

MALTA'S NEW GAMING ACT

The rules have changed



MAIN CHANGES



Simplified licence classes



Longer licence term (10 years) and “group” licences



Material supply certificate



“Recognition certificate” for companies licenced in another EEA jurisdiction



A key official is no longer required, but key persons need to be approved



New tax rates and compliance contributions



More streamlined responsible gaming measures

Malta's new Gaming Act came into force on 1 August 2018, together with a series of regulations which have changed the way things are done.

Type of Licences

B2B

- Supply and management of material elements of a game
- Supply and management of software to generate, capture, control or otherwise process any essential regulatory data
- Supply and management of the control system

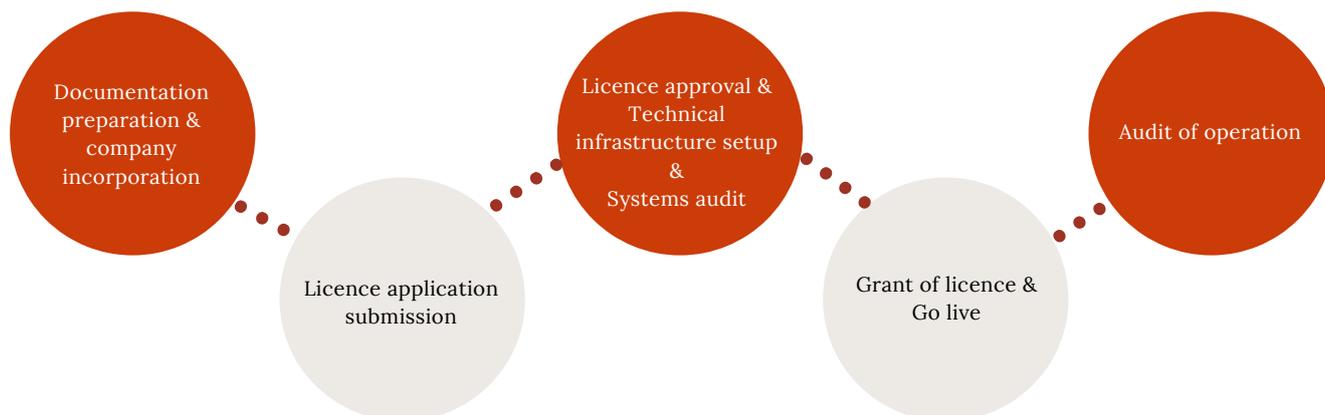
B2C

- Offering, provision or operation of a gaming service
- Hosting by a person in public premises a gaming operation, making available for use a gaming device or gaming system therein

B2C Licences

- **TYPE 1:** Games of chance played against the house, the outcome of which is determined by a random generator, including casino type games (roulette, blackjack, baccarat, poker played against the house) lotteries, secondary lotteries and virtual sports games;
- **TYPE 2:** Games of chance played against the house, the outcome of which is not generated randomly, but is determined by the result of an event or competition extraneous to a game of chance, and whereby the operator manages his or her own risk by managing the odds offered to the player;
- **TYPE 3:** Games of chance not played against the house and wherein the operator is not exposed to gaming risk, but generates revenue by taking a commission or other charge based on the stakes or the prize, and it includes player versus player games such as poker, bingo, betting exchange, and other commission based games;
- **TYPE 4:** Controlled Skill Games such as fantasy sports.

Application process



Material Supply Certificates

Persons offering a gaming service to a licensee or other authorized person, which supply is considered to be material in line with the following list, may request certification to facilitate the supply thereof, giving the visibility of such supplies considered to be supplementary to the activity being licenced:

- Manufacturing, assembling, placing on the market, distributing, supplying, selling, leasing or transferring a gaming device
- Providing risk management services for the operation of a licensable game
- Providing event and odds management systems, including content provision for betting
- Providing fraud management services for the operation of a licensable game
- Holding or managing player funds
- Providing services relating to customer due diligence
- Providing services related to player identity verification
- Providing co-location services and other managed information technology services
- Providing back-up and disaster recovery services.

Licence fees, taxes & compliance contribution

For information regarding licence fees, taxes & compliance contribution, please visit www.whpartners.eu/gaming-fees-and-taxes/



ABOUT WH PARTNERS

What we can help you with

We are a leading law firm in Malta and with consulting rooms in London (UK), Prague (CZ), Livorno (ITA) and Warsaw (PL), focused on new economy industries, with expertise and experience in gaming & gambling, blockchain, e-payments & e-money, software research & development and related industries.

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Licensing & compliance



Tax & Corporate Services



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Capital Markets



Commercial contracts



Blockchain



Fiduciary & trustee services



Employment



Bookkeeping

"The best for gaming regulatory work in the market" - Chambers & Partners Europe, 2018