

**104TH GENERAL ASSEMBLY****State of Illinois****2025 and 2026****HB4797**

by Rep. Edgar González, Jr.

**SYNOPSIS AS INTRODUCED:**

New Act

5 ILCS 100/5-45.71 new

Creates the Internet Gaming Act. Authorizes an Internet gaming operator to offer Internet gaming in accordance with the provisions of the Act. Provides that Internet gaming shall only be offered by an Internet gaming license or an Internet management service provider that has contracted with an Internet gaming licensee. Provides that an Internet gaming licensee shall offer no more than 3 individually branded Internet gaming skins. Provides that an Internet management service provider may conduct Internet gaming on its own Internet gaming platform pursuant to the agreement between the provider and an Internet gaming licensee and in accordance with the rules of the Board and the provisions of the Act. Includes provisions for: requirements of an Internet gaming platform; Internet waging accounts; license requirements; age verification, location, and responsible gaming; diversity goals in procurement and spending by Internet gaming licensees; acceptance of out-of-state wagers; and limitations on home rule units. Provides that a 25% privilege tax is imposed on Internet gaming to be deposited into the State Gaming Fund. Authorizes the adoption of emergency rules to implement the Act and makes conforming changes in the Illinois Administrative Procedure Act. Effective immediately.

LRB104 19757 LNS 33207 b

1           AN ACT concerning gaming.

2           **Be it enacted by the People of the State of Illinois,**  
3           **represented in the General Assembly:**

4           Section 1. Short title. This Act may be cited as the  
5           Internet Gaming Act.

6           Section 5. Definitions. Unless otherwise provided in this  
7           Act, the terms used in this Act have the same meaning given to  
8           those terms in the Illinois Gambling Act. Further, as used in  
9           this Act:

10           "Adjusted gross gaming revenue" means the total of all  
11           sums actually received by an Internet gaming licensee from  
12           Internet gaming operations, excluding voided wagers, free  
13           play, and promotional credits, less the total of all sums  
14           actually paid out as winnings to patrons, which includes the  
15           cash equivalent of any merchandise or thing of value awarded  
16           as a prize, and the total of successfully disputed credit or  
17           debit card charges that were previously included in the  
18           computation of gross gaming revenue. "Adjusted gross gaming  
19           revenue" does not include the dollar amount of non-cashable  
20           vouchers, coupons, or promotions redeemed by participants on  
21           an Internet gaming platform.

22           "Board" means the Illinois Gaming Board.

23           "Internet game" means an Internet-based version or

1       substantial equivalent of a gambling game, slot machine,  
2       poker, table game, or any other game approved by the Board,  
3       including, but not limited to, simulcasted live-dealer  
4       versions of casino games in which an individual wagers money  
5       or something of monetary value for the opportunity to win  
6       money or something of monetary value, and which is accessed by  
7       an Internet-connected computer or mobile device. "Internet  
8       game" includes gaming tournaments conducted via the Internet  
9       in which players compete against one another or in one or more  
10      of the games authorized in this Act. "Internet game" does not  
11      include sports wagering conducted pursuant to the Sports  
12      Wagering Act or fantasy contests in which one or more players  
13      compete against each other and winning outcomes reflect the  
14      relative knowledge and skill of the players and are determined  
15      predominantly by accumulated statistical results of the  
16      performance of individuals, including athletes in the case of  
17      sporting events.

18       "Internet gaming" means conducting Internet games.

19       "Internet gaming licensee" means the owners licensee or  
20      organization licensee that holds an Internet gaming license  
21      under this Act.

22       "Internet gaming operator" means an Internet gaming  
23      licensee that operates an Internet gaming platform or, if an  
24      Internet management service provider operates the Internet  
25      gaming platform, the Internet management service provider.

26       "Internet gaming platform" means the combination of

1 hardware and software or other technology designed and used to  
2 manage, conduct, and record Internet gaming and the wagers  
3 associated with Internet gaming.

4 "Internet gaming skin" means a distinctly branded Internet  
5 gaming platform operated by an Internet gaming operator, which  
6 may encompass a website, mobile application, or other portal  
7 to the Internet gaming platform. The brand may be that of the  
8 Internet gaming licensee or its affiliate, the Internet  
9 management service provider, or another brand as agreed upon  
10 by the Internet gaming licensee and its Internet management  
11 service provider.

