

**LAW**  
**AMENDING ARTICLES 1, 2, 7<sup>3</sup>, 10, 10<sup>1</sup>, 16, 20, 20<sup>1</sup>, 20<sup>3</sup>, 21, 22, 23, 26, 28, 29<sup>1</sup>, 29<sup>2</sup> AND THE**  
**TITLE OF CHAPTER THREE OF LAW NO. IX-325 ON GAMING, SUPPLEMENTING**  
**THE LAW WITH ARTICLES 2<sup>1</sup>, 10<sup>4</sup>, 15<sup>1</sup>16<sup>1</sup> AND REPEALING ARTICLES 20<sup>4</sup> AND 20<sup>6</sup>**  
**ARTICLES WITH LOST RECOGNITION**  
**THE LAW**

No.            of            2024  
                                 Vilnius

**Article 1. Amendment to Article 1**

Article 1 is amended to read as follows:

**“§ 1. Objective and purpose**

1. The purpose of this Law is to reduce the accessibility, attractiveness and potential (actual) harm to individual health of games of chance.

2. The purpose of this Law is to lay down the conditions and procedure for organising games of chance and gaming on gaming machines in the Republic of Lithuania.”

**Article 2. Amendment to Article 2**

1. Article 2(28) is repealed.

2. Paragraphs 26 to 29 of Article 2 are renumbered as follows:

“27. **Gaming machine credit** (hereinafter – “credit”) – the sum of money expressed in units defined by the software of the gaming machine.”

28. **Gaming machine** — a mechanical, electronic or electromechanical device by which the right to start playing is acquired by means of a game token and/or money, and which, depending on the player’s abilities, offers the chance to play for a certain period of time and/or win a prize in kind not exceeding EUR 30 or a game token, which can be played on a gaming machine for additional time or converted into a prize in kind not exceeding EUR 30.

29. **Gaming machine operational data** (hereinafter – “operational data”) – data on the software version of the machine, machine’s on and off switch time logs, and the time logs for machine door opening and closing at the gaming site.”

30. **Gaming machine passport** — document containing the details of the gaming machine: the model, manufacturer and factory number of the machine, the name(s) of the game(s), the security methods for electronic meters, the sealing points of the mechanical meters and the number of seals, and the verification of the conformity of the gaming machine with the requirements laid down in this Law.

31. **Organiser of games on gaming machine** — a legal person established in the Republic of Lithuania, a branch of a foreign legal person established in the Republic of Lithuania in accordance with the procedure laid down by law, or a natural person engaged in an individual activity in accordance with the procedure laid down by the law.”

3. Article 2(29) is amended to read as follows:

“32. **Automated electronic data management system** — the electronic system used by the gaming company for the processing and transmission of the machine’s identification data (series and number of the machine) and the operation and electronic meters to the information system of the Control of the Gaming Machines.”

4. Consider the former part 30 of Article 2 as part 33.

5. The following paragraphs 34 and 35 are added to Article 2:

“34. **Remote gaming platform** (hereinafter – “the Platform”) – a set of software tools for the organisation of remote gaming.

35. **Problem gaming** — repetitive behaviour which reduces or eliminates the player's ability to control the start, end or intensity of the game when the gaming takes place despite harmful effects on his physical and mental health, social, financial situation or the interests of other people'.

6. Consider the former part 31 of Article 2 as part 36.

### **Article 3. Supplementation of the Law with Article 2<sup>1</sup>**

Article 2<sup>1</sup> is added to the Law, as follows:

#### **"Article 2<sup>1</sup>. Principles of public policy on gaming in the area of control**

State policy in the field of gaming control shall be based on the following principles:

1) reducing the accessibility of gaming, i.e., executing regulatory measures to regulate the accessibility of the gaming offer in order to manage the negative impact of gaming on players' health and living environment, public order, education, culture;

2) reducing the attractiveness of games of chance, i.e., using educational and public information measures which are open to all interested parties, including gaming operators, to inform the public about the impact of gaming on the health and living environment, public order, education and culture."

