

TITLE 11—DEPARTMENT OF PUBLIC SAFETY
Division 45—Missouri Gaming Commission
Chapter 20—Sports Wagering

PROPOSED RULE

11 CSR 45-20.250 Sports Wagering Equipment Requirements

PURPOSE: This rule establishes standards for sports wagering equipment.

(1) Sports wagering equipment software shall contain sufficient information to identify the software and version number of the information stored on the sports wagering equipment. Sports wagering equipment software critical components shall be capable of verification utilizing a verification method approved by the commission.

(2) Sports wagering equipment able to accept or redeem wagers shall have the ability to authenticate that all critical components being used are valid upon installation of the software, each time the software is loaded for use, and upon manual request.

(3) In the event of a failed authentication or other error which impacts the integrity of the sports wagering system, the sports wagering equipment shall cease accepting or redeeming wagers and display an appropriate error message.

(4) Each kiosk shall—

(A) Have an identification plate affixed to the exterior of the device by the licensed supplier. The plate shall not be removable without evidence of tampering. The plate shall include the following information:

1. The name of the SW Supplier;
2. A unique serial number; and
3. Model number.

(B) Comply with the following hardware requirements:

1. Any circuit board, including modifications, switches, or jumpers, shall be documented prior to approval by the commission;
2. Any reconfiguration of a circuit board, switch, or jumper shall constitute a different version of the sports wagering equipment;
3. Power and data cables shall be routed so that they are not accessible to the general public;
4. Wired communication ports shall be clearly labeled and must be securely housed within the device to prevent unauthorized access to ports or cable connectors;
5. Devices shall not be adversely affected by surges or dips of 20% or less of supply voltage;
6. Device power supplies shall be appropriately protected by fuses or circuit breakers; and
7. Devices shall resist liquid spills;

(C) Comply with the following security requirements:

1. External doors shall be manufactured of materials that are suitable for allowing only legitimate access to the inside of the kiosk, and capable of withstanding determined and unauthorized efforts to gain access to the interior of the device;

2. The seal of the door of any locked area of a kiosk shall be designed to resist the entry of objects;

3. Doors that provide access to secure areas of a kiosk shall be monitored by a door access detection system audible in the surveillance room; and

4. Cease wagering operations when any secured area door is open;

(D) Comply with the following memory requirements:

1. Nonvolatile memory, stored either at the kiosk or on the sports wagering system, shall be used to store all data elements that are considered vital to the continued operation of the kiosk, including device configuration and state of operations;

2. Nonvolatile memory shall not retain sensitive information outside of kiosk operations;

3. All devices shall have backup or archive capability for the recovery of nonvolatile memory should a failure occur;

4. Nonvolatile memory storage shall be maintained by a method that enables errors to be identified. Acceptable methods include, but are not limited to, signatures, check sums, redundant copies, database error checks, or other methods;

5. Comprehensive checks of critical nonvolatile memory data elements shall be made on startup; and

6. An unrecoverable corruption of critical nonvolatile memory shall result in an error. Upon detection, the device software shall cease to function. Additionally, the critical nonvolatile memory error shall cause any communication external to the device to cease; and

(E) Comply with the following software error requirements:

1. After a program interruption, a kiosk shall recover to the state it was in immediately prior to the interruption, but shall not allow any further action by a patron without intervention by an attendant unless the kiosk is able to recover and complete any interrupted operation without loss or corruption of any locally stored nonvolatile memory or installed software;

2. Any communication to an external device shall not begin until the program resumption routine, including any self-test, is completed successfully; and

3. Any program interruption or recovery shall be electronically logged by either the affected kiosk or the sports wagering system.

(5) Tickets generated by a kiosk or point of sale device shall include all of the following information:

(A) Licensee's name, retail location's name, city, and state;

(B) A unique wager identifier;

(C) A barcode or similar machine readable marking corresponding to a unique wager identifier;

(D) Identification of the kiosk or point of sale device that dispensed the ticket;

(E) If generated by a point of sale device, identification of the ticket writer;

(F) Identification of the event and wager;

(G) Amount of the wager;

(H) Odds and payout upon winning;

(I) Date and time of the generation of the ticket; and

(J) Expiration date of the ticket.

(6) The process for ticket redemption shall comply with the following requirements:

(A) Winning tickets shall be redeemed by a ticket writer through a point of sale device or by an SW redemption kiosk after verifying the validity of the ticket;

(B) The point of sale device or kiosk shall electronically document the redemption of the wager, and record the following information:

1. Date and time of redemption; and
2. Serial number of the device or kiosk; and

(C) If a ticket is unreadable or otherwise cannot be validated by an SW redemption kiosk, the kiosk shall return the ticket to the patron.

(7) Kiosks shall comply with the following error detection requirements:

(A) A kiosk shall be capable of recognizing limitations or errors that render the kiosk not capable of operation, including, but not limited to:

1. Printer failure or jam;
2. Bill dispenser or acceptor jams;
3. Insufficient funds; or
4. Communications failure. The SW redemption kiosk shall electronically record the error and issue an error receipt;

(B) A kiosk that detects any error shall be automatically rendered inoperable until intervention by an attendant;

(C) If any error occurs during the processing of a transaction of any kind, the kiosk shall electronically record the error and issue an error receipt. The electronic record and error receipt shall include, at a minimum:

1. Date and time of the attempted redemption;
2. Serial number of the SW redemption kiosk;
3. The nature of the error; and
4. In the case of a redemption error, the amount of the redemption and amount of any currency dispensed; and

(D) A Retail licensee shall retain a record of all logged errors for no less than one (1) year and provide the log to the commission upon request.

AUTHORITY: section 39(g) of Article III, Mo. Const., sections 313.004 and 313.800–313.850, RSMo 2016 and Supp. 2024. Original rule filed May 14, 2025.

PUBLIC COST: This proposed rule will not cost state agencies or political subdivisions more than five hundred dollars (\$500) in the aggregate.

PRIVATE COST: This proposed rule will not cost private entities more than five hundred dollars (\$500) in the aggregate.

*NOTICE OF PUBLIC HEARING AND NOTICE TO SUBMIT COMMENTS: Anyone may file a statement in support of or in opposition to this proposed rule via email to MGCPolicy@mgc.dps.mo.gov, or by mail to the Missouri Gaming Commission, Policy Section, PO Box 1847, Jefferson City, MO 65102. To be considered, comments must be received within thirty (30) days after publication of this notice in the **Missouri Register**. A public hearing is scheduled for July 17, 2025, at 10:00 a.m., in the Missouri Gaming Commission's Hearing Room, 3417 Knipp Drive, Jefferson City, MO.*