherwise stipulated in this Act or regulations issued pursuant to this Act.

### **Responsibility for personal data**

**§ 2** The gambling authority is the controller for the self-exclusion register and the processing of personal data that the authority otherwise carries out in order to perform its duties under this Act.

Licence holders are the controllers for the processing of personal data that they carry out in order to perform their duties under this Act.

### **Ownership authorisation**

**§ 3** Access to personal data shall be limited to that which each employee needs in order to enable performance of their duties.

### **Permitted purposes for the processing of personal data**

**§ 4** The gambling authority may process personal data if necessary in order to manage the self-exclusion register and otherwise perform its duties under this Act and regulations that have been issued pursuant to this Act.

**§ 5** A licence holder may process personal data if necessary in order to, in accordance with this Act and regulations that have been issued pursuant to this Act,

1. verify a player's identity and age,
2. establish player accounts and fulfil the licence holder's obligations to the player regarding the terms of player accounts,
3. check that a player is following the terms and conditions that apply to each game,
4. review a game in order to detect cheating, fraud and other criminal activity,
5. check and report abnormal gambling patterns and suspicions of manipulated sport results in terms of betting,
6. review and analyse data from established player profiles and each player's gambling behaviour in order to enable responsible gaming measures to be taken, and
7. exclude a player from gambling and manage data from the gambling authority as regards the national self-exclusion register.

### **Obstacles to data disclosure**

**§ 6** Personal data processed pursuant to Chapter 14, § 16, paragraph 3 may not be disclosed to the registered party. Article 15 of the EU Data Protection Regulation concerning information and the right to gain access to personal data does not apply to such processing.

### **Ban on searches**

**§ 7** In the processing of personal data under this Act, it is forbidden to perform searches with the aim of producing a selection of persons based on personal data as referred to in Articles 9.1 and 10 of the EU Data Protection Regulation.

## **Chapter 18. Oversight and other measures**

### **Supervisory authorities**

**§ 1** The gambling authority exercises oversight for compliance with this Act and the regulations and conditions that have been issued pursuant to the Act.

However, the gambling authority does not have oversight over

1. such lotteries as referred to in Chapter 6, § 9, or
2. the processing of personal data.

Oversight over lotteries as referred to above in point 1 is exercised by the municipal committee appointed by the municipality.

**§ 2** The gambling authority also exercises oversight over that such operations – as referred to in Chapter 1, § 2 first paragraph, point 14 of the Act (2017:630) on measures against money laundering and terrorist financing – comply with said Act.

## **Inspectors**

**§ 3** The gambling authority may assign special inspectors to perform oversight tasks.

## **Investigations and information**

**§ 4** An inspector as per § 3 or an official from the gambling authority whose tasks include the monitoring of compliance with gambling provisions has the right to

1. access to vessels, areas, facilities, premises and other spaces in which gambling takes place or is assumed to take place or in which gambling equipment is stored or handled,
2. upon request, obtain the information and documents necessary for the oversight, and
3. receive the help that is needed for the oversight of the person who is the subject of the action.

**§ 5** The Swedish Police Authority shall provide the gambling authority with the assistance needed for the oversight.

Assistance according to the first paragraph may be requested only if

1. on the basis of special circumstances, there are fears that the measure cannot be carried out without resorting to a police officer's special powers under § 10 of the Police Act (1984:387), or
2. some other special reasons exist.

**§ 6** If a licence holder is part of a group, the gambling authority has the right to obtain from other companies in the group any information concerning the

operations and related circumstances that the authority needs for its oversight over the licence holder.

**§ 7** An auditor or a special investigator shall immediately notify the gambling authority if, in the performance of their tasks involving a licence holder, they are made aware of circumstances that

1. may constitute a material violation of any statute that governs the operations of the licence holder,
2. may adversely affect the licence holder's continued operation, or
3. may cause the auditor to reject the balance sheet or profit-and-loss statement or result in a remark as per Chapter 9, §§ 33 or 34 of the Swedish Companies Act (2005:551), Chapter 8, § 13 of the Economic Associations Act (1987:667), or §§ 29 or 30 of the Auditing Act (1999:1079).

