

Amendments to the Danish Gambling Authority's 'Technical requirements for online casino and betting'

Version 2.5 of 01 January 2025

- Updated information on the use of TLS 1.3 in sections 3.1, 4.1.1 and 5.1.1.
- Added information about the web service call GamblerBettingCheck in section 5.1.1.
- Added new section on the use of web service calls to ROFUS in connection with the issue and use of identification means (game cards) for land-based betting.
- Removed appendix on test data, as this has been added to the document 'Requirements for reporting game data', which can be found on the Danish Gambling Authority's website.

3.1 Requirements for accessibility and connection to SAFE

9. SAFE must be established in such a way that communication between this and the Danish Gambling Authority's system takes place using TLS version 1.3 and a cipher that is accepted by the Danish Gambling Authority's end-points.

4.1 Technical requirements for TamperToken

4.1.1 Guidance and examples of use of services

All web service calls to TamperToken must be made using TLS version 1.3 and a cipher which is accepted by the Danish Gambling Authority's end-points.

5.1 Technical requirements for ROFUS

5.1.1 Guidance and examples of use of services

All web service calls to ROFUS must be made using TLS version 1.3 and a cipher that is accepted by the Danish Gambling Authority's end-points.

- GamblerCheck
 - A service to be used when a player wishes to set up an account, and at every login. This service makes it possible for the licence-holder to check whether a person is registered in ROFUS, either temporarily, permanently or not at all. This check is made based on the player's CPR number. Together with the CPR number, the service call must contain 'Player Information Identification'¹, which is used in connection with the reporting of game data. This presupposes that the licence holder has assigned the player a 'Player Information Identification' and this has been put into use. See the documents GamblerCheckRequest.xsd and GamblerCheckResponse.xsd on spillemyndigheden.dk for the content of the service call.
- GamblerBettingCheck:
 - A service to be used when a player requests the issue of a means of identification (gambling card) for land-based betting and in connection with each subsequent use of the means of identification. This service makes it possible for the licence-holder to check whether a person is registered in ROFUS, either temporarily, permanently or not at all. This check is made based on the player's CPR number. Together with the CPR number, the service call must contain 'Player Information Identification'¹, which is used in connection with the reporting of game data. This presupposes that the player has been assigned a 'Player Information Identification' and that this has been put into use. See the documents GamblerCheckRequest.xsd and GamblerCheckResponse.xsd on spillemyndigheden.dk for the content of the service call.

¹ See the document 'Requirements for reporting gambling data' on the Danish Gambling Authority's website for further information.

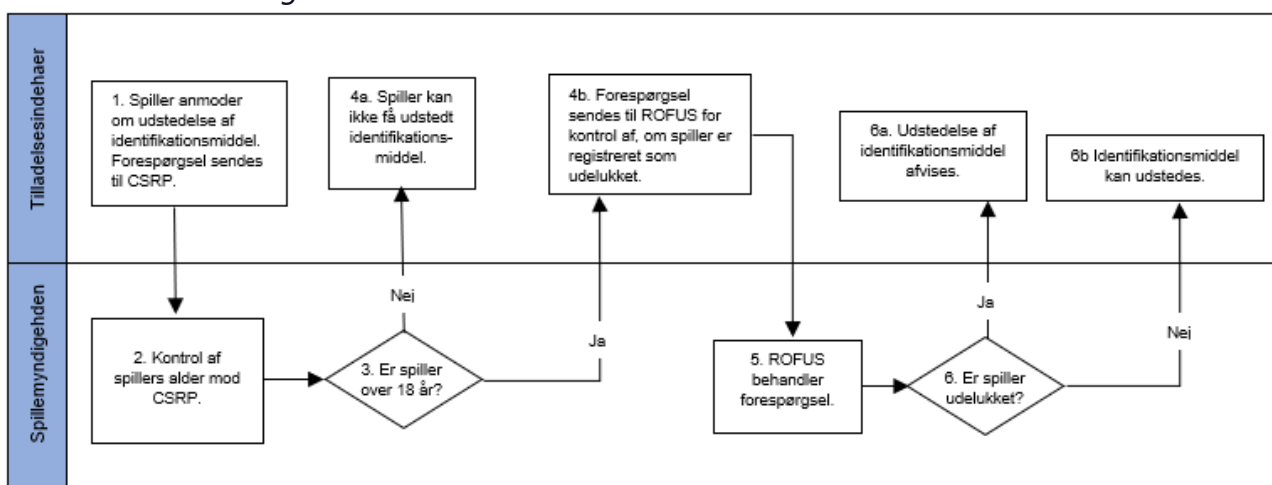
5.3 Inquiry in ROFUS when issuing and using means of identification (game cards)

In order for players to be able to place bets at land-based points of sale, they must use a means of identification – also known as ‘game cards’. Players must thus have issued a means of identification, which must subsequently be used in connection with the conclusion of land-based bets. The status of the player in ROFUS shall be checked in both cases.

