

# **NORTHERN TERRITORY OF AUSTRALIA**

## **GAMING MACHINE RULES**

As in force at 1 January 2015

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# NORTHERN TERRITORY OF AUSTRALIA

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As in force at 1 January 2015

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## 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-General.

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## **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.*

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## ENDNOTES

### 1 KEY

Key to abbreviations

<b>amd</b> = amended	<b>od</b> = order
<b>app</b> = appendix	<b>om</b> = omitted
<b>bl</b> = by-law	<b>pt</b> = Part
<b>ch</b> = Chapter	<b>r</b> = regulation/rule
<b>cl</b> = clause	<b>rem</b> = remainder
<b>div</b> = Division	<b>renum</b> = renumbered
<b>exp</b> = expires/expired	<b>rep</b> = repealed
<b>f</b> = forms	<b>s</b> = section
<b>Gaz</b> = <i>Gazette</i>	<b>sch</b> = Schedule
<b>hdg</b> = heading	<b>sdiv</b> = Subdivision
<b>ins</b> = inserted	<b>SL</b> = Subordinate Legislation
<b>lt</b> = long title	<b>sub</b> = substituted
<b>nc</b> = 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

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

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

### 3 LIST OF AMENDMENTS

r 5	amd Act No. 44, 2014, s 145
r 6	sub No. 42, 2007, r 3