

# **Machine Standards Cashless Payment**

June 2007

## Introduction

This standard is applicable to all categories of gaming machine as defined under section 235 of the Gambling Act 2005 (the Act). It is a requirement that where any gaming machine accepts or pays prizes in non-cash form and is sited within Great Britain on or after 1 September 2007 then it must comply with this standard in addition to the relevant category specific standard.

The purpose of the standard is to set out in detail the Commission's requirements with respect to game features, display notices and general machine operation including metering. These have been developed to help ensure the Commission's three licensing objectives are met. Those objectives are to:

- prevent gambling from being a source of crime or disorder, being associated with crime or disorder or being used to support crime;
- ensure that gambling is conducted in a fair and open way; and
- protect children and other vulnerable persons from being harmed or exploited by gambling.

Operators or end users should not rely upon these standards as a measure of reliability, quality or minimal security requirements.

These standards permit equivalence between different types of technology and do not specify proprietary products or technologies. Testing regimes for these standards will permit equivalent international standards (ISO). It is not intended to limit game content and the use of new technological developments provided that the objectives of the standard are met.

## Other Relevant Gaming Machine Technical Standards

- Technical Standards for Category A, B1, B2, B3 & B4, C & Complex Category D Machines
- Technical Standards for Non-Complex Category D machines
- Technical Standards for Legacy machines<sup>1</sup> (Categories B3,B4, C and D machine)
- Technical Standard for Wireless Systems (All categories of machine)
- Technical Standard for Downloadable Gaming Machines (All categories of machine)
- Technical Standard for Linked Progressives (All categories of machine)

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<sup>1</sup> Essentially 'legacy machines' are Category B3, B4, C or D machines which were lawfully in use on premises in Great Britain on 31 August 2007 which comply with the regulations made under s240 of the Act and certain details of which have been notified to the Commission.

## 1.0 General statement

Where a gaming machine has the facility to accept a credit or charge for use from, and make payment of a prize to, the same medium of cashless payment, for example a smartcard ('the medium') then the requirements of this section must be complied with. For the avoidance of doubt, neither ticket in and out (TITO) systems nor tokens are required to comply with this section. For the purposes of this section a 'token' is an object with a fixed monetary value (whether or not exchangeable for cash) that may be used for the purpose of paying a charge for use or crediting a gaming machine.

### 1.1 Cashing out

A machine may allow players to pay only a portion of the funds held to their credit on a machine to the medium if they so choose, but they must always be given the option to pay the whole of their credit to the medium.

### 1.2 Viewing funds held

A facility must be available on the premises which will show the player their current monetary balance held on the medium without the requirement to transfer funds or use a gaming machine to play a game. Such a facility must not offer any inducements to the player to commit money for play or further play.

### 1.3 Self exclusion

A gaming machine must have the facility to enable it to be rendered incapable of accepting funds from the medium at any time when the account holder has entered a self-exclusion agreement in respect of the premises where the machine is sited. Activation and de-activation of such facility must require action by the site operator.

### 1.4 Deposit Limits

Where there is the facility on the machine, players must be able to track and/or limit the amount of money they are able to deposit onto the medium over a given period of time, excluding monies won during play. The limit that the individual chooses to impose may only be set or raised once in any 24 hour period.

***These requirements were notified in draft to the European Commission in accordance with Directive 98/34/EC, as amended by Directive 98/48/EC***

The Gambling Commission regulates gambling in the public interest. It does so by keeping crime out of gambling, by ensuring that gambling is conducted fairly and openly, and by protecting children and vulnerable people from being harmed or exploited by gambling. The Commission also provides independent advice to government on gambling in Britain.

For further information or to register your interest in the Commission please visit our website at:  
**[www.gamblingcommission.gov.uk](http://www.gamblingcommission.gov.uk)**

Gambling Commission  
Victoria Square House  
Victoria Square  
Birmingham B2 4BP

**T** 0121 230 6500

**F** 0121 233 1096

**E** [info@gamblingcommission.gov.uk](mailto:info@gamblingcommission.gov.uk)