### **Article 4. Amendment to Article 7<sup>3</sup>**

1. Point 3 in paragraph 2 of Article 7<sup>3</sup> is amended to read as follows:

"(3) to ensure the competence, professionalism and qualification of player service staff. A gaming operator may only admit a person to work if the operator has obtained information from the Register of Suspects, Accused and Convicts that the person has not been convicted of the offences referred to in Article 11(3)(1) of this Law. At least once a year, the organiser of games must provide training on the organisation of responsible gaming and the prevention of money laundering to the persons serving the players;"

### **Article 5. Amendment to Article 10**

1. Article 10(7) is repealed.

2. Article 10, Paragraph 9<sup>2</sup> is amended to read as follows:

"9<sup>2</sup>. The advertising referred to in paragraph 9 of this Article must contain the information notices referred to in point 2 of Article 10<sup>4</sup> of this Law. The content of information notices and the rules governing their presentation in advertising shall be laid down by the Control Authority."

3. Article 10(10) shall be amended and read as follows:

"10. It is prohibited to enter gaming establishments (casinos), gaming machines halls, bingo facilities, bookmaking and totalisator stations for persons under 21 years of age, as well as persons who have not presented an identity document, and to allow persons under 21 years of age to participate in remote gaming. Admission to gaming establishments (casinos) of persons holding weapons other than those protecting gaming establishments (casinos) and officials exercising official functions in accordance with the procedure laid down by law shall be prohibited. The gaming organiser shall ensure compliance with these requirements."

### **Article 6. Amendment to Article 10<sup>1</sup>**

Part 1 of Article 10<sup>1</sup> is amended to read as follows:

"1. The place where games are organised must display (have) warning notes on prohibition from gaming for persons under 21 years of age and other persons who are prohibited from participating in gaming or gaming premises under this Law. In places of gaming operations, information must be provided on the possibility for a person to obtain a certificate of payment of the sums paid and/or the payment of the winning game. This information must be made available to persons taking part in remote gaming."

### **Article 7. Supplementation of the Law with Article 10<sup>4</sup>**

Article 10<sup>4</sup> is added to the Law, as follows:

#### **“Article 10<sup>4</sup>. Organisation of responsible gaming**

When providing remote gaming services and gaming services in gaming establishments (casinos), gaming machines halls, bingo facilities, bookmaking and totalisator establishments, the following measures for the organisation of responsible gaming must be applied:

1) a system for monitoring responsible gaming enforcement means a mechanism for monitoring the behaviour of players, identifying, evaluating and managing problem gaming in accordance with the procedure laid down in this Law. To that end, the gaming operator must establish internal procedures in accordance with this Law and the detailed requirements approved by the Control authority for the organisation of responsible gaming, identification and management of problem gaming, control of the gaming amounts and time of gaming referred to in point 3 of this Article, monitoring the behaviour of players, risk assessment of problem gaming, the content, form and presentation of the information to players referred to in point 2 of this Article, the content, form and presentation to the player of information on the potential (actual) harm caused by gaming and the gaming operator's staff's training on responsible gaming and prevention of money laundering;

2) providing information on gaming risks. The gaming operator must ensure that information notices regarding the potential gaming addiction or pathological gaming as well as information notices on problem gaming, specifying the ways and possibilities of obtaining assistance for problem gaming, the possibility of submitting requests for the Register of Gambling Restricted Persons, and the impact of gaming on the health and living environment, public order, education, culture of the player are published in gaming establishments (casinos), gaming machines halls, bingo facilities, bookmaking and totalisator stations, as well as on the websites and mobile applications of the gaming operator providing remote gaming services.

3) limitation of the sums and time of gaming. The gaming operator must ensure that access to remote gaming is granted to a person only after:

(a) the player sets the daily, weekly and monthly limits on the amount of money that can be added in their gaming account after logging into their gaming account. The gaming operator must ensure that the limits on the amount of money to be added to a player's account per month comply with the requirements of the gaming operator's Responsible Gaming Enforcement System. The gaming operator must ensure that, when the player has reached the limits on the amount of money to add to the gaming account, the player's request to increase the amount of the replenishment of the gaming account and to participate in remote gaming takes effect no earlier than 48 hours after the submission of that request to the gaming operator;

(b) the player who has logged into his gaming account determines the maximum amount of one stake and the amount of money he may wager during a given period or per game. The gaming operator must ensure that, when the player has reached the stake thresholds, the player's request to increase the stakes and participate in remote games is granted to the player no earlier than 48 hours after the submission of that request to the gaming operator;

(c) the player sets a time limit for a single connection to his gaming account, at the end of which the player's participation in remote gaming is terminated. The gaming operator must ensure that, when the time limit is reached, the opportunity to change the time limit and participate in remote gaming is granted to the player no earlier than 48 hours after the last login to the player's gaming account;

