

# The Swedish Gambling Authority's constitution collection

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## **The Swedish Gambling Authority's regulations and general advice on technical requirements and accreditation of bodies for the control, testing and certification of gambling activities;**

adopted on 2 December 2022.

The Swedish Gambling Authority provides<sup>1</sup> the following on the basis of Chapter 16, Section 3, Section 9 and Section 10(7) of the Gambling Ordinance (2018:1475) and decides the following general advice.

### **Chapter 1 Scope and terminology**

**Section 1** These regulations and general advice apply to applicants to be accredited to carry out the inspection, testing and certification of gambling activities and to applicants for a licence to conduct gambling activities as well as to those who are licensed under the Gambling Act (2018:1138).

The Swedish Gambling Authority may decide on exemptions from the regulations, if this is justified from a safety point of view and otherwise does not pose any risks to the player.

The regulations and general guidelines do not apply to:

1. land-based casino in dedicated premises pursuant to Chapter 5, Section 1 of the Gambling Act,
2. video lottery terminals in accordance with Chapter 5, Sections 7-8 of the Gambling Act,
3. lotteries in accordance with Chapter 6, Section 3 of the Gambling Act which are not online gambling where the annual estimated gross turnover from the lottery activity during the license period is less than ten (10) million SEK per year and the value of the maximum prize is no more than 1/6 of the price base amount,
4. Bingo of a temporary nature pursuant to Chapter 6, Section 5 of the Gambling Act where the annual estimated gross turnover from bingo operations during the license period is less than ten (10) million SEK per year and the value of the maximum prize is no more than 1/6 of the price base amount,
5. local pool games pursuant to Chapter 6, Section 8 of the Gambling Act,
6. games covered by municipal registration pursuant to Chapter 6, Section 9 of the Gambling Act,
7. land-based casino games, goods gaming machines and card games in the form of tournaments pursuant to Chapter 9, Section 1 of the Gambling Act, and
8. games on ships in international traffic in accordance with Chapter 10, Section 1 of the Gambling Act.

**Section 2** For lotteries under Chapter 6, Section 3 of the Gambling Act (2018:1138) which are

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<sup>1</sup> See Directive (EU) 2015/1535 of the European Parliament and of the Council of 9 September 2015 laying down a procedure for the provision of information in the field of technical regulations and of rules on Information Society services.

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not online gambling where the annual estimated gross turnover from lottery activities during the license period is less than thirty (30) million SEK per year only applies to Chapters 1-2 and 13 if the value of the highest win exceeds a price base amount.

**Section 3** For bingo under Chapter 6, Section 5 of the Gambling Act (2018:1138) where the estimated annual gross turnover from bingo activities during the licence period is less than thirty (30) million SEK per year only applies to Chapter 1-2, 8, 11 and 13

**Section 4** For occasional bingo in accordance with Chapter 6, Section 5 of the Gambling Act (2018:1138) where the estimated annual gross turnover from bingo activities during the license period is less than thirty (30) million SEK per year only applies to Chapter 1-2 and 13 if the value of the highest win exceeds a price base amount.

**Section 5** Unless otherwise stated, the terms and designations used in the regulations have the same meaning as in the Gambling Act (2018:1138) and in the Gambling Ordinance (2018:1475).

The following definitions apply in these regulations and general advice

1. *bingo of a temporary nature*: bingo games organised only occasionally or on a few days a week during the licence period,

2. *check total*: numbers attached to numbers or messages for changes and errors to be detectable. Checksums are calculated by a specific mathematical procedure,

3. *information access*: information, and resources that manage it, that are of value to an organisation. A gaming and business system consists of one or more information assets which the licensee himself defines in a list,

4. *logged in time*: the time between the player logging into the game system until the player chooses to log out or that the gaming system logs the player out,

5. *encryption*: distortion of data and information with an encryption algorithm that is generally known and published,

6. *live casino games*: casino games offered as online games via video link, data transmitted communication services or the like where gambling equipment is used instead of a gaming system,

7. *maximum load*: defined by the certified licensee and refers to it when the gaming system automatically rejects bets from players,

8. *agent terminal*: a technical device used to manage different types of games and player information, cannot be handled by the player, is part of the gaming system and does not work without connection to the rest of the gaming system,

9. *person in a politically exposed position (PEP)*: a person who has, or has had, an important public function in a country, or in the management of an international organisation,

10. *game round*: a combination of events from the moment the licensee opens a game and the player places a bet until the result of the game is generated,

11. *random number generator*: an algorithm or a physical device intended to generate a sequence of elements (often numbers) that have certain statistical characteristics common to sequences, which occur purely randomly after a given probability distribution,

12. *UTC*: world time UTC (Coordinated Universal Time). UTC Sweden available at the Time Bureau, BIPM in Paris and retrieved in a secure way to RISE, Research Institutes of Sweden - Sweden's research and innovation partner for business and society, in Borås and called UTC(SP), and

13. *win pot*: all or part of players' bets according to the rules of the relevant game type and where the licensee retains these bets until all or part of the bets are distributed, can be, for example, a jackpot, pool bet or split jackpot.

