

99E.1 Definitions.

As used in [this chapter](#), unless the context otherwise requires:

1. “*Applicant*” means an internet fantasy sports contest service provider applying for a license to conduct internet fantasy sports contests under [this chapter](#).
2. “*Commission*” means the state racing and gaming commission created under [section 99D.5](#).
3. “*Fantasy sports contest*” includes any fantasy or simulated game or contest in which the fantasy sports contest operator is not a participant in the game or contest, the value of all prizes and awards offered to winning participants are established and made known to the participants in advance of the contest, all winning outcomes reflect the relative knowledge and skill of the participants and shall be determined by accumulated statistical results of the performance of individuals, including athletes in the case of sporting events, and no winning outcome is solely based on the score, point spread, or any performance or performances of any single actual team or solely on any single performance of an individual athlete or player in any single actual event. However, until May 1, 2020, “*fantasy sports contest*” does not include any fantasy or simulated game or contest in which any winning outcomes are based on statistical results from a collegiate sporting event as defined in [section 99F.1](#).
4. “*Internet fantasy sports contest*” means a method of entering a fantasy sports contest by which a person may establish an account with an internet fantasy sports contest service provider, deposit money into the account, and use the account balance for entering a fantasy sports contest by utilizing electronic communication.
5. “*Internet fantasy sports contest adjusted revenues*” means, for each internet fantasy sports contest, the amount equal to the total charges and fees collected from all participants entering the internet fantasy sports contest less winnings paid to participants in the contest, multiplied by the location percentage.
6. “*Internet fantasy sports contest player*” means a person who is at least twenty-one years of age and participates in an internet fantasy sports contest operated by an internet fantasy sports contest service provider.
7. “*Internet fantasy sports contest service provider*” means a person, including a licensee under [chapter 99D](#) or [99F](#), who conducts an internet fantasy sports contest as authorized by [this chapter](#).
8. “*Licensee*” means any person licensed under [section 99E.5](#) to conduct internet fantasy sports contests.
9. “*Location percentage*” means, for each internet fantasy sports contest, the percentage, rounded to the nearest tenth of a percent, equal to the total charges and fees collected from all internet fantasy sports contest players located in this state divided by the total charges and fees collected from all participants in the internet fantasy sports contest.

[2019 Acts, ch 132, §26, 45, 46](#)

Referred to in [§80.43](#), [99B.41](#), [99D.7](#), [99F.1](#), [99F.4](#), [99F.20](#)