12 "Internet management service provider" means a licensed  
13 business entity that operates an Internet gaming platform  
14 pursuant to an agreement with an Internet gaming licensee.

15 "Internet wagering" means the placing of wagers with an  
16 Internet gaming operator by persons who are either physically  
17 present in the State or in another permissible jurisdiction  
18 with which the Board has entered into a reciprocal agreement  
19 when placing a wager or otherwise permitted to place a wager by  
20 law.

21 "Internet wagering account" means a financial record  
22 established and accessible through an Internet gaming platform  
23 for an individual patron in which the patron may deposit and  
24 withdraw funds for Internet gaming and other authorized  
25 purchases and to which the Internet gaming operator may credit  
26 winnings or other amounts due to that patron or authorized by

1 that patron. Nothing in this Act shall prohibit the use of the  
2 same Internet wagering account for sports wagering conducted  
3 and authorized under the Sports Wagering Act.

4 "Organization licensee" has the meaning given to that term  
5 in the Illinois Horse Racing Act of 1975.

6 "Owners licensee" means the holder of an owners license  
7 issued under the Illinois Gambling Act.

8 "Permissible jurisdiction" means another jurisdiction from  
9 which wagers may be accepted pursuant to Section 60.

10 "Supplier" means (i) a seller or lessor of gaming  
11 equipment, systems, or other items to conduct Internet gaming,  
12 including a manufacturer, distributor, wholesaler, or  
13 retailer; (ii) a provider of Internet gaming equipment,  
14 maintenance, or repair services; (iii) a provider of security  
15 services at designated gaming areas; or (iv) any other  
16 purveyor of goods, data, or services to an Internet gaming  
17 licensee or Internet management service provider licensee, as  
18 deemed necessary by the Board if the Board determines that the  
19 goods, data, or services impact the integrity or security of  
20 the Internet gaming operation.

21 Section 10. Board powers and responsibilities. The Board  
22 has the same powers and responsibilities with respect to the  
23 offering of Internet gaming as it has with respect to  
24 non-Internet gaming pursuant to Section 5 of the Illinois  
25 Gambling Act, except where the exercise of such powers or

1 responsibilities is incompatible with the offering of gambling  
2 games over the Internet or with this Act.

3 Section 15. Rulemaking.

4 (a) The Board shall adopt emergency rules within 90 days  
5 after the effective date of this Act to administer this Act in  
6 accordance with Section 5-45 of the Illinois Administrative  
7 Procedure Act. For the purposes of the Illinois Administrative  
8 Procedure Act, the General Assembly finds that the adoption of  
9 rules to implement this Act is deemed an emergency and  
10 necessary to the public interest, safety, and welfare.

11 (b) In adopting rules and regulating the conduct of  
12 Internet gaming, the Board shall to the greatest extent  
13 possible utilize existing rules adopted under the Illinois  
14 Gambling Act and amend existing rules or adopt new rules or  
15 standards only as reasonably necessary to implement Internet  
16 gaming under this Act. The Board shall look to the Internet  
17 gaming rules of other regulated jurisdictions in the United  
18 States and shall implement consistent rules to the greatest  
19 extent practicable.

20 Section 20. Internet gaming authorized.

21 (a) Notwithstanding any provision of law to the contrary,  
22 Internet gaming is only lawful when conducted by an Internet  
23 gaming operator in accordance with the provisions of this Act  
24 and the rules of the Board.

(b) Internet gaming shall only be offered by an Internet gaming licensee or an Internet management service provider that has contracted with an Internet gaming licensee. An Internet gaming licensee shall offer no more than 3 individually branded Internet gaming skins. The Internet gaming licensee may operate the platform and contract with up to 3 Internet management service providers to conduct Internet gaming in accordance with the rules of the Board and the provisions of this Act. An Internet management service provider may conduct Internet gaming on its own Internet gaming platform pursuant to the agreement between the provider and an Internet gaming licensee and in accordance with the rules of the Board and the provisions of this Act.

(c) The primary servers necessary to the placement or resolution of wagers on an Internet gaming platform shall be located within a facility that is secure and inaccessible to the public. The primary servers may be located anywhere in the United States that is in compliance with federal law for a period of one year following the effective date of this Act. Beginning one year after the effective date of this Act, the primary servers must be located in the State. All wagers placed by a person physically located in the State are deemed to be placed in this State. The intermediate routing of electronic data in connection with Internet gaming, including across State lines, shall not determine the location or locations in which a wager is initiated, received, or

1 otherwise made.