## **Chapter 2 Inspection, testing and certification**

**Section 1** An applicant for a licence under the Gambling Act (2018:1138) shall apply to an accredited body for the inspection, testing and certification of gaming systems, business systems, procedures, gambling equipment and physical lottery tickets in accordance with Chapter 16, Section 3 of the Gambling Act.

Provisions on accreditation — as per the first paragraph — by Swedac can be found in the Accreditation and Conformity Assessment Act (2011:791).

### *General recommendations:*

If the applicant or the provider of services on behalf of the applicant is certified in relation to the current ISO/IEC 27001:2014, the requirements of Chapters 4-6 of this regulation may be met.

A valid ISO/IEC 27001:2014 certificate, a statement of applicability<sup>2</sup> and a documented risk assessment shall be available to the accredited body for evaluation.

**Section 2** Any person applying for a licence under the Gambling Act (2018:1138) shall send documentation for the carried out inspection, testing and certification to the Swedish Gambling Authority.

The report shall clearly indicate the evaluation methods used in the inspection, testing and certification processes.

In order to ensure that the accredited body complies with all the requirements of Chapter 3, certificates issued and other documentation for the business shall be attached.

**Section 3** Inspection, testing and certification protocols shall be renewed at least every twelve months.

The first paragraph shall not apply to persons who are licensed under Chapter 6, Section 1 of the Gambling Act (2018:1138), and who do not provide online gambling. Renewal of inspection, testing and certification protocols is then required only if an information asset classified with some relevance pursuant to Chapter 5, Section 3, second paragraph has been updated or changed, or if a new or existing information asset during the licence period is classified with some relevance.

Renewal in accordance with the second paragraph shall take place within a period of 12 months from the date on which the requirement for renewal arises.

**Section 4** If, in the course of its day-to-day work, the accredited body finds shortcomings or defects that are relevant to the licence, the licensee shall immediately notify the Swedish Gambling Authority.

The licensee shall immediately notify the Swedish Gambling Authority if the certification body withdraws certificates.

*Exemption from the requirement for an assessment procedure under Chapter 16, Section 3 of the Gambling Act (2018:1138) etc.*

**Section 5** Games under Chapter 1, Sections 2 and 4 are exempted from the requirement for an assessment procedure under Chapter 16, Section 3 of the Gambling Act (2018:1138) if the value of the highest prize is less than one price base amount.

**Section 6** If the equipment referred to in Chapter 13 is used in games referred to in Section 5, the licensee shall ensure that the equipment meets the requirements set out in Chapter 13. The result of a draw shall be documented in a protocol to be stored during the licence period.

For occasional bingo in accordance with Chapter 6, Section 5 of the Gambling Act (2018:1138),

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<sup>2</sup> Statement of Applicability.

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where the annual estimated gross turnover from bingo activities during the licence period is less than thirty (30) million SEK per year and the value of the highest prize exceeds 1/6 of the price base amount, the equipment referred to in Chapter 13 shall be used.

## Chapter 3 Accredited bodies

*Scope:*

**Section 1** The accredited process shall include information security, inspection, testing and certification as well as risk and vulnerability analysis.

*Eligibility requirements for the accredited body*

**Section 2** The applicant for accreditation shall have experience in working with management systems for information security, inspection, testing, certification and risk and vulnerability analysis.

*General recommendations:*

Experience means at least three years' experience in testing and evaluating information security management systems, at least two years of experience in risk and vulnerability analysis or equivalent experience.

*Eligibility requirements for staff of the accredited body*

**Section 3** Inspection, testing and certification shall be performed by staff with adequate and documented training. There must be staff with at least five years' experience in inspecting and testing gaming systems, gaming activities and online activities, or equivalent experience.

There must be staff with at least five years' experience in risk and vulnerability work, or equivalent experience.

The experience and competence claimed must be evidenced by a certificate or similar document.

*General recommendations:*

Adequate and relevant training can also be other qualifications indicating that staff have acquired sufficient competence for the task or tasks.

For work with random number generators and other gambling equipment, the responsible supervisor should have a master's degree or a PhD in mathematics, statistics or other training relevant to the assignment.

Such qualifications must be documented in the same way as other training and, for information security work, may be certifications in accordance with:

- International Information Systems Security Certification Consortium (ISC)2 Certified Information Systems Security Professional (CISSP),
- Payment card industry (PCI) Qualified Security Assessor (QSA), or
- Information Systems Audit and Control Association (ISACA) Certified Information Systems Auditor (CISA).

