

**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

amd = amended  
app = appendix  
bl = by-law  
ch = Chapter  
cl = clause  
div = Division  
exp = expires/expired  
f = forms  
Gaz = Gazette  
hdg = heading  
ins = inserted  
lt = long title  
nc = not commenced

od = order  
om = omitted  
pt = Part  
r = regulation/rule  
rem = remainder  
renum = renumbered  
rep = repealed  
s = section  
sch = Schedule  
sdiv = Subdivision  
SL = Subordinate Legislation  
sub = substituted

### 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 (Gaz 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