FACTSHEET Protect Consumers and Communities: Stop Illegal Gambling

Illegal and unregulated gambling flouts regulations, offers zero consumer protections, and targets the most vulnerable. This stands in stark contrast to the rigorous regulatory compliance of legal gaming operators and manufacturers. Compare legal versus illegal gambling side-by-side.

Legal and Regulated Gambling

VS

Operators and manufacturers undergo stringent licensing and background investigations of business entities, corporate officers, directors and key employees.

Law enforcement and gaming regulators interview executives and directors regarding personal and professional history – in some states, once per year. Anyone working on the manufacture or repair of a game is vetted and licensed.

All games meet technical standards, pass independent testing, and are monitored for ongoing compliance.

Frequent regulatory checks throughout shipping and installation ensures gaming machine integrity.

Licensed gaming companies invest hundreds of millions of dollars annually in responsible gaming (RG) resources and research and employee training to prevent and address problem gambling.

Customers have options to self-limit and self-exclude.

Consumer protection laws mean customers can appeal to state gaming regulators and law enforcement if needed.

Minors are excluded from physical properties. When online, robust identity- and age-verification ensures only adults play in legal jurisdictions.

Operators must meet strict anti-money laundering (AML), customer verification and financial standards and reporting requirements from the U.S. Treasury Department and Department of Justice.

Marketing and advertising are overseen by regulators and comply with industry codes of conduct. Advertising only reaches intended audiences.

Legal operators and manufacturers create good-paying jobs and generate billions in tax revenue each year to support vital public services.

Illegal and Unregulated Gambling

No licensing requirements. No background checks. Often headquartered in countries with lax or non-existent gaming regulation.

> No interviews. No vetting. Murky ownership. Manufacturer can be a mystery.

No standards. No testing. No monitoring. No guarantee of fair play.

No checks. No oversight. Machines may be tampered with at multiple points in the procurement process.

> No RG investments. No RG training. No access to RG resources.

No regard for self-exclusion lists. No self-limitation or budget-setting tools.

No recourse for unfair conduct, play or lack of payouts.

No identity- or age-verification. No concern for underage gambling.

No reporting. No verification. An open door for criminals looking to launder money.

No controls in place. No protection against deceptive practices. Promotions reach the vulnerable.

No support for local jobs. No taxes paid. Communities robbed of critical funds.