4) monitoring of the gaming process. The gaming operator must ensure that the player taking part in remote games is regularly and clearly displayed throughout his or her game, the length of time he/she has been participating in the activity, the total amount of stakes he/she has made and the relevant result of his gaming (winning or losing);

5) monitoring of problem gaming. In all gaming establishments (casinos), gaming machines halls, bingo facilities, bookmaking and totalisator stations, there must be a designated person responsible for identifying problem gaming who is physically employed at these gaming sites throughout their working time. These gaming sites must keep a register of the electronic form of the identified problem gaming, the format of which shall be laid down by the Control Authority. A gaming operator providing remote gaming services must appoint a person responsible for

identifying problem gaming in the context of remote gaming, who records the results of the analysis of the system of responsible gaming enforcement, referred to in Article 16(9)(8) of this Law on the platform;

6) an assessment of the risk of gaming. The person designated by the gaming operator who is responsible for identifying problem gaming, who has assessed the participation of the player in remote games in accordance with the measures referred to in paragraph 3 of this Article and/or, in the case of gaming establishments (casinos), gaming machines halls, bingo facilities, bookmaking and totalisators points, who has assessed the gaming of the player in accordance with the measures referred to in paragraph 5 of this Article, having determined, in accordance with the requirements for assessing the risk of problem gaming, that the gaming of the player corresponds to a high degree of assessment of the risk of problem gaming, must immediately, no later than 30 minutes after the recording of his or her problem gaming in the register or platform for problem gaming, inform the player of the methods and possibilities of obtaining aid for problem gaming, of the possibilities to restrict his gaming in accordance with the procedure laid down in Article 10(20) of this Law, and must stop the player's games for 48 hours and, from the moment of stopping the player's gaming, deny the player access to the gaming operator's premises and prevent access to the gaming account of the player;

7) control of a single player card which sets the maximum amount for gaming'.

### **Article 8. Supplementing the Law with new Article 15<sup>1</sup>;**

Supplement the Law with new Article 15<sup>1</sup>:

#### **“Article 15<sup>1</sup>. Information system for gaming machine control**

1. The Information system for gaming machine control (hereinafter “LAKIS”) is a State information system designed to:

1) manage the data transmitted by the electronic gaming machine data management system necessary to monitor the compliance of the machines with the requirements laid down in Article 16 of this Law;

2) manage the inventory of the results of the amounts and tokens deposited at the gaming tables, as transmitted by the companies organising gaming in gaming establishments (casinos);

3) manage the data of gaming operators' platforms relating to the monitoring of the organisation of responsible gaming by the gaming companies.

2. The manager of LAKIS and the manager of LAKIS data is the Control Authority.

3. The following protected data shall be processed in LAKIS:

1) gaming machine identification (machine series and number);

2) data on the operation of machines and electronic meters;

3) data on the amounts paid in the gaming tables and the results of the inventory of tokens;

4) the platform data referred to in points 1, 4, 7, 8, 9 and 10 of Article 16(9) of this Law.

4. Personal data of players, protected by LAKIS, shall be treated as confidential and may be disclosed to other persons if the right of access to this information is provided for by law or their implementing legislation.”

### **Article 9. Renumbering of former article 15<sup>1</sup>**

Former Article 15<sup>1</sup> is now Article 15<sup>2</sup>.

### **Article 10. Amendment to Article 16**

Article 16 is amended to read as follows:

#### **“Article 16. Requirements for gaming devices, remote gaming machines and platform**

1. Only new and unused gaming devices may be put into operation in the Republic of Lithuania, provided that they are produced by a manufacturer holding the relevant licence (certificate) and that their types are approved by the Control Authority in accordance with the procedure laid down by the Government.

2. The prize pool for category A machines shall be at least 90 per cent and the prize pool for category B machines shall be not less than 80 per cent of the total amount of the contributions.

3. All gaming devices must be owned by the company organising the gaming; otherwise, they may be leased.

4. A gaming operator organising remote gaming is obliged to set up a platform at its own expense. Each gaming device, remote gaming device and platform must comply with the requirements laid down and approved by this Law and the Control Authority.