The auditor and the special investigator have an equivalent notification obligation if they are made aware of the circumstances referred to in the first paragraph in the performance of their tasks in the licence holder's parent company or subsidiary or in a company that has a similar relationship with the licence holder.

### **Mystery shoppers**

**§ 8** As part of the oversight over licence holders who provide gambling other than online gambling, in terms of compliance with the provisions on age limits in Chapter 14, § 2, the gambling authority may engage mystery shoppers. When doing so, the gambling authority may only hire persons who have reached the age applicable for the specific game concerned.

A mystery shopper may be dispatched without advance notice to the licence holder or their gambling agent. However, the gambling authority shall notify the licence holder of the visit made by the mystery shopper without delay after the fact.

**§ 9** The results of a visit made by a mystery shopper may not constitute grounds for the gambling authority to take administrative measures as per § 12.

### **Oversight over registered lotteries**

**§ 10** Regarding such lotteries as referred to in Chapter 6, § 9, the municipality shall assign an inspector.

The municipality shall determine the fee for the inspector. The fee shall be paid by the party that has been registered to provide such a lottery.

By 15 February of each year, a party that is registered to provide lotteries according to Chapter 6, § 9 shall disclose to the inspector all of the lotteries that have been provided during the previous calendar year. By 1 April of each year and at the end of each permit period, the inspector shall provide the municipality with information on the total bet amounts in the lotteries that have been provided during the period.

**§ 11** The gambling authority shall, via oversight guidance, provide ongoing support to and monitor the way in which the municipalities exercise their oversight pursuant to § 1, paragraph 3.

## **Intervention**

**§ 12** If the requirements for a licence according to Chapter 4, §§ 1-3 are no longer met, or if a licence holder otherwise fails in their obligations under this Act or regulations and conditions that are issued by virtue of this Act, the gambling authority shall order the licence holder to rectify the matter within a given time frame or decide on a prohibitory injunction, a change of conditions or remarks.

Licences shall be revoked in cases of serious violation or, if sufficient, a warning shall be issued.

The gambling authority may refrain from intervention if a violation is negligible or excusable, if the licence holder rectifies the matter or if another authority has taken action against the licence holder and such action is deemed sufficient.

**§ 13** If there are reasonable grounds for revocation in a case as per § 12, the gambling authority may revoke a licence until the matter of revocation has been definitively closed. However, this may only be done if it is necessary to ensure consumer protection or if it is otherwise necessary for reasons of public interest.

A decision pursuant to the first paragraph applies for a maximum of six months. If there are particular reasons to do so, the decision may be extended one time by an additional maximum of six months.

**§ 14** The gambling authority shall revoke a licence if the licence holder

1. has been licensed by providing incorrect information or by any other improper means,
2. has not utilised the licence to commence gambling operations within one year from the licence date,
3. has not utilised the licence to run operations for six consecutive months,
4. has declared that they will not utilise the licence, or

5. has gone bankrupt or if a decision has been made that the company shall undergo forced liquidation.

In the cases referred to above in points 1-3, a warning may instead be issued if doing so is sufficient.

**§ 15** If the licence holder is a natural person and the requirements under Chapter 4, § 2, points 4 and 5 are not met, the gambling authority may revoke the licence.

If the licence holder is a legal person and the requirements under Chapter 4, § 2, points 4 and 5 are not met, the gambling authority or municipality may order the legal person to rectify the matter. If the matter is not rectified, the gambling authority may revoke the licence. If it involves qualified holdings as referred to in Chapter 4, § 3, paragraph 3, the gambling authority may order the holder to divest such an amount of shares or participating interest that the holding is subsequently not qualified or, if the holder is a legal person, to remove the disqualified person from the board or management.

