## NORTHERN TERRITORY OF AUSTRALIA

## CLASSIFICATION OF PUBLICATIONS, FILMS AND COMPUTER GAMES AMENDMENT ACT 2017

Act No. 1 of 2017

## Table of provisions

1	Short tit	Short title1		
2	Act ame	ended	1	
3	Section	Section 3 amended1		
4	Section	Section 4 amended2		
5	Section	35 amended	2	
6	Section	45 amended	2	
7	Section	47 amended	2	
8	Section	55 amended	3	
9	Section	56 amended	3	
10	Section	59 amended	4	
11	Section	63 amended	4	
12	Section	69 amended	4	
13	Section	85 amended	5	
14	Section	90 amended	5	
15	Section	91 amended	5	
16	Section 92 amended			
17	Part 10	repealed	6	
18	Part 19	inserted	6	
	Part 19	Transitional matters for Classification of Publications, Films and Computer Games Amendment Act 2017		
	129 130 131	Definitions Exemptions made before commencement Applications not decided before commencement		
19	Expiry of Act			



# NORTHERN TERRITORY OF AUSTRALIA

## Act No. 1 of 2017

An Act to amend the *Classification of Publications, Films and Computer Games Act* 

> [Assented to 10 March 2017] [Second reading 27 October 2016]

#### The Legislative Assembly of the Northern Territory enacts as follows:

#### 1 Short title

This Act may be cited as the *Classification of Publications, Films* and *Computer Games Amendment Act* 2017.

#### 2 Act amended

This Act amends the *Classification of Publications, Films and Computer Games Act.* 

#### 3 Section 3 amended

(1) Section 3

insert (in alphabetical order)

*subject to a conditional cultural exemption*, see section 5 of the Commonwealth Act.

(2) Section 3, at the end

Note for section 3

The Interpretation Act contains definitions and other provisions that may be relevant to this Act.

#### 4 Section 4 amended

(1) After section 4(a)

insert

- (ab) a publication, film or computer game subject to a conditional cultural exemption; or
- (2) Section 4, at the end

insert

Note for section 4(ab)

A publication, film or computer game is subject to a conditional cultural exemption only in relation to the relevant demonstration, exhibition or screening – see sections 6C and 6E of the Commonwealth Act.

#### 5 Section 35 amended

Section 35(3)(b)

omit

modifications mentioned in section 21(2)

insert

a modification mentioned in section 20A or 21(2) or (3)

ndeo
nd

Section 45(3)(b)

omit

modifications mentioned in section 21(2)

insert

a modification mentioned in section 20A or 21(2) or (3)

#### 7 Section 47 amended

(1) Section 47(4)(c)

omit

Act.

insert

Act; or

(2) After section 47(4)(c)

insert

(d) the National Board revokes a classification for a film under section 22CH(1) of the Commonwealth Act and classifies it under section 22CH(4) of that Act.

## 8 Section 55 amended

(1) Section 55(4)(c)

omit

Act.

insert

Act; or

(2) After section 55(4)(c)

insert

(d) the National Board revokes a classification for a publication under section 22CH(1) of the Commonwealth Act and classifies it under section 22CH(4) of that Act.

### 9 Section 56 amended

(1) Section 56(5)(c)

omit

Act.

insert

Act; or

(2) After section 56(5)(c)

insert

(d) the National Board revokes a classification for a publication under section 22CH(1) of the Commonwealth Act and classifies it under section 22CH(4) of that Act.

## 10 Section 59 amended

(1) Section 59(3)(c)

omit

Act.

insert

Act; or

(2) After section 59(3)(c)

insert

(d) the National Board revokes a classification for a publication, film or computer game under section 22CH(1) of the Commonwealth Act and classifies it under section 22CH(4) of that Act.

### 11 Section 63 amended

After section 63(2)

insert

(3) Subsection (2)(b) does not apply to the sale or demonstration of a classified computer game with a modification mentioned in section 20A or 21(2) or (3) of the Commonwealth Act.

### 12 Section 69 amended

(1) Section 69(6)(c)

omit

Act.

insert

Act; or

(2) After section 69(6)(c)

insert

(d) the National Board revokes a classification for a computer game under section 22CH(1) of the Commonwealth Act and classifies it under section 22CH(4) of that Act.

## 13 Section 85 amended

(1) Section 85(2)(c)

omit

Act.

insert

Act; or

(2) After section 85(2)(c)

insert

(d) the National Board revokes a classification for a film, publication or computer game under section 22CH(1) of the Commonwealth Act and classifies it under section 22CH(4) of that Act.

#### 14 Section 90 amended

(1) Section 90(1)(b), at the end

insert

and

(2) After section 90(1)(b)

insert

(c) the submittable publication is not subject to a conditional cultural exemption;

#### 15 Section 91 amended

(1) Section 91(1)(b), at the end

insert

and

- (2) After section 91(1)(b)
  - (c) the film is not subject to a conditional cultural exemption;

#### 16 Section 92 amended

(1) Section 92(1A)(b), at the end

insert

and

- (2) After section 92(1A)(b)
  - (c) the computer game is not subject to a conditional cultural exemption;

#### 17 Part 10 repealed

Part 10

repeal

## 18 Part 19 inserted

After section 128

insert

## Part 19 Transitional matters for Classification of Publications, Films and Computer Games Amendment Act 2017

#### 129 Definitions

In this Part:

**commencement** means the date on which the *Classification* of *Publications, Films and Computer Games Amendment Act 2017* commences.

*Part 10* means Part 10 of this Act, as in force immediately before the commencement.

#### 130 Exemptions made before commencement

If an exemption was in force under Part 10 immediately before the commencement:

- (a) the exemption remains in force after the commencement; and
- (b) Part 10 continues to apply in relation to the exemption.

#### 131 Applications not decided before commencement

If an application made under Part 10 has not been decided before the commencement, the application is taken never to have been made.

### 19 Expiry of Act

This Act expires on the day after it commences.