5.3.1 Query in ROFUS when issuing means of identification

In this section, the process for querying ROFUS when issuing a new means of identification will be described. The process is illustrated by a process diagram and subsequently described step by step in a process map. The purpose is to provide exact information on what the licence holder needs to develop in order that this process can be carried out.

5.3.1.1 Process diagram:



Tilladelsesindehaer	Licence holder
1. Spiller anmoder om udstedelse af identifikations m id de I. Forespørgsel sendes til CSRP.	1. Player requests Issuance of Identification ID. The enquiry is sent to the CSRP.
4a Spiller kan ikke fa udstedt identifikationsmiddel.	4a Player cannot be issued a means of identification.
4b. Forespørgsel sendes til ROFUS for kontrol af, om spiller er registreret som udelukket.	4b. Query is sent to ROFUS to check whether the player is registered as excluded.
6a. Udstedelse sf identifikationsmiddel afvises.	6a. Issuance of means of identification rejected.
6b Identifikationsmiddel kan udstedes.	6b Identification means may be issued.
Spillemyndigheden	The gaming authority
2. Kontrol af spillers alder mod CSRP.	2. Checks the player's age against CSRP.
3 Er spiller over 18 år?	3 Is the player over 18 years of age?
Nei	No
Ja	Yes
5. ROFUS behandler forespørgsel	5. ROFUS processes the query
6. Er spiller udelukket?	6. Is the player excluded?

5.3.1.2 Process map

Process interested parties

- Licence holders and the Danish Gambling Authority

Purpose of the process

- The purpose of the process is to ensure that the licence holder can inquire in ROFUS when issuing a means of identification to a player. The process must be used every time a player requests the issuance of a means of identification from a licence holder.

Input (start):

- The process starts with the player requesting the issue of a means of identification by the licence holder.

Output (conclusion):

- The process ends when the licence-holder receives information on a player's status in ROFUS. If the player is registered temporarily or permanently in ROFUS, the means of identification cannot be issued. If the player is not registered in ROFUS, the licence holder can continue to issue a means of identification.

Description of process flow:

1. The player enters necessary information.
2. The player's age is verified with CSRP. At this stage, the existence of the CPR is also checked. If the social security number does not exist, the issuing of the means of identification cannot continue.
3. CSRP processes the query.
4.
 - a. If the player is under 18 years of age, information about this is sent to the licence holder. Issuance of the means of identification is refused.
 - b. If the player is 18 years of age or older, the licence holder sends a query to ROFUS to check if the player is registered in ROFUS as excluded.
5. ROFUS processes the query. If ROFUS does not respond, the player can be processed as though the player was not registered in ROFUS and the process continues to point 6b. The player's status will be checked when ROFUS is accessible again. If it turns out that the player appears in the register, then the player's account must be closed at once.
6.
 - a. If the player is excluded in ROFUS, the issuance of the means of identification is refused
 - b. If the player is not excluded, the issuance of means of identification can be continued.

5.3.2 Enquiry in ROFUS using means of identification

In this section, the process for a query in ROFUS using the means of identification will be described. The process is illustrated by a process diagram and subsequently described step by step in a

process map. The purpose is to provide exact information on what the licence holder needs to develop in order that this process can be carried out.