**§ 16** If a party registered to provide gambling according to Chapter 6, § 9 of the Act (2017:630) on measures against money laundering and terrorist financing, and if the requirements under Chapter 4, § 2, points 4 or 5 are no longer met, the municipality may order the registered party to rectify the matter. If the matter is not rectified, the municipality may order the registered party to cease business activity. If it involves qualified holdings as referred to in Chapter 4, § 3, paragraph 3, the municipality may order the holder to divest such an amount of shares that the holding is subsequently not qualified or, if the holder is a legal person, to remove the disqualified person from the board or management.

### **Intervention in cases of money laundering or terrorist financing**

**§ 17** The gambling authority may intervene against gambling providers that violate a provision of the Act (2017:630) on measures against money laundering and terrorist financing or regulations that have been issued by virtue thereof.

**§ 18** In the event of a violation as per § 17, the gambling authority may intervene by issuing an injunction to rectify the matter.

In the event of a serious, repeated or systematic violation, the gambling authority may issue a cease and desist order to the gambling provider or, if licensed by the authority, revoke the licence.

Instead of intervention as per the second paragraph, the gambling authority may issue a warning if doing so is sufficient.

**§ 19** A warning as per § 18 may be coupled with a pecuniary penalty.

If the gambling provider is a natural person, a pecuniary penalty as per the above paragraph may be issued only if the person in question caused the violation intentionally or through gross negligence.

**§ 20** If the gambling provider is a legal person, the gambling authority may also intervene against a person who is a member of the board of directors of the legal person or its executive director or who, in an equivalent manner, represents the gambling provider or is an alternate for any such persons if the gambling provider has been found responsible for a violation referred to in § 17.

An intervention may only be carried out if the violation is serious, repeated or systematic and the person in question caused the violation intentionally or through gross negligence.

Intervention takes place by means of

1. a decision that the person in question – for a certain period of time of at least three years and not more than 10 years – may not serve in any role specified in the first paragraph with the gambling provider or in any equivalent operation, or
2. a decision to impose a pecuniary penalty.

**§ 21** Chapter 7, §§ 13-24 of the Act (2017:630) on measures against money laundering and terrorist financing shall apply to interventions under §§ 18-20.

**§ 22** The gambling authority shall notify the registration authority when a decision has been made to issue a cease and desist order to a registered gambling provider in accordance with Chapter 6, § 9, and when the decision has gained legal force.

The registration of a gambling provider shall be cancelled when the gambling authority has made a decision that is to take effect immediately or when a decision has gained legal force.

### **Other interventions**

**§ 23** A supervisory authority may generally issue injunctions and bans that are necessary to achieve compliance with this Act or regulations and conditions that have been issued by virtue of the Act.

## **Fines and enforcement**

§ 24 Decisions on injunctions or bans may be coupled with fines.

§ 25 The gambling authority may decide that an injunction, ban, warning or revocation under this Act shall apply immediately.

## **Payment blocking**

§ 26 If an account is used or may be used for the transfer of bets or winnings to or from an unlicensed gambling service provider for which a licence is required under this Act, a payment service provider – pursuant to the Act (2010:751) on payment services – may be ordered to block electronic payment transactions to and from the account.

Issues concerning such payment blocking are reviewed by an administrative court upon request by the gambling authority. Requests for payment blocking are made to the administrative court that has jurisdiction over the area in which the gambling authority is located.

Payment blocking cases shall be reviewed as matters of urgency.

§ 27 If the conditions that prompted a payment blocking decision pursuant to § 26 are no longer met, the gambling authority shall reverse the decision.

## **Warning message**

§ 28 The gambling authority may, if there are particular reasons to do so, order an internet service provider to create a warning message that is clearly displayed in conjunction with visits to websites that provide gambling without the requisite licence under this Act. The message shall inform visitors that the party providing the gambling lacks a licence in Sweden and is not under Swedish oversight and that the player is liable for the tax on any winnings.

## **Chapter 19. Punishments and pecuniary penalties**

### **Violation of the Gambling Act**

§ 1 A party that intentionally or through gross negligence provides unauthorised gambling or gambling without a licence according to this Act shall be fined or imprisoned for a maximum of two years for unlawful gambling operations.

There will not be any sentencing in minor cases.

