

### Directive 6 of 2018

# **Controlled Skill Games Ruling - Fantasy Sports**

In exercise of the power conferred by article 7(2) of the Gaming Act, 2018 (Cap. 583 of the Laws of Malta), the Malta Gaming Authority is hereby issuing the following directive in order to delineate in further detail the specific ruling issued in terms of regulation 8 of the Gaming Authorisations Regulations.

# Part I - Preliminary

1. The Malta Gaming Authority (hereinafter the 'Authority') is hereby issuing this ruling in terms of regulation 8 of the Gaming Authorisations Regulations (S.L. 583.05) (hereinafter the 'Regulations'). In terms of this ruling, 'fantasy sports' as defined hereunder, shall be considered a controlled skill game, requiring a licence in terms of the same Regulations, extending the previous ruling on the same subject matter issued on 27 January 2017 in terms of regulation 6 of the Skill Games Regulations (S.L. 438.11).

#### Part II - Definitions

2. For the purposes of this ruling, and its effects at law, fantasy sports shall be defined as a contest offered by means of distance communications, wherein players commit a consideration of monetary value, whether in the form of a stake, a periodic subscription or the purchase of in-game items which provide an advantage to the player, to compete against other players for the possibility to win a prize of money or money's worth. The fantasy sports contest shall be one where the outcome is determined by the accumulation of statistical results of the performance of a number of individuals competing in actual sporting events.

Provided that this definition shall exclude the forecast of the score, point spread, or the result of any other future occurrence of one or multiple events, and for the avoidance of doubt, the winning outcome must be determined predominantly through the skill or knowledge of the player. The onus of proving all these factors shall rest with the applicant.

## Part III - Applicability

3. Persons offering fantasy sports in or from Malta are required to apply for a controlled skill game licence, adhering to the obligations stipulated in the Regulations and any other relevant regulatory instrument.

Ruling reference: SG/001