



GUIDELINES FOR THE APPLICATION AND REGISTRATION OF DIGITAL, VIRTUAL, INTERACTIVE AND SHORT MESSAGE SERVICES(SMS) COMPETITIONS, GAMES AND QUIZZES

1. INTRODUCTION

- 1.1. In a bid to respond to market demands, the Gambling Authority will be regulating gaming activities conducted electronically and via SMS platforms other than those provided for under Section 33 of the Gambling Act, 2012. The gaming activities include Digital, Virtual, Interactive and Short Message Service (SMS) competitions, Games and Quizzes through which participants or members of the public will be required to pay a certain amount of money to participate, with a chance to win a prize
- 1.2. All entities intending to conduct Digital, Virtual, Interactive and Short Message SMS competitions, Games and Quizzes must apply for registration to the Gambling Authority in accordance with the established regulatory framework.

2. DEFINITIONS

2.1. The following definitions shall apply:

- 2.1.1. **Applicant:** Means a person (natural or juristic) or body corporate who wishes to conduct a Digital or Virtual or Interactive or SMS Competition.
- 2.1.2. **Digital Game:** Means game that is conducted through digital platforms such as websites or mobile applications whereby participants purchase tickets or entries electronically, usually using online payment methods.
- 2.1.3. **Interactive Game:** An online game played by two or more individuals competing against each other.

2.1.4. Minor: Minor means a person who is under the age of 18 years.

2.1.5. Operator: Means a person (natural or juristic) or body corporate who operates a Digital or Virtual or Interactive or SMS Competition.

2.1.6. SMS Competition, Games and Quizzes: Short Message Service (SMS) competitions, games and quizzes are types of contest conducted through text messaging where participants/players typically enter the contest by sending a text or other message with specific information or following instructions provided by the Operator and this may include quizzes for different target groups such as educational games and quizzes for students, with a chance for the participants/players to win a prize.

2.1.7. Virtual Game: Simulated video games.

3. REQUIREMENTS FOR APPLYING FOR DIGITAL, VIRTUAL, INTERACTIVE AND SMS COMPETITIONS

3.1. When applying for the registration of a Digital or Virtual or Interactive or SMS Competitions, the applicant should submit the following to the Authority:

3.1.1. An application in the form prescribed by the Authority.

3.1.2. Certified copies of valid certificate of incorporation of company or registration of society or charitable institution or individual or equivalent.

3.1.3. Detailed Rules or Terms and Conditions for the Digital, Virtual, Interactive and SMS Competition.

3.1.4. Proposal of how the competition will be conducted which should include the following information:

3.1.4.1. Reasons for conducting the competition.

3.1.4.2. Requirements for accepting the offer to participate in the competition i.e. what potential participants should do before participating in the competition.

3.1.4.3. Details of how the results of the competition or game or quiz will be determined and the names of the accountant or auditor who shall verify that the competition was fair, the number of entries and revenues generated through the competition.

3.1.4.4. Duration of the competition or game or quiz including the starting and closing date, however, the said duration should not exceed three (3 months). On a case-by-case basis the Authority may allow the Operator to conduct the competition over a period exceeding 3 months but not more than twelve (12) months.

3.1.4.5. The medium through or by which the results of the competition will be made known or announced.

3.1.4.6. Persons eligible to participate.

3.1.4.7. Place, date, and time of determining the winners.

3.1.4.8. The prizes to be won.

3.1.4.9. Cut-off dates and time for entries to be entered into a draw or to be considered for the prizes.
Detailed evidence that the system being used has the capability of determining winners as stated in the proposal and where the system was verified and proof thereof.

3.1.4.10. Total value of the prizes to be won.

3.1.4.11. How one becomes a subscriber to be able to participate in the competition or game or quiz.

3.1.4.12. The cost of entering the competition or game or quiz.

3.1.4.13. Indication on how the prizes will be transmitted to the winners.

3.1.4.14. Proof that the applicant will be able to verify the age of all potential players before allowing them to participate in the competition or game or quiz. This requirement, however, shall not be applicable to games targeting minors.

3.1.4.15. Applicant should demonstrate how the players or competitors will be registered before being allowed to participate in the competition or game or quiz.

4. CONDITIONS TO FULFIL AFTER APPROVAL AND PRIOR TO COMMENCEMENT OF DIGITAL, VIRTUAL, INTERACTIVE OR SMS COMPETITIONS

4.1. Prior to the commencement of the Digital or Virtual or Interactive or SMS Competition the Operator shall:

4.1.1. Submit proof that all proposed prizes have been purchased and/or are readily available

4.1.2. Ensure compliance to all laws of Botswana.

4.1.3. All advertisements for the competition should have a warning for under aged persons (under 18) to not participate in the competition except for games targeting minors or school quizzes.

5. FEES INCLUDING APPLICATION AND SERVICE FEES

5.1. The application fee for Digital or Virtual or Interactive or SMS games shall be P 1 000. Any application submitted to the Authority without the requisite fee shall not be considered.

5.2. Furthermore, as provided for under Section 27(c) of the Gambling Act, 2012, the promoters will be required to pay a service fee which will be calculated at a rate of ten percent (10%) of the Gross Gaming Revenue. The service fee payable shall be due and payable no later than ten (10) working days of the expiry of each month of the competition,

Service Fee = 10% (Gross Gaming Revenue - VAT)

Gambling Authority Has Zero Tolerance For Corruption

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