**§ 2** Those who intentionally or through gross negligence promote participation in such gambling as referred to in § 1 shall be fined or imprisoned for a maximum of two years for promotion of unlawful gambling.

There will not be any sentencing in minor cases.

**§ 3** Crimes specified in §§ 1 or 2 that have been committed intentionally and that are serious are punishable by imprisonment for a minimum of six months and a maximum of six years. In judging whether a crime is serious, particular attention shall be paid to whether or not the offence was committed as part of a crime that is carried out professionally and systematically or is far-reaching or, alternatively, of a particularly dangerous nature.

Cheating

**§ 4** Those who take inappropriate actions to manipulate the outcome of a game that is subject to licence requirements under this Act shall be imprisoned for a maximum of two years for cheating.

**§ 5** Crimes specified in § 4 that are serious are punishable by imprisonment for a minimum of six months and a maximum of six years. In judging whether a crime is serious, particular attention shall be paid to whether or not the offence was committed as part of a crime that is carried out systematically or is far-reaching or, alternatively, of a particularly dangerous nature.

### **Other criminal law provisions**

**§ 6** Regarding attempts or preparations for unlawful gambling operations or cheating, gross crimes shall be prosecuted in accordance with Chapter 23 of the Swedish Penal Code.

**§ 7** Punishments according to §§ 1-6 may not be imposed for offences that are subject to a decision on pecuniary penalties or fines.

### **Seizures**

**§ 8** If a person is caught in the act of committing a crime under this Act, seizures may be made of gambling equipment or other items for which there are reasonable grounds to believe that they are pertinent to the criminal investigation or which can be presumed to be liable to confiscation under this Act.

The authority to carry out seizures is given to persons assigned as inspectors pursuant to Chapter 18, § 3 and such officials of the gambling authority whose tasks include the monitoring of compliance with gambling provisions.

Any property that has been seized pursuant to the first paragraph shall be reported promptly to the Swedish Police Authority or public prosecutor. A police officer or public prosecutor who receives such a seizure report shall take the same steps as if they themselves had made the seizure.

## **Forfeiture**

**§ 9** Bets taken in conjunction with a crime according to this Act shall be declared forfeit. Any other exchanges made in conjunction with such crimes shall also be declared forfeit. The same applies to equipment, documents and other property that has been subject to such a crime. If a gambling machine is forfeited, its contents shall also be declared forfeit. Forfeiture may not take place if it is clearly excessive.

Equipment, documents and other property that has been used as a means of assistance in crimes under this Act may be declared forfeit if necessary to prevent a crime or if there are other particular reasons. The same applies to property that has been intended to be used as a means of assistance in such crimes if the crime was carried out.

In addition to that which is stated in Chapter 36, § 5 of the Swedish Penal Code, forfeiture can be applied to a party that professionally provided such property. Instead of the property, its value can be declared forfeit.

## **Pecuniary penalties**

**§ 10** If a licence holder under this Act has received remarks or warnings as per Chapter 18, § 12, the gambling authority may decide that the licence holder shall pay a pecuniary penalty.

The penalty falls to the State.

**§ 11** If a payment service provider, according to the Act (2010:751) on payment services, fails in its obligation to reject a payment order pursuant to regulations issued by the Government or violates a decision on payment blocking as per Chapter 18, § 26, the gambling authority may decide that the payment service provider must pay a pecuniary penalty.

The penalty shall fall to the State.

**§ 12** A pecuniary penalty may not be imposed for

1. an offence that has been examined in a criminal case or is subject to an approved imposition of a fine, or
2. failure to comply with the imposition of a fine or ban that has involved

a fine.

### **Size of pecuniary penalties**

**§ 13** Pecuniary penalties under § 10 shall amount to a minimum of SEK 5,000 and a maximum of 10 % of the licence holder's turnover in the preceding financial year.

If the violation occurred during the licence holder's first year of operation or if turnover figures are otherwise missing or inadequate, the turnover may be estimated.

Only turnover from operations that require a licence under this Act shall be taken into account.