5. Each gaming machine, remote gaming machine and platform must have a certificate issued by accredited bodies attesting that it complies with the requirements laid down in this Law and by the Control Authority. Only accredited bodies shall carry out the assessment of the compliance of gaming devices, remote gaming devices and platforms with the requirements laid down in this Law and the Control Authority and issue certificates of compliance. Accredited bodies in non-EU countries and certificates issued by these accredited bodies may be recognised by the decision of the Control Authority. The procedure for the recognition of bodies accredited in a non-Member State and the certificates issued by them shall be laid down by the Control Authority. Remote gaming devices and platform must be owned or otherwise lawfully managed and established by the gaming operator and stored in the Republic of Lithuania or in another Member State.

6. Gaming devices are registered in the Lithuanian register of gaming devices and remote gaming devices and platforms are registered in the register of remote gaming devices in accordance with the procedure laid down by the Control Authority.

7. Each gaming device, remote gaming device and platform holding a certificate must bear a specific mark in accordance with the procedure laid down by the Control Authority. It is prohibited to operate gaming devices, remote gaming devices and platforms which are not certified and which are not labelled in accordance with the prescribed procedure. The use, in the territory of the Republic of Lithuania, of electronic or mechanical devices, electronic ticketing machines, gaming machines and other devices similar in form or content to gaming machines and remote gaming machines, not provided for in this Law, shall be prohibited, except in the exceptions laid down in this Law.

8. The gaming operator must keep the information on remote gaming devices and on the platform for a period of 8 years from the date of termination of the remote gaming contract and protect it against accidental or unlawful destruction, alteration, disclosure and any other unlawful processing.

9. The gaming operator must ensure that the following information is centrally processed and directly accessible on the platform:

1) the player's first name, surname, personal identification number (a foreign national's personal identification number or other unique sequence of characters assigned to the foreigner for the purpose of identifying the person or, failing this, the foreigner's date of birth) and nationality;

2) copies of documents relating to the identification of the player's identity, the source of funds and assets, and the date on which the documents were updated;

3) the player's IP addresses;

4) history of the player's logins to and logouts from the player's gaming account (date and time);

5) the player's remote gaming contract and its amendments;

6) the payment accounts indicated by the player, the amounts of winnings paid to them and the amounts with which the player's gaming account was paid;

7) the player shall be subject to the restrictions and limits laid down in Article 10<sup>4</sup>, point 3 of this Law;

8) communication with the player, results of the analysis of the control system for ensuring responsible gaming;

9) if financial transactions are rejected, a narrative statement as to why the operation has not been completed in the same way as it was initiated;

10) player's balance of games (date, time, amounts paid into the player's gaming account, type of gaming, name of the game or bookmaking or totalisator event, stakes made, winnings paid, amounts paid out from the player's gaming account, relevant balance in the player's gaming account);

11) a financial statement from the data available on the platform by period of time, the type of remote gaming, the amounts paid for participating in the game, the payment of winnings, the result of the activity (out of the sums paid for participating in the game, the payment of winnings).

10. A company may change or introduce new gaming machines, remote gaming machines and platforms only after it has complied with the requirements laid down in paragraphs 5, 6, 7 and 9 of this Article and has obtained the authorisation of the Control Authority in accordance with the procedure laid down in this Law.

11. Gaming operator companies must connect gaming machines to an electronic gaming machine data management system by cable, radio, fibre-optic or other electromagnetic means."

12. Every gaming machine must have electronic counters which record, in ascending order, the following gaming machine data:

- 1) credit or monetary units wagered;
- 2) credit or monetary units won;
- 3) credit or monetary units paid in gaming establishments (casinos) or gaming machine halls (if such functionality is installed on the machine);
- 4) credit or monetary units won with Category A machine jackpots (where the machine has this function);
- 5) number of games played.

13. Gaming operator companies must ensure that the Control Authority can connect to their electronic gaming machine data management system remotely and inspect the data it processes."

#### **Article 11. Supplementation of the Law with Article 16<sup>1</sup>**

To add Article 16<sup>1</sup> to the Law as follows:

##### **"Article 16<sup>1</sup>. Connecting the platform to LAKIS**

The platform shall be connected to LAKIS in accordance with the procedure laid down by the Control Authority. The platform shall record and transmit to LAKIS the data referred to in subparagraphs 1, 4, 7, 8, 9 and 10 of Article 16(9) of this Law at least every 30 days."

#### **Article 12. Renumbering of former article 16<sup>1</sup>**

Former Article 16<sup>1</sup> is now Article 16<sup>2</sup>.