For work with risk and vulnerability analyses, the following certifications may be applicable:

- International Council of E-commerce (EC-Council) Certified Ethical Hacker (CEH),
- EC-Council Licensed Penetration Tester (LPT),
- Information Assurance Certification Review Board (IACRB) Certified Penetration Tester (CPT),
- Global Information assurance Certification (GIAC) Certified Penetration Tester (GPEN),

- CESG CHECK Team Leader,
  - CESG CHECK Team Member,
  - CREST Infrastructure Certification,
  - CREST Registered Tester,
  - Tiger Scheme Senior Security Tester, or
  - Tiger Scheme Qualified Security Tester.
- Inspection, testing and certification may be carried out by staff who collectively meet the established requirements.

## **Chapter 4 Information security of the licensee**

### *Protection of information*

**Section 1** Important information shall be protected against physical and logical intrusion and other external influences, while ensuring that information is available when needed.*Staff administration*

**Section 2** There must be a policy and procedures that regulate employee access in gaming and business systems.

Equivalent policy, establishment of a description of authorisations and procedures in accordance with the first paragraph, shall be available for other persons who need to have access to gaming and business systems.

Policies and procedures shall be documented and updated on a regular basis.

### *General recommendations:*

A policy and associated procedures may include:

1. detailed job descriptions for each employee,
2. access to information that is required for each job description, that is to say, for the performance of duties,
3. the way in which changes in the job description are also reflected in the access rights to what information the employee should have access, and
4. a description of the steps taken if employment is terminated.

### *Access restrictions*

**Section 3** Gaming and business systems shall be located in the space adapted for the purpose.

Any access point, or similar, to the location where gaming and business systems are handled or stored shall be provided with personal surveillance or technical access control equipment.

The extent of access control must be adapted to the provisions on risk and vulnerability work in Chapter 5.

Cards, codes and keys to spaces where gaming and business systems are handled or stored shall be checked to prevent unauthorised access.

### *General recommendations:*

A space adapted for the purpose may consist of one or more rooms.

**Section 4** Operating and testing systems shall be kept logically separate.

Systems for testing the generation and validation and actual generation and validation of physical lottery data shall be logically separated from each other.

### *Authentication*

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**Section 5** Gaming and business systems shall include technical and administrative measures for identifying the user, the user's access to the systems and recording the user's activities.

All access to gaming and business systems must be recorded.

Code, password or equivalent to gaming and business systems are personal and may not be displayed or provided to others and shall be provided with a security protection appropriate to the information.

**Section 6** The gaming and business systems shall have a function that continuously records the identity of users, the date and time of login and log-out, as well as other activities relevant to information security.

**Section 7** Events outside the technical equipment affecting the gaming and business systems shall be recorded.

*General recommendations:*

Fire, water damage can be examples of events outside the technical equipment that affect gaming and business systems. The recording of events in accordance with Section 7 may be done manually.

*Communication and Operations*

**Section 8** Gaming and business systems shall be capable of being shut down safely in the event of a disruption or loss of the power supply or communication.

Back-up power systems shall be in place to ensure data integrity, record history, backup and to allow games in progress to be terminated.

**Section 9** Gaming and business systems shall have a function that records all attempts at unauthorised access to the gaming system, other events and create event reports with time recording.

**Section 10** Gaming and business systems shall be protected against unauthorised intrusion and the introduction of unauthorised and malicious code.

Gaming and business systems should have a malware detection feature.

There shall be documented procedures for updating protection against unauthorised and malicious code.

**Section 11** All system changes in accordance with Chapter 6 and other deviations in the gaming and business systems shall be monitored and recorded.

**Section 12** Gaming and business systems shall be backed up at least daily.

It shall be ensured that the systems can be recreated from the time of the last backup until the time of any interruption.

**Section 13** Gaming and business systems shall be fitted with the intended firewall.

Firewalls should be set up in such a way that other devices within the same network cannot create alternative network paths. Access to firewalls shall be documented in established job and authorisation descriptions.

Access to a firewall shall be registered.

All incidents affecting or aiming to affect firewalls shall be recorded.

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**Section 14** Information shall be stored and transmitted securely.

Profit information files shall be handled so that no unauthorised person can copy it or otherwise misuse or damage the information. If public networks are used for the transmission of information, the information shall be encrypted, and the separate subsystems shall verify transmission and reception and be protected from incomplete transmission, interference and copying and sending of unauthorised reply messages.

**Section 15** There shall be documented procedures for handling removable data media.

If profit information on data media is sent by post, or equivalent, a transport option shall be chosen that ensures that the requirements of Section 14, second paragraph, are met.

*General recommendations:*

For example, removable data media include laptops and removable memory.

**Section 16** Only features necessary for the purpose of installing new software shall be enabled.

Maintenance and updating of applications in a gaming and business system shall be done in a secure and controlled manner.

**Section 17** Software must be identifiable by its name and version number.

The software code of the gaming system shall contain comments explaining the function of the code.

