

NORTHERN TERRITORY OF AUSTRALIA

GAMING MACHINE RULES 2001

As in force at 21 December 2022

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NORTHERN TERRITORY OF AUSTRALIA

As in force at 21 December 2022

GAMING MACHINE RULES 2001

Rules under the *Gaming Machine Act 1995*

1 Citation

These Rules may be cited as the *Gaming Machine Rules 2001*.

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 payout is not the person entitled to the payment or a person acting on behalf of that person; or
- (c) the Act or the Regulations have 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 payout using one or more of the methods specified in section 94(2) of the Act, as chosen by the person.

Note for subrule (1)

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

- (2) 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.

ENDNOTES
1 KEY

Key to abbreviations

amd = amended	od = order
app = appendix	om = omitted
bl = by-law	pt = Part
ch = Chapter	r = regulation/rule
cl = clause	rem = remainder
div = Division	renum = renumbered
exp = expires/expired	rep = repealed
f = forms	s = section
Gaz = Gazette	sch = Schedule
hdg = heading	sdiv = Subdivision
ins = inserted	SL = Subordinate Legislation
lt = long title	sub = substituted
nc = not commenced	

2 LIST OF LEGISLATION***Gaming Machine Rules (SL No. 34, 2001)***

Notified	29 June 2001
Commenced	29 June 2001

Gaming Machine Amendment Rules 2007 (SL No. 42, 2007)

Notified	24 December 2007
Commenced	24 December 2007

Licensing (Repeals and Consequential Amendments) Act 2014 (Act No. 44, 2014)

Assent date	5 December 2014
Commenced	1 January 2015 (Gaz S130, 19 December 2014, p 2)

Gaming Machine Amendment Rules 2017 (SL No. 30, 2017)

Notified	22 November 2017
Commenced	22 November 2017

Licensing (Director-General) Repeal Act 2020 (Act No. 4, 2020)

Assent date	9 March 2020
Commenced	14 April 2020 (Gaz G13, 1 April 2020, p 2)

Gaming Machine Amendment Rules 2022 (SL No. 23, 2022)

Notified	21 December 2022
Commenced	21 December 2022

3 GENERAL AMENDMENTS

General amendments of a formal nature (which are not referred to in the table of amendments to this reprint) are made by the *Interpretation Legislation Amendment Act 2018* (Act No. 22, 2018) to: r 1.

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LIST OF AMENDMENTS

r 5 amd Act No. 44, 2014, s 145; Act No. 4, 2020, s 87
r 6 sub No. 42, 2007, r 3
 amd No. 30, 2017, r 4; No. 23, 2022, r 4