



General Assembly

February Session, 2026

**Raised Bill No. 5229**

LCO No. 1613



Referred to Committee on GENERAL LAW

Introduced by:  
(GL)

**AN ACT CONCERNING GAMING.**

Be it enacted by the Senate and House of Representatives in General Assembly convened:

1 Section 1. Subsection (c) of section 12-863 of the 2026 supplement to  
2 the general statutes is repealed and the following is substituted in lieu  
3 thereof (*Effective July 1, 2026*):

4 (c) A master wagering licensee and a licensed online gaming  
5 operator, online gaming service provider and sports wagering retailer  
6 shall each, where applicable based on the services provided:

7 (1) Prohibit an individual from establishing more than one account  
8 on each electronic wagering platform operated by the licensee;

9 (2) Limit a person to the use of only one debit card or only one credit  
10 card for an account, and place a monetary limit on the use of a credit  
11 card over a period of time, provided single-use stored value instruments  
12 purchased by cash or debit card only, including, but not limited to, a gift  
13 card or a lottery terminal printed value voucher, may be used pursuant  
14 to subdivision (3) of subsection (d) of section 12-853;

15 (3) Allow a person to limit the amount of money that may be  
16 deposited into an account, and spent per day through an account;

17 (4) Provide that any money in an online account belongs solely to the  
18 owner of the account and may be withdrawn by the owner, provided  
19 that once an owner initiates a withdrawal, such licensee, operator,  
20 provider or retailer, as applicable, shall not cancel or modify a pending  
21 withdrawal except (A) to correct an error in banking information  
22 submitted by the owner, (B) to comply with fraud prevention or anti-  
23 money-laundering requirements under applicable law, rules or  
24 regulations, (C) to prevent a duplicate withdrawal request, or (D)  
25 because of a documented technical malfunction that prevents the  
26 transfer;

27 (5) Establish a voluntary self-exclusion process to allow a person to  
28 (A) exclude himself or herself from establishing an account, (B) exclude  
29 himself or herself from placing wagers through an account, or (C) limit  
30 the amount such person may spend using such an account;

31 (6) Establish a toll-free telephone number to enable (A) a person to  
32 receive assistance from the licensee to resolve any problem the person  
33 is experiencing with an electronic wagering platform operated by the  
34 licensee, and (B) an owner of an account on an electronic wagering  
35 platform operated by the licensee to receive assistance from the licensee  
36 to resolve any problem the owner is experiencing with such account;

37 ~~[(6)]~~ (7) Provide responsible gambling and problem gambling  
38 information to participants; and

39 ~~[(7)]~~ (8) Conspicuously display on each applicable Internet web site  
40 or mobile application:

41 (A) A link to a description of the provisions of this subsection;

42 (B) A link to responsible gambling information;

43 (C) The toll-free telephone number established pursuant to

44 subdivision (6) of this subsection;

45 ~~[(C)]~~ (D) A toll-free telephone number an individual may use to  
46 obtain information about problem gambling;

47 ~~[(D)]~~ (E) A link to information about the voluntary self-exclusion  
48 process described in subdivision (5) of this subsection;

49 ~~[(E)]~~ (F) A clear display or periodic pop-up message of the amount of  
50 time an individual has spent on the operator's Internet web site or  
51 mobile application;

52 ~~[(F)]~~ (G) A means to initiate a break in play to discourage excessive  
53 play; [and]

54 ~~[(G)]~~ (H) A clear display of the amount of money available to the  
55 individual in his or her account; and

56 (I) During a pending withdrawal pursuant to subdivision (4) of this  
57 subsection: (i) The withdrawal amount, (ii) the timestamp of the request,  
58 (iii) the expected processing timeframe, and (iv) a notice stating:  
59 "Connecticut law prohibits withdrawal reversals except in limited cases  
60 related to fraud prevention or technical corrections."

61 Sec. 2. Subsection (e) of section 12-863 of the 2026 supplement to the  
62 general statutes is repealed and the following is substituted in lieu  
63 thereof (*Effective July 1, 2026*):

64 (e) Advertising, marketing and other promotional materials  
65 published, aired, displayed or disseminated by or on behalf of any  
66 gaming entity licensee shall:

67 (1) Not depict an individual who is, or appears to be, under twenty-  
68 one years of age, unless such individual is a professional athlete or a  
69 collegiate athlete who, if permitted by applicable law, is able to profit  
70 from the use of his or her name and likeness;

71 (2) Not be aimed exclusively or primarily at individuals under  
72 twenty-one years of age, or at individuals under eighteen years of age if  
73 pertaining exclusively to keno, online lottery ticket sales or fantasy  
74 contests, or any combination thereof;

75 (3) Not directly advertise, target or promote Internet games or retail  
76 sports wagering to specific individuals, rather than a general audience,  
77 who are (A) excluded pursuant to a self-exclusion process, or (B) have  
78 initiated a withdrawal of funds in an online account as described in  
79 [subdivision (5) of] subsection (c) of this section, through methods,  
80 including, but not limited to, electronic mail, telephone calls, text  
81 messages, direct messaging applications, mail and social media;