*Storing registered data, events and logs*

**Section 18** Registered information, events and logs shall be stored in accordance with Chapter 16, Section 5 of the Gambling Act (2018:1138) and shall be kept unchanged and shall be protected against unauthorised access.

According to Section 13, fourth paragraph, registered data shall be stored for at least three months.

*Time reference*

**Section 19** The gaming system shall record time.

All data, events and logs shall be recorded in real time.

UTC shall be used as the time reference system.

## **Chapter 5 Licensee's risk and vulnerability work**

**Section 1** Licensees shall carry out a risk and vulnerability analysis and systematically identify and document the information assets of the gaming and business systems in a list.

The work must also take into account the dependence of its own activities on other activities.

The choice of risk and vulnerability analysis methodology shall be documented.

*General recommendations:*

ISO 31000:2009 is a guide that contains principles and general guidelines for

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risk management.

According to Section 1, a risk and vulnerability analysis and a list may include the following elements:

1. identification of information assets that must always be protected/functioning (What should be protected?),
2. identification of risk sources that may affect/threaten identified information assets (What can happen?),
3. risk analysis (How likely is it and what are the consequences if it occurs?),
4. risk assessment to assess which of the identified sources of risk should be further processed and what measures should be taken for identified risks,
5. assessment of the ability to withstand and handle identified sources of risk, and
6. risk management through identification and prioritisation of actions based on the results of the analysis.

**Section 2** For each information asset in the list, the following information must be provided:

1. a definition of the information asset,
2. unique identification number,
3. a version number,
4. identifying marks for the information asset,
5. decision-makers who have the right to decide on changes in access to information,
6. internal risk assessment,
7. check value for information assets classified in accordance with Section 3, second paragraph 2-3, and
8. the geographical location of physical information assets.

**Section 3** According to Section 2, each defined information asset shall be classified on the basis of the following four criteria:

1. player information — information worthy of protection,
2. integrity of gaming and business systems,
3. availability of player information, or
4. traceability.

Each classification shall be assessed as follows:

1. no relevance (the information asset is not relevant to the criteria in points 1 to 4 respectively of the first paragraph),
2. some relevance (the information asset may be relevant to the criteria in points 1 to 4 respectively of the first paragraph), or
3. high relevance (the criteria in points 1-4 respectively of the first paragraph are dependent on the information asset).

*General recommendations:*

Depending on whether and how virtualisation, for example, cloud services, is used in the gaming and business system, the redundancy and availability of information may be affected.

Different methods of virtualisation may lead to a change in the classification of an information asset. The licensee should pay attention to how the classification of a hardware information asset is affected and may change

depending on the choice or development of virtualisation internally or externally.

If an external cloud service provider is used it shall be ensured that the provider meets the requirements of the regulations.

**Section 4** The licensee shall designate a responsible decision-maker for risk and vulnerability analysis work and the management of information and incidents arising under this Chapter.

Documented procedures for monitoring, detecting, analysing, handling and reporting and recording security and information security incidents.

**Section 5** There shall be a function and documented procedures for handling intrusions and attempted intrusions into gaming and business systems.

All intrusions and attempted intrusions into gaming and business systems shall be registered.

## **Chapter 6 The licensee's system changes**

**Section 1** There shall be a documented process for version management and a version management system for updates or alterations to the information assets drawn up in a list in accordance with Chapter 5, Section 2.

**Section 2** Updates or changes to an information asset classified as critical with high relevance in accordance with Chapter 5, Section 3, second paragraph shall be examined without delay by an accredited body.

The updating or modification of an information asset classified with some relevance pursuant to Chapter 5, Section 3, second paragraph shall be reviewed in conjunction with the ordinary certification process in accordance with Chapter 2, Section 3.

**Section 3** If the licensee has an internal function that manages quality assurance of updates or alterations to information assets, the accredited body may authorise alterations to be made without review in accordance with Section 2, first paragraph if:

1. the function is organisationally separate from the function that implements updates or alterations and
2. the function has staff with adequate training and experience.

Updating or changing an information asset under the first paragraph shall be reviewed in conjunction with the ordinary certification process in accordance with Chapter 2, Section 3.

**Section 4** When updating or changing information assets in accordance with Section 1, a risk and vulnerability analysis shall be performed.

**Section 5** There shall be a designated decision-maker who is responsible for and decides on each update or change to an information asset.

**Section 6** A version management system shall contain information about requests for changes, the approval of changes and changes made to information assets.

Previous versions of information assets shall be stored and kept available for examination.

*General recommendations:*

Earlier versions of information assets in the form of hardware may be destroyed.

## **Chapter 7 Features for licensee's gaming administration**

### *Activation and deactivation of games*

**Section 1** Licensees shall be able to activate or deactivate any game or its player without delay; either one or more games or players individually or all at once.

The measures referred to in the first paragraph shall be recorded and documented.

*General recommendations*

For example, a game can be deactivated by being temporarily hidden if the licensee detects errors in the game or for an individual player.