2           Section 25. Requirements of Internet gaming platform.

3           (a) An Internet gaming operator may accept wagers on an  
4 Internet gaming platform only as follows:

5               (1) the wager is placed directly with the Internet  
6 gaming operator through an Internet wagering account; and

7               (2) the Internet gaming operator has verified that the  
8 person placing the wager is the holder of the Internet  
9 wagering account and is physically located within this  
10 State or a permissible jurisdiction using technological  
11 requirements in compliance with this Section.

12           (b) An Internet gaming platform shall include age and  
13 location verification mechanisms and requirements that are  
14 designed to preclude knowingly accepting wagers from  
15 individuals under 21 years of age, persons not physically  
16 within the State or a permissible jurisdiction, and persons  
17 otherwise excluded from Internet gaming from establishing  
18 Internet wagering accounts or from engaging in Internet gaming  
19 under this Act. The Internet gaming platform's age, location,  
20 and eligibility detection mechanisms shall monitor attempts to  
21 access the system and shall use commercially reasonable  
22 attempts to block unauthorized attempts to access the system.

23           (c) An Internet gaming operator shall implement  
24 commercially reasonable data security standards to prevent  
25 unauthorized access by any person whose identity has not been

1 verified or cannot be verified, in accordance with rules  
2 adopted by the Board. The Internet gaming platform's identity  
3 verification mechanisms shall monitor attempts to access the  
4 system and shall use commercially reasonable attempts to block  
5 unauthorized attempts to access the system by persons who are  
6 not the wagering account holder.

7 (d) An Internet gaming operator shall implement  
8 commercially reasonable standards to protect the privacy and  
9 security of patrons to a reasonable degree of certainty.  
10 Internet gaming operators shall establish and offer patrons  
11 the option to protect their accounts with multi-factor  
12 authentication or authentication features such as personal  
13 identification numbers or biometric data.

14 (e) An Internet gaming operator shall establish internal  
15 and accounting controls applicable to Internet gaming and  
16 shall ensure that the security and integrity of all financial  
17 transactions in connection with Internet gaming shall comply  
18 with this Act and any rules adopted by the Board.

19 (f) Each Internet gaming operator shall collect, report,  
20 and pay all applicable taxes and fees and shall maintain all  
21 books, records, and documents pertaining to the Internet  
22 gaming operators gaming operations in a manner approved by the  
23 Board.

24 (g) All books, records, and documents concerning Internet  
25 gaming shall be available for inspection upon commercially  
26 reasonable notice by the Board during ordinary business hours

1       in accordance with the Board's rules and shall be maintained  
2       by each Internet gaming operator in a manner and during  
3       periods of time as the Board shall require.

4               (h) Each Internet gaming operator shall maintain a file  
5       containing samples of the types and forms of advertising and  
6       promotional materials that it has used for Internet gaming in  
7       connection with this State for a period of 2 years. Such  
8       advertising samples shall be made available or produced for  
9       inspection upon the Board's request. The Board shall allow for  
10      Internet gaming operators to advertise beginning on the date  
11      of their licensing approval, including a temporary licensing  
12      approval. Nothing in this Section shall require Internet  
13      gaming operators to obtain advertising preapproval from the  
14      Board.

15               Section 30. Internet wagering accounts.

16               (a) Eligible persons seeking to establish Internet  
17       wagering accounts may do so in person at a casino or racetrack  
18       or over the Internet without appearing in person. An Internet  
19       gaming operator shall adopt reasonable procedures to ensure  
20       that individuals have no more than one Internet wagering  
21       account with the Internet gaming operator. However, nothing in  
22       this Act prohibits the use of a single account for a sports  
23       wagering account under the Sports Wagering Act and the  
24       Internet wagering account set forth under this Act.

25               (b) A participant may deposit and withdraw funds from the

1 participant's Internet wagering accounts in person at a casino  
2 or racetrack or over the Internet through electronic means to  
3 the extent allowed by federal law, including debit and credit  
4 cards; Automated Clearing House transfers; wire transfers;  
5 deposits and withdrawals of cash or gaming chips at cashiering  
6 locations in a river boat, a casino, or any property or  
7 facility owned, maintained, or leased by an organization  
8 licensee, an owners licensee, an Internet gaming operator, an  
9 Internet gaming licensee, or any other facility where a  
10 gambling game, a casino game, slot machines, table games, or  
11 other gambling operation occurs; deposits and withdrawals of  
12 cash at retail locations in the State approved by the Board;  
13 reloadable prepaid cards; gift cards; cash complimentary,  
14 promotional credits, or bonus credits; winnings; digital,  
15 crypto, and virtual currencies; or other means as approved by  
16 the Board.