#### **Article 13. Amendment to Article 20**

Article 20(4) is amended to read as follows:

"4. The gaming operator is obliged to: in accordance with the procedure laid down by the Head of the State Tax Inspectorate, inform the State Tax Inspectorate about the amounts paid and the winnings paid if the amounts paid and the winnings paid exceed the amount laid down in Article 9(9) of the Law of the Republic of Lithuania on the Prevention of Money Laundering and Terrorist Financing'.

#### **Article 14. Amendment to Article 20<sup>1</sup>**

Point 1 in paragraph 2 of Article 20<sup>1</sup> is amended to read as follows:

"1) persons under the age of 21 years and persons whose participation in gaming is prohibited under the conditions laid down in Article 10(3) of this Law are prohibited from participating in remote gaming;"

#### **Article 15. Amendment to Article 20<sup>3</sup>**

Article 20<sup>3</sup>(4)(5) shall be amended to read as follows:

"5) the information notices referred to in Point 2 of Article 10<sup>4</sup> of this Law".

**Article 16. Repeal of Article 20<sup>4</sup>**

Article 20<sup>4</sup> is repealed.

**Article 17. Repeal of Article 20<sup>6</sup>**

Article 20<sup>6</sup> is repealed.

**Article 18. Amendment of the title of Chapter Three**

The title of Chapter Three is amended to read as follows:

**“CHAPTER THREE  
ISSUING OF LICENSES TO OPEN GAMING MACHINES HALLS, BINGO  
FACILITIES, GAMING ESTABLISHMENTS (CASINOS), SUPPLEMENTING OR  
AMENDING AND CANCELLATION OF THE LICENSES**

**Article 19. Amendment to Article 21**

1. Point 4 of Article 21, paragraph 4<sup>1</sup> shall be amended to read as follows:

“(4) a description of the remote gaming devices and platform and data demonstrating their compliance with the requirements laid down in this Law and the Control Authority.”

2. Article 21(6) is amended to read as follows:

“6. Civil servants and employees of the supervisory service shall check whether the premises in which the machines or bingo halls or gaming establishments (casinos) are to be opened meet the requirements applicable to them. An application for authorisation to open gaming machines halls or bingo facilities, gaming establishments (casinos) or remote gaming must be examined within 30 calendar days of its receipt. If additional documents and information are requested, the 30-day period shall be recalculated from the date of submission of the additional information or clarifications and corrections. The total period for granting the authorisation shall not exceed 60 calendar days from the date on which all relevant documents and particulars were submitted for the first time.”

**Article 20. Amendment to Article 22**

1. Article 22(1)(4) shall be amended to read as follows:

“4) gaming devices or remote gaming devices or platform do not comply with the requirements laid down in this Law and by the Control Authority;”.

2. Article 22(1)(6) shall be amended to read as follows:

“6) The information/measures provided to the Control Authority do not allow remote access to the gaming operator’s remote gaming machines and platform.”

**Article 21. Amendment to Article 23**

Paragraph 3 should be added to Article 23(8):

“3) The gaming operator wishes to replace the platform(s) in use with another platform(s) or to change the number of platforms used.”

**Article 22. Amendment to Article 26**

Article 26(1) is amended to read as follows:

“1. The Control Authority is a body under the Ministry of Finance of the Republic of Lithuania which, together with other State and municipal institutions and bodies, participates in the formulation and implementation of State policy in the field of the organisation and control of gaming and gaming machine activities and carries out supervision of gaming and gaming machine activities in order to ensure the fair and transparent conduct of gaming and gaming machine activities, the protection of the rights of players and persons playing games on machines and their legitimate interests.”

### **Article 23. Amendment to Article 28**

1. Article 28(6) shall be amended to read as follows:

“6) draft legislation on the organisation of gaming and gaming on machines and submit proposals to public authorities to improve the legislation on gaming on gaming machines and gaming“.

2. Article 28(8) shall be amended to read as follows:

“8) process data of persons who have made requests for exclusion from gaming, including special categories of personal data (incapacity or limited capacity of individuals in this field);”.

3. The following points 10 to 12 are added to Article 28:

“10) monitor the organisation of responsible gaming by gaming operators;

11) develop, coordinate and monitor programmes for the prevention of problem gaming and implement the measures referred to in the Problem Gaming Prevention Programme to prevent problem gaming within its competence;

(12) perform the other functions laid down in this Law.”