**Section 2** A game that is deactivated shall be able to be completed.

A multi-stage game that is deactivated shall be able to be completed at the next login.

### *Interrupted Games*

**Section 3** An interrupted game shall be able to be completed unless otherwise stated in the rules of the game.

A cancelled game shall be displayed to a player when the game system is reconnected with the bet placed.

Bets referred to in the second paragraph shall be kept separate and accounted for separately in the player's account until the game is completed.

*General advice:*

A game can be considered interrupted, for example, if the gaming system loses connection to the player's equipment, the gaming system or player's equipment restarts and abnormal shutdown of the gaming system.

A game may also be considered suspended if a match could not be completed or a race was cancelled.

**Section 4** If a discontinued game is not completed within 90 days, it shall be terminated.

The rules of the game shall state clearly what happens to a player's bet, if a game is terminated without being completed.

## *Error management*

**Section 5** For games, there must be documented procedures for dealing with errors and failures.

The rules of the game shall state clearly what applies to the player in the event of errors and failures.

**Section 6** Errors and failures found shall be recorded and documented.

The causes and solutions to errors and failures in the first paragraph shall be recorded and documented.

**Section 7** It shall be ensured that an interrupted game or other errors and failures do not adversely affect a player's game account or game balance.

In the event that a player cannot complete a game due to errors or failures, there shall be a function that calculates the amount to be paid to a player.

**Section 8** The value of a prize pool shall not be affected by errors and failures.

## **Chapter 8 Information that a gaming system should be able to generate**

**Section 1** Reports regarding suspected gaming fraud referred to in Chapter 19, Section 6, of the Gambling Act (2018:1138) shall be able to be created in the gaming system or manually.

Reports of suspected gaming fraud, unauthorised cooperation between players, attempts at gaming fraud and unauthorised cooperation between players, and other recorded violations of the terms of use and rules of the game shall be able to be created in the gaming system or manually.

Reports of undue influence on the outcome of a bet that is subject to betting shall be able to be created in the gaming system or manually.

**Section 2** The gaming system shall have a function to generate reports of deviations or changes in the player's gaming habits and patterns that give rise to responsible gaming measures.

**Section 3** The gaming system shall have a function to generate reports for all player registrations.

The gaming system shall have a function to generate reports for existing and closed temporary gaming accounts as referred to in Chapter 13, Section 4, first paragraph of the Gambling Act (2018:1138).

**Section 4** The gaming system shall have a feature to generate reports for all registered players, players' account information and the date of registration.

**Section 5** The gaming system shall have a function to generate reports with all players who have suspended themselves from gaming for 24 hours, for a certain period of time or suspended themselves from gaming until further notice in accordance with Chapter 14, Section 12 of the Gambling Act (2018:1138).

**Section 6** The gaming system shall have a feature to generate reports with all players who limited their limit in time, bets or deposits to gaming accounts.

**SIFS 2022:3** gaming system shall also have a function to generate reports of the number of players who have lowered or raised their limit in time, bets or deposits to gaming accounts.

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**Section 7** The gaming system shall have a function to generate reports on inactive gaming accounts.

*General recommendations:*

This should be stated in the licensee's agreement with the player when a gaming account becomes inactive and what happens to e.g. credit if the account has been inactive for a certain period of time.

**Section 8** The gaming system shall have a function to generate reports for all gaming accounts that have been closed.

If a gaming account has been closed, it shall state why it has been closed and whether it has been closed by the player or by the licensee.

**Section 9** The gaming system shall have a feature to generate reports for gaming accounts with a positive balance that have been closed for more than five working days.

**Section 10** The gaming system shall have a function to generate a report for each gaming account.

*General recommendations:*

A report should include information on balances, deposits, bets, winnings and withdrawals.

**Section 11** The gaming system shall have a function to record an individual player's entire login time.

The following may be included in one or more reports referred to in the first paragraph:

1. player ID,
2. time when the login time has started and ended,
3. player's equipment,
4. total bet during login time,
5. total winnings paid out during the login period,
6. total deposit into the gaming account during the login period (time registered),
7. total withdrawals from the gaming account during the login period (time registered),
8. the time of last confirmation during the login period,
9. reasons for the termination of a login, and
10. identification of games and versions of games played during the login period.

**Section 12** The gaming system shall have a function to record and be able to generate one or more reports with information about the player's transactions during the login time.

The following information may be included in a report referred to in the first paragraph:

1. player ID,
2. start time of the game,
3. player's balance at the start time of the game,
4. bet (time-recorded),
5. provision to the prize pool,
6. status of the game,
7. outcomes in the game (time-recorded),
8. payment of the prize pool,
9. end time of the game,
10. winnings,
11. player's balance at the end time, and
12. all interrupted games and the reason why they were not

completed.

**Section 13** The gaming system shall have a function to record and be able to generate one or more reports on events in the gaming system.

