

CHAPTER 102
SOCIAL GAMBLING

[Prior to 12/17/86, Revenue Department[730], Ch 93]
[Prior to 11/18/87, Racing and Gaming Division[195]]
[Prior to 6/14/89, Racing and Gaming Division[490], Ch 22]
[Prior to 9/5/90, see 481—Chapters 102 and 104]

481—102.1(99B) License requirements. Premises which have a Class “A,” Class “B,” Class “C,” or Class “D” liquor control license or Class “B” beer permit shall have a social gambling license in order to allow gambling between individuals or sports betting pools on the premises. Social gambling shall not be conducted until an application is approved and a license is issued by the department. The license fee is \$150.

102.1(1) Except as provided in Iowa Code sections 99B.11 and 99B.12, a social gambling license is required in order to allow gambling between individuals of any age in a public place that does not serve beer or liquor. The license fee is \$100. Sports betting pools are not allowed under this license.

102.1(2) The license is valid for two years from the date issued and shall be prominently displayed on the premises.

102.1(3) The licensee is responsible for compliance by participants.

This rule is intended to implement Iowa Code sections 99B.6 and 99B.9.

481—102.2(99B) Participation allowed. Social gambling may occur only between two or more people who are together for purposes other than gambling. A social relationship must exist beyond that apparent in the gambling situation.

102.2(1) The licensee and the licensee’s agents or employees shall not sponsor, conduct or promote any game. They may participate the same as any other participant under a social gambling license where beer or liquor is sold. They may not participate under a social gambling license in a public place. For purposes of this chapter, sports betting pools are not considered games.

102.2(2) Prices charged for goods or services shall not vary between customers who are gambling and those who are not.

102.2(3) No person under 21 years of age may participate in social gambling where beer or liquor is sold.

102.2(4) Sports betting pools are allowed only in licensed establishments where beer or liquor is sold and must conform to Iowa Code section 99B.6(7). No participant may wager more than \$5 and the maximum winnings to all participants from the pool shall not exceed \$500.

102.2(5) No participant may win or lose more than a total of \$50 in cash or other consideration during any period of 24 consecutive hours.

102.2(6) No person may be required to pay a participation charge, cover charge or other charge for the privilege of participating in or observing gambling.

This rule is intended to implement Iowa Code sections 99B.6 and 99B.9.

481—102.3(99B) Permissible games.

102.3(1) Card and parlor games in the following list may be played:

1. Poker,
2. Pinochle,
3. Pitch,
4. Gin rummy,
5. Bridge,
6. Euchre,
7. Hearts,
8. Cribbage,
9. Dominoes,
10. Checkers,
11. Chess,

12. Backgammon,
13. Darts, or
14. Pool.

102.3(2) Bookmaking shall not occur. Games in the following list are unlawful:

1. Punchboard,
2. Pushcard,
3. Pull-tab,
4. Slot machine,
5. Craps,
6. Chuck-a-luck,
7. Roulette,
8. Klondike,
9. Blackjack,
10. Chemin de fer,
11. Baccarat,
12. Faro,
13. Equality, or
14. Three card monte.

With the exception of poker, games customarily played in a gambling casino for which the house provides a banker, dealer or croupier, or which require a specially designed table shall not be allowed.

This rule is intended to implement Iowa Code sections 99B.1(23) and 99B.12(2).

[Filed 12/10/76, Notice 10/6/76—published 12/29/76, effective 2/2/77]

[Filed 9/14/79, Notice 8/8/79—published 10/3/79, effective 11/7/79]

[Filed 8/28/81, Notice 7/22/81—published 9/16/81, effective 10/21/81]

[Filed 8/24/84, Notice 7/18/84—published 9/12/84, effective 10/17/84]

[Filed emergency 11/14/86—published 12/17/86, effective 11/14/86]

[Filed 4/24/87, Notice 3/11/87—published 5/20/87, effective 6/24/87]

[Filed 10/23/87, Notice 9/9/87—published 11/18/87, effective 12/23/87]

[Filed emergency 5/26/89—published 6/14/89, effective 7/1/89]

[Filed 12/10/76, Notice 10/6/76—published 12/29/76, effective 2/2/77]¹

[Filed 9/14/79, Notice 8/8/79—published 10/3/79, effective 11/7/79]¹

[Filed 8/28/81, Notice 7/22/81—published 9/16/81, effective 10/21/81]¹

[Filed 8/24/84, Notice 7/18/84—published 9/12/84, effective 10/17/84]¹

[Filed emergency 11/14/86—published 12/17/86, effective 11/14/86]¹

[Filed 4/24/87, Notice 3/11/87—published 5/20/87, effective 6/24/87]¹

[Filed 10/23/87, Notice 9/9/87—published 11/18/87, effective 12/23/87]¹

[Filed emergency 5/26/89—published 6/14/89, effective 7/1/89]¹

[Filed 8/15/90, Notice 4/18/90—published 9/5/90, effective 10/10/90]

[Filed 4/12/91, Notice 2/6/91—published 5/1/91, effective 6/5/91]

[Filed 10/12/01, Notice 8/22/01—published 10/31/01, effective 12/5/01]

[Filed emergency 7/5/02—published 7/24/02, effective 7/5/02]

[Filed 8/30/02, Notice 7/24/02—published 9/18/02, effective 10/23/02]

¹ This history transferred in IAC 9/5/90 from 481—Chapter 104, applicable to “Gambling in Public Places.”