17 (c) An Internet gaming operator shall include, as part of  
18 the Internet gaming operator's internal controls, mechanisms  
19 and procedures for reasonably detecting unauthorized access to  
20 Internet wagering accounts, unauthorized attempts to access  
21 Internet wagering accounts, and suspicious Internet wagering  
22 activity constituting cheating, theft, embezzlement,  
23 collusion, money laundering, and other illegal activity.

24 (d) As permitted by federal law, nothing in this Act  
25 prohibits Internet gaming operators from linking or otherwise  
26 commingling Internet wagering accounts with an eligible

1 person's Internet wagering account in another jurisdiction.  
2 However, each Internet gaming operator must retain records of  
3 all deposits, withdraws, wagers, and wager results that take  
4 place within this State and pursuant to this Act and ensure all  
5 taxes and fees due under this Act are properly documented and  
6 paid.

7       Section 35. License requirements.

8       (a) No person may offer Internet games in this State  
9 unless all necessary licenses have been obtained in accordance  
10 with this Act and the rules of the Board. The Board may issue  
11 the following licenses to persons, firms, partnerships, or  
12 corporations that apply for licensure upon a determination by  
13 the Board that the applicant is eligible for the license under  
14 this Act and rules adopted by the Board:

- 15           (1) Internet gaming license;
- 16           (2) Internet management service provider license;
- 17           (3) supplier license; and
- 18           (4) occupational license.

19       (b) The Board shall issue an Internet gaming license upon  
20 request to any owners licensee or organization licensee that  
21 meets the conditions of subsection (i). The fee for a license  
22 shall be \$250,000. An Internet gaming license shall be valid  
23 for the same period of time as the requester's owners license  
24 or organization license and shall be renewed as a matter of  
25 course upon renewal of the owners license or organization

1 license and for the same period of time as the owners license  
2 or organization license. The fee for renewal of an Internet  
3 gaming license is \$100,000. If an Internet gaming license is  
4 received after the issuance or renewal of an owners license or  
5 organizational license, the Internet gaming license fee shall  
6 be prorated for the remainder of the existing term.

7 (c) An entity may apply for an Internet management service  
8 provider license in the form as may be required by the Board  
9 consistent with the requirements of this Act. The Board shall  
10 provide an abbreviated application for entities that hold or  
11 have a pending application for a management service provider  
12 license under the Sports Wagering Act or other types of gaming  
13 under Illinois law. Before issuance of an Internet management  
14 service provider license under this Act, the applicant shall  
15 pay to the Board a licensing fee of \$100,000 or, for applicants  
16 holding a management service provider license issued under  
17 other State law, a licensing fee of \$50,000. An Internet  
18 management service provider license issued under this Act  
19 shall be valid for 4 years, subject to renewal upon payment of  
20 a fee of \$50,000.

21 (d) An applicant for a supplier license shall apply in the  
22 form as may be required by the Board consistent with the  
23 requirements of this Act. The Board shall provide an  
24 abbreviated application for entities that hold or have a  
25 pending application for a supplier license under the Sports  
26 Wagering Act or other types of gaming under State law. Before

1 issuance of a supplier license under this Act, the applicant  
2 shall pay to the Board a licensing fee of \$75,000 or, for  
3 applicants holding a supplier license issued under other  
4 Illinois law, a licensing fee of \$50,000. A supplier license  
5 issued under this Act shall be valid for 4 years, subject to  
6 renewal upon payment of a fee of \$50,000.

7 (e) An applicant for an occupation license shall apply in  
8 the form as may be required by the Board consistent with the  
9 requirements of this Act for individuals who can directly  
10 change critical components of Internet game system hardware or  
11 software and meet 2 of the following requirements:

12 (1) have access to wagering account holders'  
13 personally identifying information;

14 (2) have the ability to make adjustments to Internet  
15 wagering accounts; or

16 (3) have direct interaction with wagering account  
17 holders.