**§ 14** Pecuniary penalties under § 11 shall amount to a minimum of SEK 5,000 and a maximum of SEK 10 million.

**§ 15** In determining the size of a pecuniary penalty pursuant to §§ 13 or 14, particular attention shall be given to the seriousness and duration of the violation.

The gambling authority may wholly or partially refrain from imposing a penalty if the violation is negligible or excusable or, considering the circumstances, if it seems excessive to impose a penalty.

### **Late fee**

**§ 16** If a licence holder fails to provide in due time the information that they are obligated to provide in accordance with regulations issued by virtue of this Act, the gambling authority may decide that the licence holder shall pay a late fee of not more than SEK 100,000.

The penalty falls to the State.

### **Payment and collection of fees**

**§ 17** Pecuniary penalties and late fees under this chapter shall be paid to the gambling authority within 30 days of the fee or penalty decision entering into legal force or by the due date specified in the decision.

A pecuniary penalty or late fee decision may be enforced according to the Swedish Enforcement Code if the penalty fee has not been paid within the time period specified in the first paragraph.

If the pecuniary penalty or late fee is not paid within the time period specified in the first paragraph, the gambling authority shall turn the unpaid penalty or fee over to a collection agency.

Provisions on the collection of debts to the State can be found in the Act (1993:891) on the collection of debts to the State.

## **Limitation**

**§ 18** A pecuniary penalty or late fee will no longer be enforced if it has not been collected within five years of the fee or penalty decision entering into legal force.

## **Chapter 20. Fees and appeals**

**§ 1** Fees may be charged for matters concerning licences, permits, registrations and oversight under this Act.

In cases handled by a municipality, fees shall be charged according to the rate determined by the municipal council.

**§ 2** Gambling authority decisions on penalties pursuant to Chapter 18, § 20 may not be appealed.

Appeals against other decisions made by the gambling authority or a municipality under this Act may be filed with general administrative courts.

Leave to appeal is required when lodging appeals with the Administrative Court of Appeal.

## **Chapter 21. Authorisation**

### **Terminology used in the Act**

**§ 1** The Government, or the authority appointed by the Government, may issue regulations as to what constitutes electronic means of communication under this Act.

### **Licensing and registration**

**§ 2** The Government, or the authority appointed by the Government, may issue regulations on:

1. which documents and information are to be submitted in conjunction with an application for a licence or to change a licence,
2. contact person,
3. who is to be regarded as part of management in accordance with Chapter 4, § 3,
4. bets, winnings and payout percentages, and
5. responsible gaming measures and other requirements for operation of a game.

### **Games reserved for the State**

§ 3 The Government, or the authority appointed by the Government, may issue regulations on:

1. which games or combinations thereof may be licensed as per Chapter 5, § 1,
2. the maximum number of token gambling machines for which a licence may be granted pursuant to Chapter 5, § 1, and
3. calculations of returns pursuant to Chapter 5, § 8.

### **Commercial online gambling**

§ 4 The Government, or the authority appointed by the Government, may issue regulations on allowed games and the number of games that may be provided under a licence as per Chapter 7, § 1.

### **Betting**

§ 5 The Government, or the authority appointed by the Government, may issue regulations on which games may be licensed as per Chapter 8, § 1 and on bans and other measures to combat the manipulation of sports results in respect of betting.

### **Land-based commercial gambling**

§ 6 The Government, or the authority appointed by the Government, may issue regulations on which games may be licensed as per Chapter 9, § 1.

### **Gambling on vessels in international traffic**

§ 7 The Government, or the authority appointed by the Government, may issue regulations on which games may be licensed as per Chapter 10, § 1.

### **International collaboration**

§ 8 The Government, or the authority appointed by the Government, may issue regulations on other conditions for international collaboration and which

stipulate that international collaboration as per Chapter 11, § 1 are also allowed with organisations or companies in countries outside of the EEA.

### **Gambling agents**

**§ 9** The Government, or the authority appointed by the Government, may issue regulations on:

1. the applicable conditions for the provision of gambling via a gambling agent,
2. the information that a registration application shall contain, and
3. exemptions from the gambling agent registration requirement.

