PROPOSED TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT 6

Draft Dated: 11/09/2026

PURPOSE STATEMENT: Pursuant to Nevada Gaming Commission ("NGC") Regulation 14. 050, to amend Nevada Gaming Control Board ("NGCB") technical standards and bring them inline with MICS v9.

EFFECTIVE DATE: October 1, 2027

EXPLANATION: Matter in *blue italics* is new language; matter in *purple italics underlined* is new matter added to the 06/18/2026 draft; matter between ~~[red brackets with single strikethrough]~~ is material to be omitted; matter between ~~*[orange brackets italicized and underlined with a single strikethrough]*~~ is additional material to be omitted from the 06/18/2026 draft; and matter between *[green brackets in italics]* is for informational purposes only and will not be included in codified version.

TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT

STANDARD 6

INTERACTIVE GAMING SYSTEMS AND ASSOCIATED EQUIPMENT

6. 010 Definitions *[No change]*

6. 110 Interactive gaming account requirements.

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4. Interactive gaming systems must employ a mechanism to collect the following information prior to the creation of any interactive gaming account:

(a) The *legal* identity of the individual. *Optionally, a fictious name to be used during gameplay may also be collected*;

(b) The individual's date of birth showing that the individual is 21 years of age or older; (c) The physical address where the individual resides;

(d) The *last four digits of the* social security number for the individual, if a United States resident;

(e) That the individual had not previously self-excluded with the operator and otherwise remains on the operator's self exclusion list; and

(f) That the individual is not on the list of excluded persons established

pursuant to NRS 463. 151 and Regulation 28.

Note: Pursuant to Regulation 5A. 110(5), the operator shall verify this information within 30 days of the registration of the authorized player and must not allow an authorized player to deposit more than $5,000 in their interactive gaming account or withdraw any funds from their interactive gaming account until such information is verified. If this information cannot be verified in the allotted time, the system must place the account in a suspended mode.

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6. 120 Player and Game session requirements. *[No change]*

6. 130 Interactive gaming system requirements. *[No change]*

6. 140 Control program requirements for interactive gaming systems. *[No change]*

6. 150 Requirements for authorized player software. *[No change]*

6. 160 Information systems and network security requirements. *[No change]*

6. 170 Logging requirements for interactive gaming systems. *[No change]*

6. 180 Administrative functions. *[No change]*

6. 190 Game operation and information requirements. *[No change]*

6. 210 Documentation requirements for interactive gaming systems.

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4. Interactive gaming systems must be able to provide the following documentation on demand:

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(b) A "User Access Listing Report" that contains at a minimum:

(1) Employee name and title or position;

(2) User login name;

(3)Full list and description of application functions that each group/user account may execute;

Note: ~~[(3)]~~ May be on a separate report if menu functions can easily be cross referenced.

(4) Date and time account created;

(5) Date and time of last login;

(6) Date of last password change;

(7) Date and time account disabled/deactivated; and

(8) Group membership of user account*~~[, if applicable]~~*.

~~[Note: (3) May be on a separate report if menu functions can easily be cross~~

~~*referenced.]*~~

(c) A "Closed/Inactive Interactive Gaming Accounts Report" that contains at a minimum:

(1) The authorized player's name and interactive gaming account number;

(2) User ID and name of employee handling the closure*/inactivation* of the interactive gaming account, if an employee is involved;

(3) Date and time the interactive gaming account was opened;

(4) Last date authorized player logged into the interactive gaming account;

(5) Number of days since authorized player logged into the interactive gaming account;

(6) *Last date authorized player placed a wager;*

~~[(6)]~~(7) Date and time the interactive gaming account was closed*/inactivated*; and

~~[(7)]~~(8) Balance of the interactive gaming account when closed*/inactivated*.

(d) An "Interactive Gaming Account Transaction Detail Report" by authorized player that contains at a minimum:

(1) Date of activity;

(2) Authorized player's name and account number;

(3) Date and time authorized player session started;

(4) State or foreign jurisdiction where the authorized player is located while logged into session;

(5) Unique transaction number;

(6) Type of game (e. g. , Texas hold 'em) and table session number, if transfer*red* to/from table;

(7) Date and time of each transaction;

(8) Amount of each transaction;

(9) Type of each transaction ~~[(e. g. , deposit, withdrawal, transfer to game, transfer from game, adjustment, etc.);]~~ *(i. e. , type of credit as defined by Regulation 5. 225(11) and type of debit as defined by Regulation 5. 225(12));*

(10) Name of authorized player's financial institution and last four digits of account number for deposit and withdrawal transactions, if applicable;

(11) ~~[Method]~~ *Nature* of deposit/withdrawal (e. g. , cash, debit or credit card, personal check, cashier's check, wire transfer, money order, ~~[and]~~ *or* transfer to/from casino account);

(12) User ID and employee name handling the transaction, if assisting authorized player;

(13) Amount of outstanding account balance before and after each transaction;

(14) Date and time authorized player session ended;

(15) Subtotals by transaction type; and

(16) Ending account balance at the end of the authorized player's session.

Note 1: The "Interactive Gaming Account Transaction Detail Report" for the prior 180-day period must be available to an authorized player on-line.