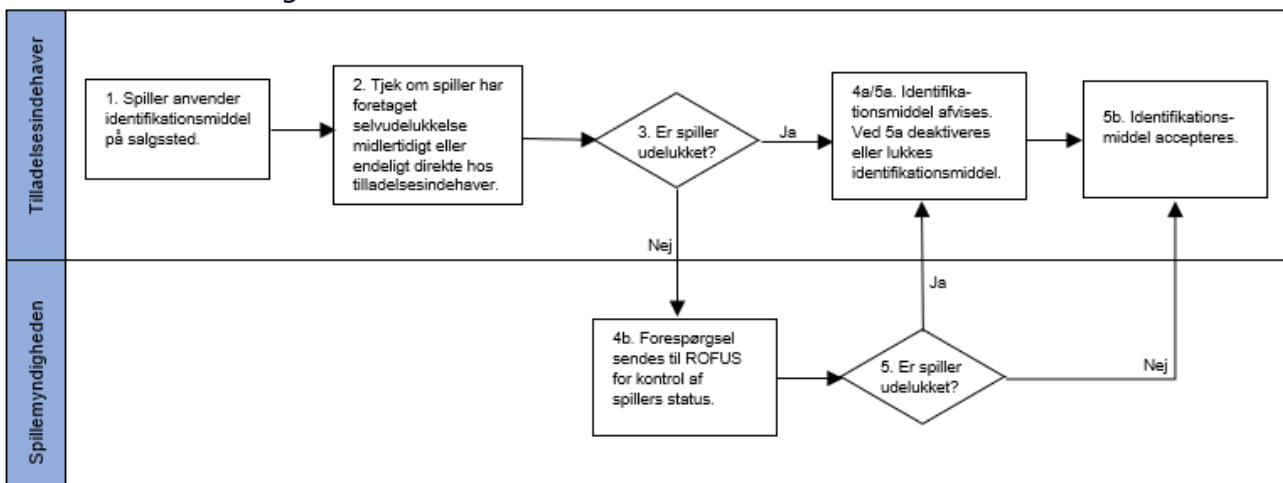
When a player wants to place a bet at a land-based point of sale, the licence holder must check before accepting the bet whether the player has been registered in ROFUS. If the player is registered in ROFUS, the purchase is rejected.

By temporary exclusion in ROFUS, the player's purchase of bets is rejected.

By permanent exclusion in ROFUS, the player's purchase of bets is rejected. The licence holder must then close the player's means of identification and terminate the customer relationship. If the player wishes at a later point in time to be a customer again, the player must go through the procedure for account setup from the start.

The process of querying ROFUS using means of identification is described below - note that the procedure also includes checking the player's possible self-exclusion directly with the licence holder.

5.3.2.1 Process diagram:



Tilladelsesindehaver	The licence holder
1. Spiller anvender identifikationsmiddel på salgssted.	1. The player uses means of identification at point of sale.
2. Tjek om spiller har foretaget selvudelukkelse midlertidigt eller endeligt direkte hos tilladelsesindehaver.	2. Check whether the player has performed self-exclusion temporarily or permanently directly from the licence holder.
3. Er spiller udelukket?	3. Is the player excluded?
Ja	Yes
4a/5a. Identifikationsmiddel afvises.	4a/5a. The means of identification shall be rejected.
Ved 5a deaktiveres eller lukkes identifikationsmiddel.	At 5a, the means of identification is deactivated or closed.
5b. identifikationsmiddel accepteres.	5b. means of identification is accepted.
Nej	No
Spillemyndigheden	The Danish Gambling Authority
4b. Forespørgsel sendes til ROFUS for kontrol af	4b. Inquiry is sent to ROFUS to check the player's

spillers status.	status.
Ja	Yes
5. Er spiller udelukket?	5. Has the player been excluded?
Nej	No

5.3.2.2 Process map

Process interested parties

- Licence-holders and the Danish Gambling Authority

Purpose of the process

- The purpose of the process is to ensure that the licence holder can inquire in ROFUS when a player uses his means of identification. The process must be used every time a player uses his means of identification with the licence holder.

Input (start):

- The process starts with the player using his existing means of identification with the licence holder.

Output (conclusion):

- The process ends when the licence-holder receives information on a player's status in ROFUS. If the player is registered temporarily or permanently in ROFUS, the means of identification cannot be used. If the player is not registered in ROFUS, the means of identification can be used.

Description of process flow:

1. The player uses his means of identification with the licence holder.
2. The licence-holder checks in his own system whether the player is excluded temporarily or permanently.
3. The licence holder's system processes the query.
4.
 - a. If the player is excluded directly by the relevant licence holder, the player's purchase of bets will be rejected. In the event of permanent exclusion, the player's means of identification must be closed and the customer relationship terminated.
 - b. If the player is not excluded directly by the licence holder, it is checked whether the player is temporarily or permanently excluded in ROFUS.
5. ROFUS processes the query. If ROFUS does not respond, the player can be processed as though the player was not registered in ROFUS and the process continues to point 5b. The player's status will be checked when ROFUS is accessible again.
 - a. If the player is temporarily excluded in ROFUS, the means of identification is rejected. If the player is permanently excluded in ROFUS, the player's means of identification must be closed and the customer relationship terminated.
 - b. If the player is not excluded, the player's purchase of bets may continue.