# NORTHERN TERRITORY OF AUSTRALIA

# GAMING MACHINE RULES 2001

As in force at 22 November 2017

# Table of provisions

1	Citation	1
2	One gaming machine per person	1
3	Reservation of gaming machine	1
4	Refusal to pay cancelled credit or jackpot payout	1
5	Report of refusal	1
6	Payment of cancelled credit or jackpot payout	2

#### ENDNOTES

## NORTHERN TERRITORY OF AUSTRALIA

As in force at 22 November 2017

### 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-General.

### 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 \$1 000 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 \$1 000, the licensee must pay the person no more than \$1 000 in cash in Australian currency and the remainder 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 \$1 000) 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. 1

#### **ENDNOTES**

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 It = 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)

Commenced

Notified	29 June 2001
Commenced	29 June 2001

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

Notified24 December 2007Commenced24 December 2007

#### Licensing (Repeals and Consequential Amendments) Act 2014 (Act No. 44, 2014) Assent date 5 December 2014

1 January 2015 (*Gaz* S130, 19 December 2014, p 2)

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

Notified22 November 2017Commenced22 November 2017

### 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.

#### 4 LIST OF AMENDMENTS

- r 5 amd Act No. 44, 2014, s 145
- r 6 sub No. 42, 2007, r 3 amd No. 30, 2017, r 4