



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

No XIV-3132 of 12 November 2024  
Vilnius

**Article 1 Amendment to Article 2**

The following paragraph 30<sup>1</sup> is added to Article 2:

“30<sup>1</sup>. **Gaming business operator** means a person who is employed in the gaming business or who carries out economic activities in the gaming business and derives commercial benefit therefrom.”

**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 gaming business operators;

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

(a) permitted betting advertising on television, radio and on the internet shall be limited to three advertising spots of a maximum duration of 15 seconds in any one hour between 6 a.m. and 6 p.m. and not more than two advertising spots of 15 seconds in any one hour between 6 p.m. and midnight;

(b) 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 without 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>. The dissemination of information about the sponsorship by a gaming company of any public events, activities, natural or legal persons, except for the publication of sponsorship announcements stating that companies organising betting, including remote betting (hereinafter referred to as 'the sponsor'), sponsor sporting events or the broadcasting thereof, sporting organisations, sportsmen, cultural and artistic events or the broadcasting thereof, cultural and artistic organisations, and artistic artists (hereinafter referred to as 'the sponsored persons'), is prohibited, provided that the presentation of such sponsor complies with all of the following conditions:

(1) only the name and/or trade mark of the sponsor, and the name, first name and/or surname of the sponsored person may be indicated in the presentation of the sponsor;

(2) sponsor's presentations at the venue of the events may be announced prior to the sponsored events attended or organised by the sponsored person, during the events, including on the closing day of the events;

(3) sponsor's presentations in announcements of sponsored events or their broadcasts may be provided only if the announcements specify the time and place of the future sponsored event or its broadcast;

(4) information about the sponsored events referred to in this paragraph or their broadcasts may be published in programmes, and these programmes may be rebroadcast and otherwise communicated to the public by means of the mass media, as defined in the Law of the Republic of Lithuania on the Provision of Information to the Public;

(5) sponsor presentations at the event venue shall be displayed only on billboards, coverings, sponsored persons' clothing, or other similar locations.

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

“9<sup>4</sup>. The restrictions on sponsorship information set out in paragraph 9<sup>3</sup> of this article shall not apply to the sponsor's presentations on the sponsored persons' clothing worn and/or used by non-sponsored persons for their own purposes.”

6. 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. Repeal of Article 10(9)(4)**

Point (4) of Article 10(9) shall be rescinded.

### **Article 4. Repeal of Article 10(19)(2)**

Point (2) of Article 10(19) shall be rescinded.

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

Article 10(9<sup>3</sup>) 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 6. 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 7. 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 8. 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 9. 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>1</sup>), (9<sup>2</sup>), (9<sup>3</sup>), (10), (19), (21), Articles 10<sup>4</sup>, 11, 13 and 20<sup>8</sup> of this Law, the Control Authority shall impose a fine of between 3 % and 5 % 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).”

**Article 10. Entry into Force and Application of the Law**

1. This Law, with the exception of Articles 3, 4, 5 and 9, shall enter into force on 1 July 2025.
2. Article 9 of this Law shall enter into force on 1 November 2025.
3. Articles 3, 4 and 5 of this Law shall enter into force on 1 January 2028.
4. 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.

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

President of the Republic

Gitanas Nausėda