The following information may be included in a report referred to in the first paragraph:

1. substantial profits,
2. large transfers of funds,
3. changes in the conditions for gaming,
4. changes in the conditions for the prize pool,
5. newly established prize pool,
6. players' participation in the prize pool,
7. payment of the prize pool, and
8. interrupted games with a prize pool.

**Section 14** The gaming system shall have a function to record and be able to generate individual and aggregated reports on one or more of the licensee's game rounds.

The following information may be included in a report referred to in the first paragraph:

1. name and serial number of the round,
2. date,
3. start time of the round,
4. end time of the round,
5. total turnover,
6. number of bets,
7. licensee's bet,
8. financing of a prize pool,
9. value of a prize pool before the start of the game,
10. value of a prize pool at the end of the game,
11. possible outcomes,
12. real outcome,
13. total number of winnings,
14. total number of winners,
15. number of winners per level,

SIFS 2022:3 number of entitlements,

17. total distribution, and

18. number of players who have not completed the game round and the reason why they have not completed the game. *General recommendations:*

A possible outcome may be a situation where there is a possibility of a unique outcome that is not directly apparent from the relevant winning plan, e.g. a football match where a bet may relate to 1X2.

## **Chapter 9 Functional requirements for the licensee against players**

### *Registration of the player and access to the gaming system*

**Section 1** The gaming system shall have a function to register a player.

Verification of the player's authorization shall be done by means of a personal and unique authorisation code each time the player logs into the gaming system.

#### *General recommendations:*

After the initial registration, when the Gambling Act (2018:1138) requires verification of the player via reliable electronic identification or equivalent, the licensee may continue to require verification via reliable electronic identification or equivalent. Alternatively, the licensee may choose to allow the player to create a username with the associated authorisation code. A feature of the gaming system should inform how the player can create a unique and secure access code.

**Section 2** The gaming system shall have a function that checks the player's age.

**Section 3** If a check of the PEP pursuant to Chapter 3, Section 10 of the Act (2017:630) on measures against money laundering and financing of terrorism has been carried out, the check shall be recorded in the gaming system.

#### *General recommendations:*

Registration can be done by entering a PEP box in the player register and noting yes or no.

**Section 4** All logins to a gaming account and any attempts to log in that have been made shall be recorded.

There shall be a feature in the gaming system to detect if someone who is not authorised is trying to log in to a player's account.

If an unauthorised person has attempted to enter a player's account, the player shall be informed thereof immediately and thereafter in accordance with the licensee's agreement with the player.

#### *General recommendations:*

Notification that an unauthorised person has attempted to access a player's gaming account may be made by any means the licensee deems most appropriate at the time, such as text messages, e-mails, or login information.

**Section 5** A player's identity, date and time shall be recorded at each login and log-out.

When a player logs into the gaming system, their last login with time and date shall be available to the player.

**SIFS 2023 Section 6** The gaming system shall have a function and documented procedures for the secure change of authorisation codes.

A player's authorisation code shall not be able to be changed unilaterally by the licensee.

*General recommendations:*

If necessary, a one-time code can be sent to the player's registered email address or registered mobile number.

*Player accounts*

**Section 7** The gaming system shall have a function to manage and record all financial transactions to and from a gaming account in accordance with Chapter 13, Section 3 of the Gambling Act (2018:1138).

**Section 8** When depositing funds in a gaming account, the licensee must be able to ensure that the declared debit/bank account holder or other payment service is the same as the player of the gaming account.

The first paragraph shall also apply if the player changes a bank card, bank account or other payment service.

*General recommendations:*

Security can be ensured via reliable electronic identification or equivalent.

**Section 9** A player shall be able to see his balance on the gaming account immediately after each transaction has been executed.

There must be a function which, in accordance with Chapter 13, Section 3, first paragraph, of the Gambling Act (2018:1138), shows the player which games they have taken part in, all bets made and all winnings paid out.

*Limitation of deposits, losses and login time*

**Section 10** For online gaming, there must be a feature where the player should easily specify the amount of deposits that can be made broken down by day, week and month.

A player who has not set limits on deposits in accordance with the first paragraph is not allowed to play.

**Section 11** For online gaming, there must be a feature where the player can easily limit their login time.

**Section 12** There must be a feature to be able to display the player warnings about winnings and losses as well as information about the time the player has been logged in.

**Section 13** Only the player shall be able to determine the limits in accordance with Sections 10 and 11.

*Suspension from gaming*

**Section 14** The gaming system shall have a feature that allows players to easily suspend themselves from games for a certain period of time or for an indefinite period.

**SIFS 2022:3** The gaming system shall have a function that checks whether players have suspended themselves or limited their playing time each time players register or log into the gaming system. **SIFS 2022:3**

*Start of game*

**Section 16** For games, there shall be a feature and documented procedures that prevent a bet from being placed after the licensee's specified opportunity for the withdrawal or event of a future result has been started.