18 Before issuance of an occupational license under this Act,  
19 the applicant shall pay to the Board a licensing fee of \$150  
20 or, for applicants holding an occupational license issued  
21 under other State law, a licensing fee of \$100. An  
22 occupational license issued under this Act shall be valid for  
23 4 years, subject to renewal upon payment of a fee of \$100. An  
24 Internet gaming licensee may pay an occupational licensing fee  
25 on behalf of its employees.

26 (f) The Board shall issue any license under this Act upon

1 payment of the license fee to an applicant that meets the  
2 conditions of subsection (i), if applicable, and a showing  
3 that the applicant holds an equivalent license under the  
4 Sports Wagering Act or, otherwise, has an equivalent license  
5 to conduct Internet gaming in another U.S. jurisdiction with  
6 licensing standards similar to those established under this  
7 Act and accompanying rules.

8 (g) The Board shall issue any license under this Act on a  
9 temporary basis within 30 days after receiving an application  
10 to any applicant that holds an equivalent license or temporary  
11 license under the Sports Wagering Act or, otherwise, has  
12 equivalent licenses in connection with Internet gaming in  
13 another U.S. jurisdiction with licensing standards similar to  
14 those established under this Act and accompanying rules. The  
15 Board shall issue the temporary license under this subsection  
16 within 30 days after receiving a completed application unless  
17 it is aware of credible information that may prevent the  
18 issuance of a license or require certain conditions on a  
19 license to ensure compliance with State gaming law, subject to  
20 due process. The temporary license shall be valid for a period  
21 of one year. The Board may revoke a temporary license at any  
22 time if it becomes aware of credible information that may  
23 prevent the issuance of a license or require certain  
24 conditions on a license to ensure compliance with State gaming  
25 law. A temporary license shall otherwise be deemed to be the  
26 equivalent of a full license for all purposes. A temporary

1 license shall be renewed if a final determination has not been  
2 made by the Board on permanent licensure within one year. The  
3 Board shall adopt a process for ensuring an equal opportunity  
4 for all licensees to initially launch on a date set forth by  
5 the Board.

6 (h) The Board may require background investigations for  
7 any officer, director, or shareholder with 10% or more equity  
8 interests of an applicant for an Internet management service  
9 provider license. The Board may recover the actual and  
10 reasonable costs of an investigation conducted under this  
11 subsection from any license applicant. The Board shall waive a  
12 background investigation upon a showing that a background  
13 investigation has previously been conducted on the applicant  
14 under the Sports Wagering Act. The Board may accept a  
15 background investigation conducted by another state with  
16 licensing standards similar to those established under this  
17 Act and accompanying rules.

18 (i) The Board may not issue an Internet gaming license to  
19 an owners licensee or organization licensee that has reduced  
20 the size of its workforce by 25% or more since February 28,  
21 2020. The Board may not renew the Internet gaming license of  
22 any owners licensee or organization licensee that has reduced  
23 the size of its workforce by 25% since the date its last  
24 Internet gaming license was issued or renewed.

25 Section 40. Age verification; location; responsible

1 gaming.

2 (a) An Internet gaming platform's internal controls shall  
3 include one or more mechanisms to reasonably verify that a  
4 participant is 21 years of age or older, that wagering on  
5 Internet games is limited to transactions that are initiated  
6 and received within the State or a permissible jurisdiction,  
7 and that the participant is physically located within the  
8 State or a permissible jurisdiction.

9 (b) The Board shall develop responsible Internet gaming  
10 measures, including a statewide responsible gaming database  
11 identifying individuals who shall be prohibited from  
12 establishing an Internet wagering account or participating in  
13 Internet gaming offered by an Internet gaming operator. The  
14 Board shall adopt rules for the establishment and maintenance  
15 of the responsible gaming database, which shall include  
16 allowances for individuals to self-exclude from Internet  
17 wagering, including making self-exclusion elections through an  
18 Internet gaming operator on an Internet gaming platform or in  
19 person at casinos or racetracks. The Board shall maintain the  
20 responsible gaming database in a confidential manner and  
21 Internet gaming operators shall not knowingly accept wagers  
22 from anyone listed on the responsible gaming database.  
23 Notwithstanding any law to the contrary, a self-exclusion  
24 election and the responsible gaming database are not public  
25 records subject to copying and disclosure under the Freedom of  
26 Information Act.