### **Permit for the possession of cash, token and goods gambling machines**

**§ 10** The Government, or the authority appointed by the Government, may issue regulations on:

1. which documents and information are to be submitted in conjunction with an application for a permit to possess a cash, token or goods gambling machine, or to change such a permit,
2. requirements to prevent cash, token and goods gambling machines from being used for anything other than that which is covered by the permit.

### **Registration of players**

**§ 11** The Government, or the authority appointed by the Government, may issue regulations on exemption from registration as per Chapter 12, § 1 and on how player identities are to be verified as per Chapter 12, §§ 2 and 4.

### **Player accounts**

**§ 12** The Government, or the authority appointed by the Government, may issue regulations on requirements concerning licence holders' handling of payments and player accounts and on exemption from the obligation to provide information to players.

### **Responsible gambling**

**§ 13** The Government, or the authority appointed by the Government, may issue regulations on:

1. exemption from the requirement of an action plan as per Chapter 14, § 1,
2. what information must be kept available to players as per Chapter 14, § 4,
3. additional limits for online gambling and gambling on token gambling machines, as well as what will apply upon changes to the established limits,
4. conditions for licence holders' offers of bonuses as per Chapter 14, § 9,

5. self-assessment tests as per Chapter 14, § 10,
6. self-exclusion as per Chapter 14, §§ 11 and 12,
7. what must be included in training as per Chapter 14, § 14, which games will be subject to the training requirements, when and how the training is to be carried out, as well as training exemptions for certain parties, and
8. provisions on employee participation in the licence holder's games as per Chapter 14, § 15.

### **Technical requirements**

**§ 14** The Government, or the authority appointed by the Government, may issue regulations on:

1. such technical requirements and procedures as referred to in Chapter 16, § 1, and
2. the assessment of compliance as referred to in Chapter 16, § 3.

### **Processing of personal data**

**§ 15** The Government, or the authority appointed by the Government, may issue regulations on:

1. the processing of personal data in and disclosure of data from the self-exclusion register as per Chapter 14, § 12,
2. restrictions on the permitted purposes for processing personal data as per Chapter 17, §§ 4 and 5,
3. restrictions as to what personal data may be processed for the purposes specified in Chapter 17, §§ 4 and 5,
4. requirements for measures to protect the rights and interests of registered parties, and
5. keeping and elimination of personal data.

### **Oversight and other measures**

**§ 16** The Government, or the authority appointed by the Government, may issue regulations on:

1. the utilisation of mystery shoppers,
2. what information a licence holder must provide to the gambling authority for its oversight activities,
3. the oversight exercised by the municipalities as per Chapter 18, § 1, and
4. the formats for the warning messages as per Chapter 18, § 28.

**§ 17** The Government may issue regulations on

1. the obligation for payment service providers, according to the Act (2010:751) on payment services, to reject a payment order relating to a

gambling service provider without the required licence, where a debit card is used and where authorisation takes place using a retail code system, and

2. the blocking of payments as per Chapter 18, § 26.

## **Fees**

**§ 18** The Government, or the authority appointed by the Government, may – with the exception of the fee determined by a municipality – issue regulations on the amount of the fees referred to in Chapter 20, § 1, paragraph 1 and on the payment of such fees.

## **Transitional provisions**

2018:1138

1. This Act enters into force on 1 January 2019.

2. This Act repeals the Lotteries Act (1994:1000) and the Casinos Act (1999:355).

3. Before the entry into force, the Act may be applied to licence applications that are submitted to the Swedish Gambling Authority after 1 August 2018 and which concern time frames after 1 January 2019.

4. Licences may be granted even if the requirements set out in Chapter 16, § 3 are not met as of 1 January 2019, if the applicant can demonstrate to the gambling authority that the equipment meets the corresponding requirements and that the assessment procedure has commenced. However, if by 1 July 2019 the licence holder has not submitted to the gambling authority a certificate stating that the assessment procedure is concluded and the requirements are met, the licence shall be revoked.

5. The repealed Acts still apply to decisions that were made prior to the entry into force of this Act, provided said decisions do not concern the application of this Act.