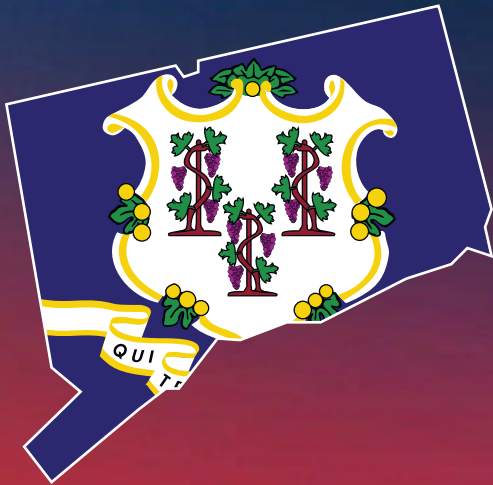


CONNECTICUT

Driven by strong growth in iGaming, Connecticut generated \$973.4 million in total revenue from sports wagering and internet gaming in 2025.



NUMBER OF COMMERCIAL CASINOS

0

CASINO FORMAT

N/A

NOTABLE FORMS OF GAMING

Internet Gaming; Sports Betting

REGULATORY AUTHORITY

Connecticut Department of Consumer Protection

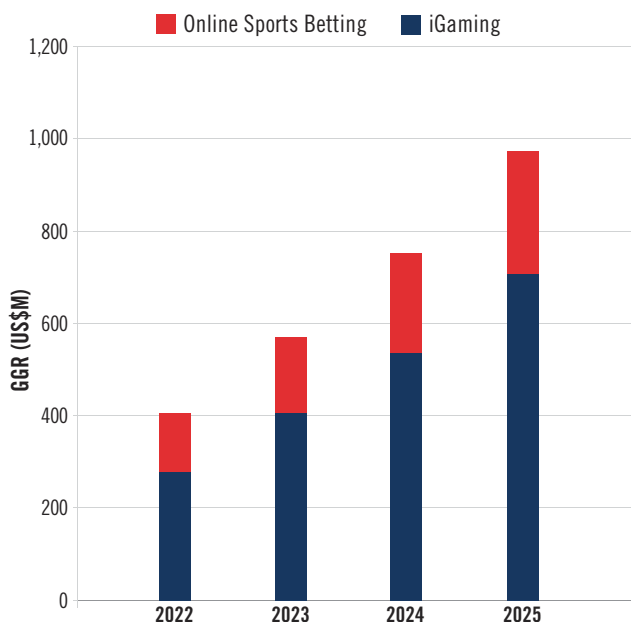
GROSS COMMERCIAL GAMING REVENUE 2025

\$973.4M

GAMING TAX REVENUE 2025

\$139.1M

CONNECTICUT: ANNUAL ONLINE GGR 2022 to 2025



Source: CT Department of Consumer Protection

Market Overview

Connecticut has no commercial casino venues but offers internet gaming through commercial online casinos affiliated with the state's two sovereign tribal nations, the Mohegan and Mashantucket Pequot.

Sports betting is also offered by three online sportsbook platforms affiliated with the two tribes and with the Connecticut Lottery Corporation. The state lottery is also eligible to offer in-person sports betting at up to 15 land-based locations, of which 12 were operational at the end of 2025.

Both iGaming and sports betting were legalized through a May 2021 law that granted the governor authority to renegotiate the state's tribal gaming compacts to accommodate the new offerings of sports wagering, iGaming, fantasy sports and online lottery games.

Commercial gaming in Connecticut is regulated by the state's Department of Consumer Protection.

Market Performance

In 2025, total commercial gaming revenue from internet gaming and sports betting in Connecticut amounted to \$973.4 million, up 27.9 percent on the previous year.

Revenue from iGaming was \$707.5 million, up 31.7 percent, while revenue from sports betting was \$265.9 million, up 18.8 percent. Connecticut's three online sports betting platforms accounted for more than 96 percent of the sports wagering total, with the state lottery's retail sportsbook operations bringing in \$10.1 million in revenue.

Gaming Tax Distribution

Revenue from internet gaming in Connecticut is taxed at a rate of 18 percent, although that rate is due to increase to 20 percent following the fifth year of iGaming operations in 2026.

Revenue from online and land-based sports betting is subject to an effective tax rate of 13.75 percent. Sportsbook operations are further subject to a 0.25 percent federal excise tax applied to wagering handle.

In 2025, iGaming and sports betting generated total tax revenue of approximately \$139.1 million, an increase of 28.8 percent versus the prior year.

All tax revenue generated by iGaming and commercial sports betting is deposited in Connecticut's General Fund and then redistributed to various state programs including education, infrastructural investments, policing and emergency services in accordance with the state's annual budget approved by lawmakers.

Competitive Landscape

Connecticut's wider gaming market is dominated by the Mohegan Sun and Foxwoods tribal casino-resorts operated by the Mohegan and Mashantucket Pequot sovereign tribal nations on their reservation lands. The two tribal casino-resorts, both among the largest in the United States, opened in the mid-1990s and were expanded in 2021 to include retail sportsbook operations in accordance with amendments to the two tribes' gaming compacts.

Until the 2024 launch of iGaming in Rhode Island, Connecticut had been the only state in New England with iGaming; however, retail and mobile sports betting is available in all three bordering states. Commercial casinos in Massachusetts and New York also compete directly for patrons with Connecticut's two tribal casino-resorts.

Policy & Regulatory Review

ILLEGAL GAMING

Connecticut was among a number of states to take action against illegal and unregulated gaming operations during 2025.

In June, Gov. Ned Lamont (D) signed a bill to establish a statutory prohibition on any sweepstakes games that simulate iGaming or sports wagering, unless duly licensed in accordance with Connecticut state law.

Prior to the new legislation, Connecticut's Department of Consumer Protection had already sent formal cease and desist orders to several sweepstakes gaming platforms and also temporarily suspended the iGaming supplier license of one company that operated a sweepstakes-based casino in the state.

Separately, in December, the Department of Consumer Protection issued cease and desist orders to prediction market operators Kalshi, Robinhood and Crypto.com for offering illegal sports wagering in the state through the sports event contracts available on their exchanges.

The prediction market platforms subsequently filed lawsuits in federal court seeking injunctive relief to prevent further enforcement action, claiming that Connecticut's sports wagering regulations are preempted by federal laws that allow for sports event contracts. A federal district court judge agreed to a temporary injunction while the case is considered.

REGULATORY REFORM

The bill signed by Gov. Lamont in June also made a series of further adjustments to Connecticut's gaming and lottery laws.

Among other things, the law included provisions to expressly recognize boxing and mixed martial arts as permissible sports wagering events and to codify state regulations allowing for the voiding of sports bets under certain circumstances.

The new legislation also amended licensing requirements to require all employees at live dealer studios used for iGaming to be licensed by the state. Further provisions prohibited online casino games available in Connecticut from displaying misleading words or graphics that may induce a player to participate in iGaming.