

SENATE BILL No. 177

DIGEST OF INTRODUCED BILL

Citations Affected: Noncode.

Synopsis: Study of loot boxes in video games. Requires the Indiana gaming commission to report recommendations to the legislative council concerning loot boxes.

Effective: July 1, 2019.

Grooms

January 3, 2019, read first time and referred to Committee on Public Policy.



First Regular Session of the 121st General Assembly (2019)

PRINTING CODE. Amendments: Whenever an existing statute (or a section of the Indiana Constitution) is being amended, the text of the existing provision will appear in this style type, additions will appear in **this style type**, and deletions will appear in ~~this style type~~.

Additions: Whenever a new statutory provision is being enacted (or a new constitutional provision adopted), the text of the new provision will appear in **this style type**. Also, the word **NEW** will appear in that style type in the introductory clause of each SECTION that adds a new provision to the Indiana Code or the Indiana Constitution.

Conflict reconciliation: Text in a statute in *this style type* or ~~this style type~~ reconciles conflicts between statutes enacted by the 2018 Regular and Special Session of the General Assembly.

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A BILL FOR AN ACT concerning gaming.

Be it enacted by the General Assembly of the State of Indiana:

- 1 SECTION 1. [EFFECTIVE JULY 1, 2019] (a) **Not later than**
2 **January 1, 2020, the Indiana gaming commission shall report to**
3 **the legislative council, in an electronic format under IC 5-14-6,**
4 **recommendations:**
5 (1) **regarding how best to regulate the practice of loot boxes**
6 **and similar types of mechanisms in online games and**
7 **applications; and**
8 (2) **regarding options for the adoption and implementation of**
9 **a regulatory and enforcement system concerning the sale of**
10 **games containing loot boxes and any appropriate disclosures.**
11 **(b) This SECTION expires July 1, 2020.**

