

L.N. 266 of 2019

**GAMING ACT
(CAP. 583)**

Gaming Licence Fees (Amendment) Regulations, 2019

IN EXERCISE of the powers conferred by article article 12(d) of the Gaming Act, the Parliamentary Secretary for Financial Services, Digital Economy and Innovation, in consultation with the Malta Gaming Authority, has made the following regulations:

1. The title of these regulations is the Gaming Licence Fees (Amendment) Regulations, 2019 and these regulations shall be read and construed as one with the Gaming Licence Fees Regulations, hereinafter referred to as the "principal regulations". Citation.
S.L. 583.03
2. These regulations shall apply in relation to applicants who apply as a start-up undertaking and licensees which will be adding a gaming vertical on or after 1st January 2020. Applicability.
3. Sub-regulation (2) of regulation 9 of the principal regulations shall be amended as follows: Amends
regulation 9 of
the principal
regulations.
 - (a) paragraph (e) thereof shall be substituted by the following:

"(e) that person has generated actual revenue from the same, or a related, sector during the previous thirty-six months amounting to less than ten million euro (€10,000,000):

Provided that where the financial period cannot be determined or is not applicable, the previous thirty-six (36) calendar months shall be taken into consideration;"

and
 - (b) paragraph (f) thereof shall be substituted by the following:

"(f) that person is not part of, or controlled by, a corporate group whose actual revenue in the same, or a related sector within the previous thirty-six months exceeds ten million euro (€10,000,000):

Provided that where the financial period cannot

be determined or is not applicable, the previous thirty-six (36) calendar months shall be taken into consideration; and".

Amends the
Fourth Schedule
of the principal
regulations.

4. In the Fourth Schedule to the principal regulations, the words "Request for the addition of a new game type" shall be substituted by the words "Request for the addition of a new game vertical".