Note 2: The "Interactive Gaming Account Transaction Detail Report" for the prior five year period must be available to an authorized player off-line.

(e) An "Interactive Gaming Account Balance Summary Report" by authorized player for all authorized players with an account balance that contains at a minimum:

(1) Date of activity;

(2) Authorized player's account name and interactive gaming account number;

(3) Status of account (e. g. , active, inactive, closed, suspended, etc.);

(4) Date account was opened;

(5) Date registration information provided by authorized player;

(6) Date registration information verified by operator of interactive gaming;

(7) Date of last *wagering* activity;

(8) Amount of beginning account balance;

(9) ~~[Total amount of deposit transactions;]~~ *Total amount of each type of credit to the account (as defined by Regulation 5. 225(11));*

(10) ~~[Total amount of withdrawal transactions;]~~ *Total amount of each type of debit to the account (as defined by Regulation 5. 225(12)); and*

~~[(11) Total amount of account adjustment transactions;~~

~~(12) Total amount of transfers to game;~~

~~(13) Total amount of transfers from game; and]~~

~~[(14)]~~ *(11)* Amount of ending account balance.

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(o) An "Interactive Gaming Daily Progressive Pool Activity Report" that contains at a minimum:

(1) *Jackpot pool or* progressive pool name *or other unique identifier*;

(2) Beginning balance;

(3) Total wagers ~~[by table session]~~ *from each game*;

(4) Contributions to primary pool;

(5) Contributions by hidden/secondary pool, as applicable;

(6) Date and time of payout;

(7) Winning authorized player(s) name and interactive gaming account number;

(8) Payout amount(s);

(9) User ID and name of the employee handling the ~~[payment]~~ *payout*, if applicable;

(10) *Jackpot pool or* progressive reset amount after payout;

(11) *Jackpot pool or progressive adjustment amount;*

(12) User ID and name of employee performing an adjustment to the pool amount for other than an authorized player winning the pool amount during a table session;

~~[(12)]~~*(13)* Reason/description for employee making an adjustment to the pool amount;

~~[(13)]~~*(14)* Date and time of *jackpot* pool *or progressive* amount adjustment; and

~~[(14)]~~*(15)* Ending balance.

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(t) An "Interactive Gaming Contest/Tournament *Detail* Report" that contains at a minimum:

(1) ~~[Date of activity;]~~ *Beginning and ending date of each event;*

(2) Name *and unique identifier* of *each* contest/tournament;

(3) Name *and account number* of each authorized player participating, amount of entry ~~[fee]~~ *fees/rebuys* paid, and date paid;

(4) Total amount of entry fees*/rebuys* collected *by the operator*;

(5) Name *and account number* of each winning authorized player, amount paid to winner, and date paid; *and*

(6) Total amount of winnings paid to authorized players. ~~[and]~~

~~[(7) Compensation amount collected by the operator of interactive gaming;]~~

(u) *An "Interactive Gaming Contests/Tournaments Summary Report" created monthly for each contest/tournament that is either in progress at the end of the month (inclusive of those which fees have been collected but players have not started competing), or completed by the end of the month, which includes the following information:*

(1) Beginning and ending date of each contest/tournament;

(2) Name and unique identifier of each contest/tournament;

(3) Total amount of entry fees/rebuys received by the operator of interactive gaming to date;

(4) Total amount of winnings paid to participants; and

(5) For contests/tournaments that concluded during the month, total amount of contest/tournament revenue.

(v) An "Exceptions Report" or set of reports, that:

(1) Contain the following events, at a minimum:

(i) Failed login attempts;

(ii) Changes occurring outside normal program execution;

(iii) Changes to application/system policies or parameters;

(iv) Audit trail of information changed/modified by administrator accounts;

(v) Changes to date/time on master time server;

(vi) Significant periods of unavailability of the interactive gaming system or any critical component of the interactive gaming system (e. g. , when a transaction cannot be performed); and

(vii) Other significant or unusual events.

(2) Contain the following transactions requiring employee intervention including, but not limited to:

(i) Adjustments to an authorized player's interactive gaming account balance;

(ii) Changes made to information recorded in an authorized player's interactive gaming account;

(iii) Changes made to an authorized player's self exclusion limits;

(iv)Changes made to game parameters (e. g. , game rules, payout

schedules, rake percentage, etc.);

(v) Changes made to payout parameters;

(vi) Voids, overrides, and corrections;

(vii) Mandatory deactivation of an authorized ~~[player]~~ *player's wagering account*; and

(viii) Any other activity requiring employee intervention and occurring outside of the normal scope of system operation.

(3) Contain the following attributes, at a minimum:

(i) Date and time of the exception event;

(ii) Unique transaction identifier and description of transaction;

(iii) Identification of user who performed and/or authorized alteration of transaction;

(iv) Data or parameter altered;

(v) Data or parameter value prior to alteration; and

(vi) Data or parameter value after alteration.

6. 310 Equipment associated with interactive gaming. *[No change]*

6. 410 Waiver provisions. *Upon a showing of good cause, the Chair may waive any of the requirements of Technical Standard 6, pursuant to Regulation 5A. 230.*

End – Technical Standard 6