GAMING MACHINE RULES

# CITATION

**Sections 89 and 90 *Gaming Machine Act 1995***

These rules may be cited as the Gaming Machine Rules.

# 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.

# RESERVATION OF GAMING MACHINE

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

# 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:

* 1. 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;
	2. 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
	3. the Act or the Regulations has been contravened by the person claiming the cancelled credit or jackpot payout.

# 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.

# 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);

* 1. Any payment in cash must not exceed $2,500; and
	2. Any payment by cheque must be:
		1. posted to the address of the person within 24 hours after the claim is made; or
		2. given to the person on the licensed premises without delay.