

NCPG CARE Responsible Play Amendments for Fantasy Sports Legislation

The CARE Responsible Play Amendments provide a set of minimum consumer protection standards to be incorporated into all fantasy sports legislation. They are based on NCPG's Fantasy Sports Consumer Protection Guidelines. While language to provide funding for problem gambling services and enforcement of the responsible play provisions is important it is not included below due to the wide variations in state law in these areas. CARE stands for Consumer protection; Age & identity verification; Responsible play guidelines; and Exclusion procedures.

CONSUMER PROTECTION

- a. link on the fantasy contest's website to information on problem gambling and where to seek assistance for problem gambling;
- b. offer access to the fantasy contest player's play history, including summary of time & money spent per session and overall, games played and previous line-ups and prizes awarded;
- c. Advertisements should not misrepresent the frequency or extent of winning or target people with game-play problems or minors
- d. offer access to account details including all deposit amounts, withdrawal amounts, bonus information including how much is left on any pending bonus and how much has been released to the fantasy contest player.

AGE & IDENTIFY VERIFICATION

- a. Verify that contest participants are 18 years of age or older through the use of a commercially available database or aggregate of databases, consisting primarily of data from government sources, that is regularly used by government and businesses for the purpose of age and identity verification and authentication;

RESPONSIBLE PLAY GUIDELINES

- a. Responsible play guidelines shall include, but are not limited to:
 1. Information on how individual games work
 2. Practical tips on how to keep spending within safe limits
 3. Limit setting, for both time and amount of money spent in the game.
 4. Warnings on the risks associated with excessive play, including signs of a potential gambling problem

5. Links to at least one organization dedicated to helping people with potential gambling problems.

EXCLUSION

a. Self-exclusion is a customer-initiated restriction on their ability to participate in game-play. Self-exclusions shall:

1. be made available on the fantasy contest's website or via telephone or online chat with a fantasy contest operator's customer service agent;

2. allow the fantasy contest player to select the length of the self-exclusion and be irrevocable during the period specified;

3. contain information about available problem gambling resources;

4. contain information regarding the closure process for any accounts opened by the fantasy contest player and restrictions on opening new accounts during the self-exclusion;

5. contain the requirements for reinstatement and the conclusion of the length selected for self-exclusion;

6. contain information regarding how reward points and remaining deposit account balances are handled.;