

GAMING MACHINE RULES

Sections 89 and 90 *Gaming Machine Act 1995*

1. CITATION

These rules may be cited as the Gaming Machine Rules.

2. ONE GAMING MACHINE PER PERSON

A machine manager may determine that one gaming machine only may be played by a person at any one time.

3. RESERVATION OF GAMING MACHINE

A person may reserve a gaming machine without play for a maximum period of 3 minutes.

4. REFUSAL TO PAY CANCELLED CREDIT OR JACKPOT PAYOUT

A machine manager must refuse to pay a cancelled credit or jackpot payout if he or she believes on reasonable grounds that:

- (a) the gaming machine credits were not accumulated, or the winning combination was not obtained, during permitted hours of gaming under Section 88 of the Act;
- (b) the person claiming the cancelled credit or jackpot is not the person entitled to the payment or a person acting on behalf of that person; or
- (c) the Act or the Regulations has been contravened by the person claiming the cancelled credit or jackpot payout.

5. REPORT OF REFUSAL

As soon as practicable after refusing to pay a cancelled credit or jackpot payout under rule 4, a machine manager must submit a report of the incident to the Director.

6. PAYMENT OF CANCELLED CREDIT OR JACKPOT PAYOUT

- (1) The licensee must pay a person entitled to a cancelled credit or a jackpot using one or more of the methods specified below, as chosen by the person.

Note for subrule (1)

The methods of payment are: gaming tokens, cheque, a combination or Australian currency, gaming tokens and cheque and electronic transfer.

Despite subrule (1);

- a) Any payment in cash must not exceed \$2,500; and
- b) Any payment by cheque must be:
 - (i) posted to the address of the person within 24 hours after the claim is made; or
 - (ii) given to the person on the licensed premises without delay.