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HOUSE BILL 1301

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State of Washington                      64th Legislature                      2015 Regular Session

By Representatives Pettigrew, Vick, Buys, Van De Wege, Reykdal, McCaslin, and Magendanz

Read first time 01/16/15.      Referred to Committee on Commerce & Gaming.

1            AN ACT Relating to fantasy sports contests; adding a new section  
2 to chapter 9.46 RCW; and creating a new section.

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

4            NEW SECTION.    **Sec. 1.**    The legislature finds that United States  
5 unlawful internet gambling enforcement act specifically exempts  
6 fantasy sports contests from gambling regulations. Additionally, over  
7 forty states have similar statutes or interpretations and classify  
8 fantasy sports contests as contests of "skill," rather than  
9 classifying them as "gambling." Therefore, it is the intent of the  
10 legislature to similarly classify fantasy sports as contests of  
11 skill, rather than gambling.

12           NEW SECTION.    **Sec. 2.**    A new section is added to chapter 9.46 RCW  
13 to read as follows:

14           (1) Fantasy competitions are considered by the state as games of  
15 skill and are specifically exempted from any classification as  
16 gambling.

17           (2) For the purposes of this section, "fantasy competitions"  
18 means any fantasy or simulated sports game or educational game or  
19 contest that involves a fantasy team that is not based on the current  
20 membership of an actual team that is a member of an amateur or

1 professional sports organization and that meets the following  
2 conditions:

3 (a) All prizes and awards offered to winning participants are  
4 established and made known to the participants in advance of the game  
5 or contest and the value of the prizes and awards is not determined  
6 by the number of participants or the amount of any fees paid by those  
7 participants.

8 (b) All winning outcomes reflect the relative knowledge and skill  
9 of the participants and are determined predominantly by accumulated  
10 statistical results of the performance of individuals in multiple  
11 real world sporting or other events.

12 (c) A winning outcome is not based:

13 (i) On the score, point spread, or performance of any single real  
14 world team or any combination of teams; or

15 (ii) Solely on any single performance of an individual athlete in  
16 any single real world sporting or other event.

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