



## Regulatory Oversight

### TRIBAL GAMING

**Governing Body:** There are 11 compacted gaming tribes in Minnesota. The compacts with each tribe are substantially similar.

The tribal gaming commission has the primary responsibility for the on-site regulation, control and security of the gaming operation. The Minnesota Department of Public Safety has limited authority to monitor and inspect gaming operations to ensure that the gaming operation is conducted in compliance with the compact and applicable regulations.

While tribes are authorized to enter into management contracts for the management of the tribal casinos, all have chosen not to do so.

Under the current compacts, tribes are allowed to authorize video games of chance (slots) and blackjack tables.

The compacts are effective in perpetuity. The compacts may not be re-opened or renegotiated unless both sides agree to do so. Amendments can be and have been made to the compacts.



## Licensing

### TRIBAL GAMING

**Operator:** Under the compact, tribes have the right to license and regulate gambling activity on their lands.

The tribal-state gaming compacts require an annual assessment fee that must be paid by tribal casino operators. In order to assist the state's administration of its responsibilities under the compact, the tribes agree to pay the State Department of Public Safety, Gambling Enforcement Division \$13,636.36 within 30 days of the effective date of the compact. On July 1, 1992 and each July 1 thereafter during the term of the compact, the tribe must pay a like sum to the state.

**Manufacturers/Distributors:** Manufacturers and distributors must be licensed by the tribe. Under the compact, the tribes may only issue licenses to manufacturers and distributors of video gaming equipment with valid licenses from the states of Minnesota, New Jersey, Nevada, or South Dakota.

The fees for manufacturers and distributors are not listed in the compacts or gaming ordinances.



## Taxation & Tribal Revenue Sharing

### TRIBAL GAMING

**Revenue Share:** There are no revenue sharing provisions in the compacts. However, the tribes are required to pay certain amounts to the state as compensation for regulatory oversight.

Tribal Use of Revenue: As required under IGRA, tribes must use tribal gaming funds:

1. To fund tribal government operations or programs;
2. To provide for the general welfare of the tribe and its members;
3. To promote tribal economic development;
4. To donate to charitable organizations; or
5. To help fund operations of local government agencies.

**Withholding on Winnings:** Federal law may require tribal casinos to issue a W-2G form to persons and may withhold winnings if certain conditions are met. For more information click [here](#).



## Responsible Gaming

### TRIBAL GAMING

**Statutory Funding Requirement:** There are no statutory funding requirements in the tribal-state gaming compacts or tribal gaming ordinances.

**Self-exclusion:** Each tribe operates its own gaming establishment independently, setting up various problem gaming programs. Some tribal casinos offer self-exclusion and self-limit programs, however, it is not required by the compacts and not all tribal casinos offer programs.

**Complimentary Alcoholic Drinks:** Tribal casinos in Minnesota may offer complimentary alcoholic drinks. However, some tribal casinos are located on dry reservations and therefore do not serve any alcohol.

**Advertising Restrictions:** There are no advertising restrictions in the tribal-state gaming compacts or tribal gaming ordinances.

**On-Premise Display Requirement:** There are no on-premise display requirements in the tribal-state gaming compacts or tribal gaming ordinances.

**Prevention of Underage Gambling:** The minimum gambling age at tribal casinos in Minnesota is 18.

**Operation on Holidays:** Tribal casinos in the state may operate 24 hours a day, 7 days a week.



## Other Regulations

### TRIBAL GAMING

**Testing Requirements:** No video game of chance may be purchased, leased, or otherwise acquired by the tribe unless it has been tested, approved or certified by a gaming test laboratory. The manufacturer seeking approval must pay the cost of the inspection.

**AML requirements:** Under federal U.S. law, commercial casino operators, tribal gaming operators and card clubs are required to comply with various statutes in order to prevent money laundering activities and other financial crimes, including terrorism.

**Shipping Requirements:** Under federal U.S. law, all gambling devices and all packages containing gambling devices, when shipped or transported, must be plainly and clearly labeled and marked so that the name and address of the shipper and the consignee and the contents of the package may be readily ascertained on an inspection of the package.

**Restrictions on Political Contributions:** There are no compact restrictions on political contributions from parties with gaming interests. Under federal law, tribes are considered “persons” and are subject to regulation by the Federal Election Commission when making federal contributions.

**Credit:** All gaming shall be conducted on a cash basis. However, nothing in the compacts restricts the right of the tribes to offer check cashing or to install or accept bank card or credit card transactions.

**Smoking Bans:** Casinos in the state are not subject to smoking bans.

**Cashless Gaming & Alternative Payments:** Cashless gaming is not currently offered at the state's tribal casinos



## Sports Betting

Minnesota does not currently offer legal sports betting.