### **Article 24. Amendment to Article 29<sup>1</sup>**

1. Part 3 of Article 29<sup>1</sup> is amended to read as follows:

“3. Mitigating circumstances shall be taken to mean that a company:

1) did not cause damage by committing the infringement;

2) voluntarily prevents the consequences of the infringement;

3) cooperates in good faith with the Control Authority during the inspection;

4) notifies the Control Authority about the infringement and brings it to an end;

5) If the Control Authority has brought the company’s attention to irregularities or operational deficiencies, it acknowledges that it has committed the infringement and terminates it;

6) takes measures on its own initiative to prevent future infringements of the same or similar nature;’.

2. Part 4 of Article 29<sup>1</sup> is amended to read as follows:

“4. Aggravating circumstances shall be taken to mean that a company:

1) by committing the infringement caused damage to the extent that, if it’s possible to determine it, exceeds 500 basic social benefits;

2) does not cooperate with the Control Authority;

3) continues the infringement despite the fact that the Control Authority has drawn attention to the company’s wrongdoings or operational deficiencies;

4) has committed the infringement intentionally;

5) has committed an infringement of a continuing nature;

6) has committed a continuous infringement;

7) has committed, in the last 5 years, an infringement of the legislation governing gaming activities and has been the subject of at least one sanction.”

3. Part 6 of Article 29<sup>1</sup> is amended to read as follows:

“6. When considering whether to apply the sanctions provided for in this Law, taking into account the circumstances referred to in paragraph 3 of this Article and the absence of aggravating circumstances as referred to in paragraph 4 of this Article, the Control Authority may, on the basis of criteria of fairness and reasonableness, refrain from imposing sanctions if the infringement is of minor importance and does not cause substantial harm to the interests protected by law, and if the Authority has reason to believe that non-compliance or improper compliance with the prescribed requirements may be remedied by other means.”

### **Article 25. Amendment to Article 29<sup>2</sup>**

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

**“Article 29<sup>2</sup>. Penalties and procedures for their imposition**

1. For the infringements of Articles 7<sup>4</sup>, Paragraphs 1 and 10, Article 10, Paragraphs 9, 9<sup>1</sup>, 9<sup>2</sup>, 10, 19 and 21, Articles 10<sup>4</sup>, 11, 13 and 20<sup>8</sup> of this Law, the Control Authority imposes a fine of between 3 % and 5 % of the gross annual income of the preceding calendar year (the amount obtained from the stakes waged by players minus the amount of winnings actually paid to players) to the company.

2. A company which has committed an infringement referred to in paragraph 1 of this Article within one year from the date on which the decision to impose the sanction referred to in paragraph 1 of this Article becomes final, shall be imposed a fine between 8 % and 10 % of the gross annual income of the preceding calendar year ( the amount obtained from the stakes waged by players minus the amount of winnings actually paid to players) by the Control Authority.

3. For infringements of Article 10, Paragraphs 3, 5, 6, 8, 10<sup>1</sup>, 11, 13, 15, 17, Article 10<sup>1</sup>, Paragraph 1, Article 10<sup>2</sup>, Paragraph 3, Article 10<sup>3</sup>, Paragraphs 1 and 3, Article 12, Paragraphs 2, 3, 4 and 5, Articles 15 to 20, Article 20<sup>1</sup>, Paragraphs 1 and 2, Article 20<sup>2</sup>, Article 20<sup>3</sup>, Paragraphs 3, 4, 5, 8 and 9, Article 20<sup>5</sup>, Paragraphs 1, 2 and 3, and Article 25, Paragraph 1, the Control Authority shall impose on the company a fine of between 2 % and 4 % of the gross annual income of the preceding calendar year (the amount obtained from the stakes waged by players minus the amount of winnings actually paid to players).

4. A company which has committed an infringement of this Law referred to in paragraph 3 of this Article within one year from the date on which the decision to impose the sanction referred to in paragraph 3 of this Article becomes final shall be imposed a fine of between 6 % and 8 per cent of the gross annual income of the preceding calendar year (from the amount of the stakes waged by players minus the amount of winnings actually paid to players).

5. The basic amount of the fine shall be determined on the basis of the amounts referred to in paragraphs 1 to 4 of this Article and shall be calculated on the basis of the average of the minimum and maximum fines laid down in those paragraphs. Where there are mitigating circumstances, for each mitigating circumstance, the amount of the fine shall be reduced by an amount equal to 0.15 % of the gross annual income of the preceding calendar year and, where there are aggravating circumstances, the amount of the fine shall be increased for each aggravating circumstance by an amount equal to 0.15 % of the gross annual income of the preceding calendar year. Where there are mitigating and aggravating circumstances, the fine shall be imposed on the basis of their number.