*General recommendations:*

Where relevant, betting can take place during an ongoing match or similar, such as a bet on which team scores the next goal or the player of the match.

**Chapter 10 Payout percentage**

**Section 1** In games with progressive winnings, the minimum payout percentage shall be shown to the player.

**Section 2** The gaming system shall have a function to monitor the payout percentage of each individual bet.

Data generated pursuant to the first paragraph shall be stored and available for review.

**Chapter 11 Game instructions, winning plan and winning pot**

*Game instructions*

**Section 1** Gaming instructions shall be complete, clear and not misleading.

*General recommendations:*

Gaming instructions may be translated into other languages and shall then have the same content as the original ones.

**Section 2** Gaming instructions and gaming rules shall be available without the need to place a bet.

**Section 3** Gaming instructions shall be available on the same type of medium as the current game.

Gaming instructions shall be readily available.

*General recommendations:*

If a game temporarily changes the character, during the ongoing game, the game instructions should automatically be adapted to the change.

*Payout table*

**Section 4** There must be documented procedures to ensure that the configuration of profit plans is correct.

Documented procedures shall be in place to ensure that the calculation of profit plans is correct.

*General recommendations:*

Procedures can be both automatic and manual.

*Prize pool*

**Section 5** There must be rules on how a player can win a prize pool. How a prize pool is funded and distributed shall be clearly stated.

**Section 6** It shall be clear from the rules of the game how a prize pool is to be distributed if it is won by more than one player.

**Section 7** It shall be clear from the rules of the game how a licensee can cancel or terminate a prize pool.

**Chapter 12 Abnormal gaming and gaming fraud**

**Section 1** The gaming system shall have a function and there shall be documented procedures for detecting the occurrence of gaming fraud and unauthorised cooperation between players, attempted gaming fraud and unauthorised cooperation between players and other violations of the terms of use and rules of the game.

**Section 2** The gaming system shall have a feature so that a player can easily and immediately report suspected gaming fraud, gaming fraud, unauthorised cooperation between players, attempted gaming fraud and unauthorised cooperation between players, and other violations of the terms of use and rules of the game.

**Section 3** There must be a function to analyse and create a basis for reporting on undue influence of results that constitute objects for betting.

**Section 4** There must be documented procedures to detect and counter deviations and abnormal gaming by manipulation of games and software.

**Chapter 13 Functionality requirements for random number generators**

**Section 1** Results from a random number generator shall be random, statistically independent, have the correct standard deviation and their correct probability distribution shall be ensured.

The result of the random number generator shall not be predictable without knowledge of the algorithm used, implementation and initial values. **SIFS 2022:3**

*General recommendations:*

There are several statistical tests that can be used to ensure the result of a random number generator. The DIEHARD Test Kit (Marsaglia) and the NIST Test Kit (National Institute of Standards and Technology - Statistical Test Suit) are two tests that can be used.

**Section 2** There must be a documented reference to established and accepted

algorithm and any program code and conversion procedure for the random number generator.

If the random number generator is embedded in the software, the entire program code, together with comments and documentation, shall be able to be accounted for.

*General recommendations:*

The algorithm on which the random number generator is based should be published in any internationally recognised publication.

The outcome tests that may be relevant to generated random numbers are, for example, the X<sup>2</sup> test (chi-two test), autocorrelation test and run test.

The licensee may enable verification of the established winning plan by allowing the accredited test operations or the Swedish Gambling Authority to review programs, printing plates, logs, check lists or other documentation for the winning plan.

**Section 3** The random number generator shall be able to handle the maximum load determined.

**Section 4** Features that do not generate outcomes in games but that depend on random elements shall be based on the result of the random number generator.

*General recommendations:*

Such features can include, for example, a random playing line or placement at a poker table in a poker tournament.

**Section 5** Calculations from a random number generator shall have the correct standard deviation and be subject to correct probability distribution.

The random number generator's outcome of numbers, symbols or events shall correspond to the gaming rules established for the game in question.

*General recommendations:*

If the random numbers are converted into cards, there should be four aces, four kings, etc. in a normal deck of cards if the game now uses a normal deck of cards.

**Section 6** Random number generator calculations shall be consistent with recorded events in the gaming system.

**Section 7** If the gaming rules require a sequence of outcomes from a random number generator to be determined in advance, it is only permitted to create new sequences if it is stated in the rules of the game.

**Section 8** Unless otherwise stated in the rules of the game, the outcome of a random number generator must always be independent of events in the current game or of previous games.

*Draw equipment without a random number generator*

**Section 9** Results from draw equipment without a random number generator shall be random, statistically independent, have the correct standard deviation and be subject to correct probability distribution.

The outcome tests that may be relevant to generated random numbers are, for example, the **SIFS 2022:3** X2 test (chi-two test), autocorrelation test and run test.