(c) Each Internet gaming platform shall display the words "If you or someone you know has a gambling problem, help is available. Call (toll-free telephone number)" or some comparable language approved by the Board, which language shall include the words "gambling problem" and "call (toll-free telephone number)", to be displayed on the home page accessible to any person initially logging into the Internet gaming platform. Similar information shall be accessible to account holders when logged onto the Internet gaming platform.

(d) Each Internet gaming platform shall include mechanisms for temporary and permanent self-exclusion through the Board's statewide responsible gaming database from Internet gaming. Each Internet gaming platform shall include mechanisms for termination of a patron's Internet wagering account. Additionally, each Internet gaming platform shall include player self-imposed wagering and deposit limits, including a deposit limit offered on a daily, weekly, and monthly basis that allows patrons to specify the maximum amount of money they can deposit into the Internet wagering account during the particular time period; and a spend limit offered on a daily, weekly, and monthly basis that allows patrons to specify the maximum amount of the deposits that they may put at risk during the particular time period. Self-imposed wagering or deposit limits shall take effect immediately but increases to a previously imposed limit shall not take effect until the

1 expiration of the limit per the terms of the patron's original  
2 election. A licensee under this Act shall not knowingly mail  
3 or otherwise forward any gaming-related promotional materials  
4 or electronic mail to a participant during any period in which  
5 the patron has elected to temporarily or permanently suspend  
6 oneself from all Internet gaming or permanently terminate  
7 Internet gaming through the account.

8 (e) A patron shall continue to have the ability to  
9 withdraw funds, notwithstanding any temporary or permanent  
10 suspension or limits placed upon the account pursuant to this  
11 Section.

12 Section 45. Tax.

13 (a) A privilege tax is imposed on an Internet gaming  
14 operator based on the adjusted gross gaming revenue wagered on  
15 Internet gaming platforms authorized under this Act at a rate  
16 of 25% of adjusted gross gaming revenue. This privilege tax is  
17 the exclusive tax in relation to Internet gaming. No local  
18 government of this State, including home rule municipalities,  
19 may impose or levy taxes on adjusted gross gaming revenue.

20 (b) All moneys collected under this Act by the Board shall  
21 be deposited into the State Gaming Fund. The taxes imposed by  
22 this Section shall be paid by the Internet gaming operator no  
23 later than the last day of the month following the calendar  
24 month in which the adjusted gross gaming receipts were  
25 received and the tax obligation was accrued.

(c) If the taxpayer's adjusted gross gaming revenue for a month is a negative number, the taxpayer may carry over the negative amount to a return filed a subsequent month and deduct such amount from its tax liability for such month, provided that such amount shall not be carried over and deducted against tax liability in any month that is more than 12 months later than the month in which such amount was accrued.

(d) Of the total revenue deposited into the State Gaming Fund under this Act, 95% of that tax revenue shall be distributed according to Section 13 of the Illinois Gambling Act, wherein the Internet gaming operator shall be treated as the owners licensee or organization licensee that holds the Internet gaming license under this Act. The remaining 5% of that tax revenue shall be distributed to municipalities and counties in the manner provided under Section 2 of the State Revenue Sharing Act and used for the purposes specified in Section 3 of the State Revenue Sharing Act. Distribution to municipalities and counties shall be made in proportion to each municipality's and county's population to the State.

## Section 50. Diversity programs.

(a) As used in this Section only, "licensee" means an Internet gaming licensee under this Act.

(b) The public policy of this State is to collaboratively work with companies that serve State residents to improve

1       their supplier diversity in a non-antagonistic manner.

2           (c) The Board shall require all licensees under this Act  
3       to submit an annual report by April 15, 2027 and every April 15  
4       thereafter, in a searchable Adobe PDF format, on all  
5       procurement goals and actual spending for businesses owned by  
6       women, minorities, veterans, and persons with disabilities and  
7       small business enterprises in the previous calendar year.  
8       These goals shall be expressed as a percentage of the total  
9       work performed by the entity submitting the report, and the  
10       actual spending for all businesses owned by women, minorities,  
11       veterans, and persons with disabilities and small business  
12       enterprises shall also be expressed as a percentage of the  
13       total work performed by the entity submitting the report.

