

NORTHERN TERRITORY OF AUSTRALIA

GAMING MACHINE RULES

As in force at 24 December 2007

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NORTHERN TERRITORY OF AUSTRALIA

This reprint shows the Rules as in force at 24 December 2007. Any amendments that commence after that date are not included.

GAMING MACHINE RULES

Rules under the *Gaming Machine Act*

1 Citation

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

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) This rule applies if a person entitled to be paid a cancelled credit or jackpot payout makes a claim for payment.
- (2) If the amount claimed is \$500 or less, the licensee must, as soon as practicable after the claim is made, pay the person the full amount in cash in Australian currency.
- (3) If the amount is more than \$500, the licensee must pay the person by cheque:
 - (a) posted to the address of the person within 24 hours after the claim is made; or
 - (b) given to the person on the licensed premises.
- (4) However, a payment under subrule (2) and part of a payment under subrule (3) (but not exceeding \$500) may be made in a manner contemplated by section 94(2) of the Act.

Note for subrule (4):

Section 94(2) of the Act provides that a licensee may, if requested by the person and if the licensee thinks fit to do so, make the payment by gaming tokens; a cheque; a combination of Australian currency, gaming tokens and a cheque; or by electronic transfer.

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 = <i>Gazette</i>	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 (SL No. 42, 2007)

Notified	24 December 2007
Commenced	24 December 2007

3 LIST OF AMENDMENTS

r 6 sub No. 42, 2007, r 3