

**LAW**  
**AMENDING ARTICLES 10, 10<sup>3</sup>, 21 AND 29<sup>2</sup> OF THE GAMING LAW NO IX-325 2 OF**  
**REPUBLIC OF LITHUANIA**

2024                      , No.  
Vilnius

**Article 1 Amendment to Article 2**

The following paragraph 31 is added to Article 2:

“31. **Specialist in gaming business (professional)** — a person who works in the business of gaming and receives commercial benefits from it.”

**Article 2. Amendment to Article 10**

1. Article 10(2)(17) shall be amended to read as follows:

“17. cinemas, railway and bus stations, airports, seaports;”

2. Article 10(2)(18) shall be amended to read as follows:

“18. postal services.”

3. Article 10(9) is amended to read as follows:

“9. Gaming advertising (hereinafter ‘advertising’) shall be prohibited in the territory of the Republic of Lithuania, with the exception of:

(1) the publication of the name and/or trade mark of the company organising the games of chance on the premises of the gaming organiser or the building in which the place where the games of chance are organised;

(2) the name and/or trade mark of the gaming company, the publication of information about the types of games of chance organised by the gaming company at the place where the games are organised or on the website of the company organising the games, the address of which is indicated in the Gaming Regulation;

(3) the publication of gaming information in publications (information notices) intended solely for professionals (professionals) in gaming businesses;

(4) the publication of the name and/or trade mark of the company organising the betting (hereinafter: betting advertising) if the following conditions are met:

(a) there may be no information or technological links with the website of the betting company;

(b) permitted betting advertising on television, radio and on the internet shall be limited to two advertising spots of a maximum duration of 20 seconds in any one hour between 6 a.m.

and 6 p.m. and not more than one advertising spot of 20 seconds in any one hour between 6 p.m. and midnight;

c) betting advertisements published on websites may not be displayed in pop-up windows (i.e. advertising that covers all or part of the content of the website, windows that do not allow access to the content of the page without replying to the query it contains, etc.). Static betting advertising with links to the websites of the companies organising bets shall not exceed 20 % of the total advertising space between 6 a.m. and 6 p.m. and shall not exceed 10 % of the total advertising space between 6 p.m. and midnight.”

4. Paragraph 9<sup>3</sup> is added to Article 10, as follows:

“9<sup>3</sup>. It shall be prohibited to disseminate information on the sponsorship of public events, activities, natural and legal persons of any kind by a gaming company, except information on sponsorship of sports events, sports organisations, athletes, sponsorship of cultural and artistic events, cultural and artistic organisations and artistic creators, in so far as this is not contrary to the requirements set out in Article 10, paragraphs 9, 9<sup>1</sup> and 9<sup>2</sup> of this Law.”

5. Article 10(19) is amended to read as follows:

“19. It shall be prohibited in the Republic of Lithuania to encourage participation in games of chance, in any form and by any means, to disseminate information or to carry out persuasive actions encouraging participation in gaming or remote gaming. The following shall not be regarded as an incentive to participate in gaming:

(1) publication of advertising corresponding to the requirements set out in this Article, paragraphs 9, 9<sup>1</sup> and 9<sup>2</sup>;

(2) publication of information on sponsorship in line with the requirements set out in paragraph 9<sup>3</sup> of this Article;

(3) publication on the organisation of games of chance organised at a distance without additional written, visual or audio information, publication of the information referred to in paragraph 20 of this Article, publication of the information referred to in paragraph 3 of Article 20<sup>1</sup> of this Law, publication of the information referred to in paragraphs 2, 4, 5 of Article 20<sup>3</sup> and Article 20<sup>6</sup> of the present Law, when this information is made available on websites where remote gaming is organised;

(4) publication of the regulations for the organisation of gaming, of the information referred to in Article 19(2) of this Law, and the publication of the offer of organised betting, without any additional written, pictorial or audio information, in the places of organisation of gaming.”

### **Article 3. Amendment to Article 10**

Article 10(93) is amended to read as follows:

“9<sup>3</sup>. The dissemination of information concerning the sponsorship of public events, activities, natural and legal persons of any kind by the organising company shall be prohibited.”

#### **Article 4. Amendment to Article 10<sup>3</sup>**

Part 3 of Article 10<sup>3</sup> is amended to read as follows:

“3. The use of betting machines and the offer of bets on events specifically created in real time for betting shall be prohibited.”

#### **Article 5. Amendment to Article 21**

1. Article 21(3) is amended to read as follows:

“3. A company wishing to obtain a licence to open gaming machine or bingo arcades, casinos or to organise remote gaming shall submit to the Control Authority an application stating the company’s name, code, registered office, telephone and fax numbers, the address of the place where the games of chance are organised, the telephone number, the types of games to be organised, the date of issue of the licence to organise the gaming, the number (if the authorisation is granted to the company holding the licence), the position, first name and surname of the manager of the company or his authorised representative who completed and signed the application, and the date on which the application was submitted.”

2. Point (9) of Article 21 (4) shall be rescinded.

#### **Article 6. Amendment to Article 29<sup>2</sup>**

Paragraph 1 of Article 29<sup>2</sup> is amended to read as follows:

“1. For the purposes of Article 7<sup>4</sup> paragraphs (1) and (10), Article 10 paragraphs (9), (9<sup>3</sup>), (10), (19), (21), Articles 11, 13 and 20<sup>8</sup> of this Law, the Control Authority shall impose a fine of between 0.1 % and 1 % of the gross annual income of the preceding calendar year (from the amount of the stakes being built by players minus the amount of winnings actually paid to players), up to a maximum of EUR 6,000 and a maximum of EUR 25,000.”

#### **Article 7. Entry into Force, Implementation and Application of the Law**

1. This Law, with the exception of Article 3 of this Law, shall enter into force on 1 May 2025.

2. Permits for the opening of gaming machine arcades in cinemas, railway and bus stations, airports, seaports and permits for the opening of betting and totaliser stations in postal

establishments, issued before the date of entry into force of this Law, shall be valid until 1 July 2027.

3. Article 10(9)(4) of the Lithuanian Law on Gaming, as amended by Article 2 of this Law, shall remain in force until 31 December 2027.

4. Article 10(9<sup>3</sup>) of the Gaming Law, as supplemented by Article 2 of this Law, shall remain in force until 31 December 2027.

5. Article 10(19)(2) of the Gaming Law, as amended by Article 2 of this Law, shall remain in force until 31 December 2027.

6. Article 10(9<sup>3</sup>) of the Gaming Law, as amended by Article 2 of this Law, shall enter into force on 1 January 2028.

7. Contracts for the promotion of public events, activities and natural and/or legal persons concluded between gaming operators and other persons before the entry into force of this Law may be enforced in so far as this Law is not contrary to the provisions of this Law.

*I hereby promulgate this Law passed by the Seimas (Lithuanian Parliament) of the Republic of Lithuania.*

President of the Republic