82 (4) State that individuals shall be eighteen or twenty-one years of age  
83 or older, as applicable, to participate in the type of gaming advertised,  
84 marketed or promoted;

85 (5) Not contain images, symbols, celebrity or entertainer  
86 endorsements or language designed to appeal specifically to those  
87 under twenty-one years of age, or, if pertaining exclusively to keno,  
88 online lottery ticket sales or fantasy contests, or any combination  
89 thereof, to those under eighteen years of age;

90 (6) Not contain inaccurate or misleading information that would  
91 reasonably be expected to confuse and mislead patrons in order to  
92 induce them to engage in gaming;

93 (7) Not be published, aired, displayed or disseminated to a media  
94 outlet or on social media, that appeal primarily to individuals under  
95 twenty-one years or age, or, if pertaining exclusively to keno, online  
96 lottery ticket sales or fantasy contests, or any combination thereof, to  
97 those under eighteen years of age;

98 (8) Not be published, aired, displayed or disseminated in any athletic  
99 facility located on the campus of any public or private institution of  
100 higher education in this state, or on any Internet web site, social media

101 platform, online service or mobile application established or maintained  
102 by or on behalf of any public or private institution of higher education  
103 in this state, unless such materials exclusively consist of an  
104 announcement, signage or display that is (A) directed to a general  
105 audience, and (B) comprised of one or more of the following: (i)  
106 Trademarks, symbols or logos; or (ii) a statement disclosing any  
107 relationship that may exist between the gaming entity licensee and such  
108 institution of higher education;

109        ~~[(8)]~~ (9) Not be placed before any audience where the majority of the  
110 viewers or participants is presumed to be under twenty-one years of  
111 age, or, if pertaining exclusively to keno, online lottery ticket sales or  
112 fantasy contests, or any combination thereof, to those under eighteen  
113 years of age;

114        ~~[(9)]~~ (10) Not imply greater chances of winning compared to other  
115 licensees;

116        ~~[(10)]~~ (11) Not imply greater chances of winning based on wagering  
117 in greater quantity or amount, except for online keno and online lottery  
118 draw games that include game features approved by the department  
119 that increase the chances of winning;

120        ~~[(11)]~~ (12) Not contain claims or representations that gaming will  
121 guarantee an individual's social, financial or personal success;

122        ~~[(12)]~~ (13) Not use any type, size, location, lighting, illustration,  
123 graphic, depiction or color resulting in the obscuring of any material  
124 fact; and

125        ~~[(13)]~~ (14) If a direct or targeted advertisement or promotion sent to  
126 an individual, including, but not limited to, electronic mail or text  
127 message, include a clear and conspicuous Internet link that allows the  
128 recipient to unsubscribe by clicking on one link.

129        Sec. 3. Section 12-863 of the 2026 supplement to the general statutes

130 is amended by adding subsections (j) and (k) as follows (*Effective July 1,*  
131 *2026*):

132 (NEW) (j) No electronic wagering platform used to conduct online  
133 sports wagering or sports wagering retailer shall use artificial  
134 intelligence to (1) track the sports wagers of an individual, (2) create an  
135 offer or promotion targeting a specific individual, or (3) create a  
136 gambling product, such as a microbet. For purposes of this subsection,  
137 "artificial intelligence" has the same meaning as provided in section 51-  
138 10e and "microbet" means a wager placed on an outcome or occurrence  
139 within a sporting event that may or may not be related to the ultimate  
140 result of the sporting event.

141 (NEW) (k) A master wagering licensee and a licensed online gaming  
142 operator, online gaming service provider and sports wagering retailer  
143 shall quarterly submit records to the department of withdrawals of  
144 funds under subsection (c) of this section from accounts by individuals  
145 placing wagers, including, but not limited to, timestamps of withdrawal  
146 requests, processing times, completion dates and any exceptions to the  
147 prohibition on cancelling such withdrawal requests under said  
148 subsection. Such licensee, operator, provider or retailer shall provide  
149 individuals doing business with them to place wagers with a monthly  
150 account statement summarizing: (1) Total deposits; (2) total  
151 withdrawals; (3) net wins or losses; (4) total wagering activity; and (5)  
152 any exceptions to the prohibition against withdrawal cancellations  
153 recorded. The department shall conduct periodic audits of such  
154 licensees, operators, providers or retailers to ensure compliance with the  
155 provisions of this subsection.

This act shall take effect as follows and shall amend the following sections:		
Section 1	<i>July 1, 2026</i>	12-863(c)
Sec. 2	<i>July 1, 2026</i>	12-863(e)
Sec. 3	<i>July 1, 2026</i>	12-863(j) and (k)

***Statement of Purpose:***

To restrict gaming advertising at college and university campuses, establish requirements regarding withdrawal of funds from gaming accounts, require gaming licensees to maintain customer service telephone numbers and bar the use of artificial intelligence for targeting certain bets to customers making online sports wagers.

*[Proposed deletions are enclosed in brackets. Proposed additions are indicated by underline, except that when the entire text of a bill or resolution or a section of a bill or resolution is new, it is not underlined.]*