**Section 10** Free draw equipment without random number generators shall be kept locked in and with restricted access.

*Draw equipment live casino games*

**Section 11** Draw equipment in a live casino game shall be monitored and recorded.

The recorded material must show that the rules of the game are followed. The recording shall record the date and time.

**Section 12** There must be a physical authorisation check to the room used for live casino games with associated spaces.

At least there shall be separate certification for persons with different functions of workers.

*General recommendations:*

Card sensors, floor managers, managers and surveillance staff are examples of different types of workers that should be categorised into different qualification groups.

## **Chapter 14 Functionality requirements when an agent terminal is used for operations and control**

*Agent terminal*

**Section 1** An agent terminal must be clearly identifiable by the gaming system.

*General recommendations:*

An agent terminal is part of the gaming system and identification can be done by validating the check-sum of the individual parts of the terminal or similar procedure ensuring the integrity of the system as a whole.

**Section 2** Communication between an agent terminal and other parts of the gaming system shall be protected by encryption or equivalent when transferring.

**Section 3** Play or payment transactions sent from an agent terminal to other parts of the gaming system shall be validated by the terminal after completion of the transaction before printing.

*Agent terminal for profit validation*

**Section 4** If an agent terminal is used for profit validation, it must be equipped with a display designed to convey information to the player.

The following information should be displayed on the screen facing the player

1. form of play,
2. action,
3. cancellation,

5. game closed.

## Chapter 15 Functionality requirements for online gambling

### *Game performance*

**Section 1** Games with interactive selections must have illustrations that clearly show current and possible bets.

Games referred to in the first paragraph shall clearly show the possibility of modifying or restoring the current bet.

**Section 2** Each game round shall be at least three seconds.

The first paragraph also applies to an autoplay function.

**Section 3** Player's participation in a game and the choices made by the player in the gaming system are based on voluntary behaviour.

A player should have a reasonable time to consider the consequences of a choice.

Repeated selections made by a player in the gaming system shall not be able to queue to be made.

#### *General recommendations:*

Choices that can be made include, for example, purchase, pay, "spin", "play", "hold", "draw", "double".

### *Visual presentation*

**Section 4** The name of the game shall be displayed on all pages associated with the game in question.

**Section 5** The gaming system shall have a function that continuously shows the player how long they have been logged in.

**Section 6** The gaming system shall have a function that continuously shows the player's balance to the player throughout the login period.

**Section 7** A bet on a game shall be clearly displayed.

The player's possible bet and actual bet as well as the minimum bet and the maximum bet shall be clearly shown. The gaming system shall have a feature that makes the player's bet, including the total bet in the game, clearly visible.

#### *General recommendations:*

Examples of when the player's bet may be included in a total bet is when a player can play on multiple events in combination.

**Section 8** A player shall be informed of the existence of factors beyond their control that may affect the game in question and the outcome.

#### *General recommendations:*

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Factors that can affect a player include, for example, the use of automation or add-on applications to automation.

**Section 9** A game result must be visible for a reasonable time.

**Section 10** A computer-simulated slot game must clearly show or illustrate which symbols are winning.

If different combinations of symbols involve a win, they shall be clearly displayed or illustrated.

**Section 11** If a game temporarily changes character, the game must clearly show the current status for the next game.

**Section 12** A symbol used in a game shall have the same shape and colour throughout the game.

**Section 13** The number of active decks of cards and which cards are included in the current game must be clearly indicated.

The front of the card shall clearly show the colour and value of the card.

The rules of the game shall indicate clearly when the cards are shuffled.

*General recommendations:*

In different games, cards other than the playing cards can be included.

**Section 14** If a traditional dice is not used in a dice game, this should be made clear to the player.

It shall be clearly indicated which dice page wins a bet.

**Section 15** A gaming system shall have a feature that prevents a player from playing against himself.

A gaming system shall have a function to detect and prevent one or more players from using the same gaming equipment at the same time.

**Section 16** The current prize pool amount shall be visible to participating players.

**Section 17** A player shall be informed of a winning pot won without delay. After winning a prize pool, all players shall be informed of its new value.

The information referred to in the second paragraph shall also be available to players who have not participated in the prize pool in question.

**Section 18** It shall be clear whether a prize pool is not available to a player.

It shall be ensured that all information provided to players is accurate regardless of whether a prize pool is available or not.

1. These regulations and general advice shall enter into force on 1 January 2023.
2. For those who are licensed to provide games pursuant to Chapter 6 of the Gambling Act (2018:1138) before 1 January 2023 and do not provide games online, the regulations apply for the first time on 1 July 2023.
3. Before their entry into force, the regulations may be applied to licence applications that are submitted to the Swedish Gambling Authority after 1 September 2022 and which concern the period after 1 January 2023.
4. The regulations repeal the Authority's regulations and general recommendations (LIFS 2018:8) on technical requirements and the accreditation of bodies for those responsible for checking, testing and certifying gambling activities.

On behalf of the Swedish Gambling Authority

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