

CERTIFICATION OF ENROLLMENT
ENGROSSED SUBSTITUTE HOUSE BILL 1009

Chapter 365, Laws of 2003

58th Legislature
2003 Regular Session

VIDEO GAMES

EFFECTIVE DATE: 7/27/03

Passed by the House March 18, 2003
Yeas 81 Nays 16

FRANK CHOPP

Speaker of the House of Representatives

Passed by the Senate April 17, 2003
Yeas 42 Nays 7

BRAD OWEN

President of the Senate

Approved May 20, 2003.

GARY F. LOCKE

Governor of the State of Washington

CERTIFICATE

I, Cynthia Zehnder, Chief Clerk of the House of Representatives of the State of Washington, do hereby certify that the attached is **ENGROSSED SUBSTITUTE HOUSE BILL 1009** as passed by the House of Representatives and the Senate on the dates hereon set forth.

CYNTHIA ZEHNDER

Chief Clerk

FILED

May 20, 2003 - 2:38 p.m.

**Secretary of State
State of Washington**

ENGROSSED SUBSTITUTE HOUSE BILL 1009

Passed Legislature - 2003 Regular Session

State of Washington

58th Legislature

2003 Regular Session

By House Committee on Juvenile Justice & Family Law (originally sponsored by Representatives Dickerson, Delvin, Skinner, Kagi, Chase, Wood, Sommers, Miloscia, Conway, Cody, O'Brien, Kenney, Schual-Berke, McDermott and Lovick)

READ FIRST TIME 02/04/2003.

1 AN ACT Relating to video and computer games depicting violence
2 against public law enforcement officers; amending RCW 7.80.120; adding
3 a new section to chapter 9.91 RCW; creating a new section; and
4 prescribing penalties.

5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

6 NEW SECTION. **Sec. 1.** The legislature finds that there has been an
7 increase in studies showing a correlation between exposure to violent
8 video and computer games and various forms of hostile and antisocial
9 behavior. The entertainment software industry's ratings and content
10 descriptors of video and computer games reflect that some video and
11 computer games are suitable only for adults due to graphic depictions
12 of sex and/or violence. Furthermore, some video and computer games
13 focus on violence specifically against public law enforcement officers
14 such as police and fire fighters. The legislature encourages retailers
15 and parents to utilize the rating system.

16 In addition, the legislature finds there is a compelling interest
17 to curb hostile and antisocial behavior in Washington's youth and to
18 foster respect for public law enforcement officers.

1 NEW SECTION. **Sec. 2.** A new section is added to chapter 9.91 RCW
2 to read as follows:

3 (1) A person who sells, rents, or permits to be sold or rented, any
4 video or computer game they know to be a violent video or computer game
5 to any minor has committed a class 1 civil infraction as provided in
6 RCW 7.80.120.

7 (2) "Minor" means a person under seventeen years of age.

8 (3) "Person" means a retailer engaged in the business of selling or
9 renting video or computer games including any individual, partnership,
10 corporation, or association who is subject to the tax on retailers
11 under RCW 82.04.250.

12 (4) "Violent video or computer game" means a video or computer game
13 that contains realistic or photographic-like depictions of aggressive
14 conflict in which the player kills, injures, or otherwise causes
15 physical harm to a human form in the game who is depicted, by dress or
16 other recognizable symbols, as a public law enforcement officer.

17 **Sec. 3.** RCW 7.80.120 and 1997 c 159 s 2 are each amended to read
18 as follows:

19 (1) A person found to have committed a civil infraction shall be
20 assessed a monetary penalty.

21 (a) The maximum penalty and the default amount for a class 1 civil
22 infraction shall be two hundred fifty dollars, not including statutory
23 assessments, except for an infraction of state law involving tobacco
24 products as specified in RCW 70.93.060(4) and an infraction of state
25 law involving violent video or computer games under section 2 of this
26 act, in which case the maximum penalty and default amount is five
27 hundred dollars;

28 (b) The maximum penalty and the default amount for a class 2 civil
29 infraction shall be one hundred twenty-five dollars, not including
30 statutory assessments;

31 (c) The maximum penalty and the default amount for a class 3 civil
32 infraction shall be fifty dollars, not including statutory assessments;
33 and

34 (d) The maximum penalty and the default amount for a class 4 civil
35 infraction shall be twenty-five dollars, not including statutory
36 assessments.

1 (2) The supreme court shall prescribe by rule the conditions under
2 which local courts may exercise discretion in assessing fines for civil
3 infractions.

4 (3) Whenever a monetary penalty is imposed by a court under this
5 chapter it is immediately payable. If the person is unable to pay at
6 that time the court may grant an extension of the period in which the
7 penalty may be paid. If the penalty is not paid on or before the time
8 established for payment, the court may proceed to collect the penalty
9 in the same manner as other civil judgments and may notify the
10 prosecuting authority of the failure to pay.

11 (4) The court may also order a person found to have committed a
12 civil infraction to make restitution.

Passed by the House March 18, 2003.

Passed by the Senate April 17, 2003.

Approved by the Governor May 20, 2003.

Filed in Office of Secretary of State May 20, 2003.