14           (d) Each licensee in its annual report shall include the  
15       following information:

16               (1) an explanation of the plan for the next year to  
17       increase participation;

18               (2) an explanation of the plan to increase the goals;

19               (3) the areas of procurement each licensee shall be  
20       actively seeking more participation in the next year;

21               (4) an outline of the plan to alert and encourage  
22       potential vendors in that area to seek business from the  
23       licensee;

24               (5) an explanation of the challenges faced in finding  
25       quality vendors and offer any suggestions for what the  
26       Board could do to be helpful to identify those vendors;

(6) a list of the certifications the licensee recognizes;

(7) the point of contact for any potential vendor who wishes to do business with the licensee and explain the process for a vendor to enroll with the licensee as a businesses owned by women, minorities, veterans, or persons with disabilities; and

(8) any particular success stories to encourage other licensees to emulate best practices.

(e) Each annual report shall include as much State-specific data as possible. If the submitting entity does not submit State-specific data, then the licensee shall include any national data it does have and explain why it could not submit State-specific data and how it intends to do so in future reports, if possible.

(f) Each annual report shall include the rules, regulations, and definitions used for the procurement goals in the licensee's annual report.

(g) The Board and all licensees shall hold an annual workshop and job fair open to the public in 2027 and every year thereafter on the state of supplier diversity to collaboratively seek solutions to structural impediments to achieving stated goals, including testimony from each licensee as well as subject matter experts and advocates. The Board shall publish a database on its website of the point of contact for licensees it regulates under this Act for supplier

1 diversity, along with a list of certifications each licensee  
2 recognizes from the information submitted in each annual  
3 report. The Board shall publish each annual report on its  
4 website and shall maintain each annual report for at least 5  
5 years.

6 (h) A licensee under this Act that is also subject to the  
7 diversity program requirements of Section 7.6 of the Illinois  
8 Gambling Act shall include its Internet gaming activities  
9 within the supplier diversity goals and accompanying reports.  
10 Compliance with Section 7.6 of the Illinois Gambling Act shall  
11 be in lieu of compliance with the reporting requirements under  
12 this Act.

13 Section 55. Applicability of the Illinois Gambling Act and  
14 the Uniform Penalty and Interest Act. The provisions of the  
15 Illinois Gambling Act, and all rules adopted under that Act,  
16 shall apply to this Act, except where there is a conflict  
17 between those Acts, including the incompatibility of any  
18 provision to the conduct of gaming remotely, without a  
19 brick-and-mortar facility, or over the Internet. All  
20 provisions of the Uniform Penalty and Interest Act shall  
21 apply, as far as practicable, to the subject matter of this Act  
22 to the same extent as if such provisions were included in this  
23 Act.

24 Section 60. Acceptance of out-of-state wagers.

1 Notwithstanding any other provision of law to the contrary,  
2 wagers may be accepted under this Act from persons who are not  
3 physically present in this State if the Board has determined  
4 that out-of-state wagering is not inconsistent with federal  
5 law or the law of the jurisdiction in which the person is  
6 located or if out-of-state wagering is conducted pursuant to a  
7 reciprocal agreement to which this State is a party that is not  
8 inconsistent with federal law. The Board may enter into  
9 agreements with other jurisdictions to facilitate, administer,  
10 and regulate multijurisdictional approved Internet games,  
11 including, but not limited to, poker.

12 Section 65. Home rule. The licensure and conduct of  
13 Internet gaming conducted by a person or entity pursuant to  
14 this Act are exclusive powers and functions of the State. A  
15 home rule unit may not regulate or license Internet gaming.  
16 This Section is a denial and limitation of home rule powers and  
17 functions under subsection (h) of Section 6 of Article VII of  
18 the Illinois Constitution.

19 Section 95. The Illinois Administrative Procedure Act is  
20 amended by adding Section 5-45.71 as follows:

21 (5 ILCS 100/5-45.71 new)

22 Sec. 5-45.71. Emergency rulemaking; Internet Gaming Act.  
23 To provide for the expeditious and timely implementation of

1       the Internet Gaming Act, emergency rules implementing the  
2       Internet Gaming Act shall be adopted in accordance with  
3       Section 5-45 by the Illinois Gaming Board. The adoption of  
4       emergency rules authorized by Section 5-45 and this Section is  
5       deemed to be necessary for the public interest, safety, and  
6       welfare.

7       This Section is repealed on January 1, 2030.

8       Section 99. Effective date. This Act takes effect upon  
9       becoming law.