6. The Director of the Control Authority shall, when imposing a fine, assess the proposals of the Advisory Commission (hereinafter – “the Commission”). The procedure for the composition of the Commission, the question of the imposition and determination of the amount of the fine at the meeting of the Commission and the decision-making of the panel Commission be determined by the Control Authority.

7. The company on which a fine is to be imposed shall be informed of the meeting of the panel at least 10 working days in advance. The company on which a fine is to be imposed shall have the right to produce all the evidence demonstrating the absence of a constituent element of the infringement of this law, to submit mitigating circumstances or to submit other evidence relevant to the imposition and determination of the fine before the meeting of the committee.

8. Where appropriate, representatives of the company on which the fine is to be imposed, other interested parties, as well as persons whose presence is necessary for the purpose of properly examining the issue of the imposition and determination of the amount of the fine (witnesses, experts, specialists or other persons) are invited to attend the panel meeting and provide their explanations. The absence of representatives of the company on which the fine is to be imposed or of other interested parties, provided that they have been duly informed of the hearing, shall not preclude the holding of a meeting of the committee and the consideration of the issue of the imposition of a fine and the determination of the amount of the fine imposed.

9. The company on which a fine is to be imposed or is already imposed and other interested parties shall have access to the material collected by the Control Authority on which the imposition and determination of the amount of the fine is based, with the exception of information which

constitutes a public, official or commercial secret of other economic operators or the disclosure of which would infringe the right of a natural person to privacy.

10. Within 5 working days of the end of the meeting, the Commission shall submit its proposals for the imposition of a fine to the Director of the Control Authority for consideration, who shall take a final decision on the imposition of the fine and on the amount of the fine imposed no later than 5 working days after receiving the Commission's proposals. The decision of the Director of the Control Authority regarding the imposition of a fine and the amount of the fine imposed, stating the reasons for the decision, the grounds for the decision and the procedure for appealing against the decision shall be communicated within 3 working days to the company to which it relates."

#### **Article 26. Entry into Force, Implementation and Application of the Law**

1. This Law, with the exception of paragraphs 4, 5, 7 and 10 of this Article and Articles 1, 3 and 11 of this Law, shall enter into force on 1 July 2025.

2. Articles 1 and 3 of this Law shall enter into force on 1 November 2024.

3. Article 11 of this Law shall enter into force on 1 May 2026.

4. The Director of the Gaming Control Authority under the Ministry of Finance of the Republic of Lithuania (hereinafter – "the Control Authority") shall adopt the implementing legislation for this Law by 31 December 2024.

5. The Head of the State Tax Inspectorate under the Ministry of Finance of the Republic of Lithuania shall adopt the legislation implementing this Law by 31 January 2025.

6. Administrative procedures for the imposition of sanctions for infringements of this Law initiated and not completed before the date of entry into force of this Law shall be subject to the rules of the Law on Gaming in force before the date of entry into force of this Law.

7. Companies authorised to operate remote games before the date of entry into force of this Law and which seek to continue the activity of organising remote gaming after the date of entry into force of this Law shall submit to the Control Authority, by 1 August 2025 at the latest, an application to supplement the permit for the organisation of remote gaming, indicate the remote gaming platform used and shall at the same time submit the documents and particulars set out in Article 21, Paragraph 4<sup>1</sup>, Point 4 of the Law on Gaming, as amended by Article 19(3) of this Law.

8. Applications for permits initiated and not completed before the date of entry into force of this Law regarding the opening of a gaming machines halls, bingo facilities, gaming establishments (casinos) or organisation of remote gaming shall be subject to the provisions of this Law from the date of entry into force of this Law.

9. Applications for permits submitted before the date of entry into force of this Law regarding the opening of a gaming machines halls, bingo facilities, gaming establishments (casinos) or organisation of remote gaming shall be subject to the period referred to in Article 21(6) of the Law on Gaming within which the Control Authority issues a permit or adopts a decision refusing a permit, which shall run afresh from the date of entry into force of that law.

10. By 1 May 2025, the Government of the Republic of Lithuania shall prepare and submit to the Parliament of the Republic of Lithuania a draft amendment to the Law on Gaming concerning the introduction of a single player card.

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

President of the Republic