

491—14.9(99E) Contest rules.

14.9(1) Prior to conducting a new type of fantasy sports contest, a fantasy sports contest service provider shall submit proposed contest rules to the administrator. The contest submission shall be in writing and approved by the administrator prior to implementation. The administrator shall approve, deny, or request further information within three business days of submission. If the administrator takes no action within that period, the fantasy sports contest service provider may offer the requested contest unless the administrator issues a subsequent disapproval. Once a contest is approved, the contest is available for all fantasy sports contest service providers unless the contest format is subsequently disapproved by the administrator for any reason the commission deems appropriate. Fantasy sports contest service providers may offer minor variations of an approved contest type without seeking administrator approval. Minor variations include:

- a. Offering the contest format for any sport, league, association or organization previously approved by the administrator for any fantasy sports contest type;
- b. The size of the contest and number of entries permitted;
- c. Nonmaterial changes to entry fee and prize structure;
- d. The number of athletes that a contestant selects to fill a roster when completing an entry;
- e. The positions that must be filled when completing an entry;
- f. Adjustments to the scoring system; and
- g. Adjustments to a salary cap.

14.9(2) Licensees are required to comply with and ensure the following:

- a. Advertisements for contests and prizes offered by a licensee shall not target prohibited participants, underage persons, or self-excluded persons.
- b. The values of all prizes and awards offered to winning players must be established and made known to the players in advance of the contest.
- c. Introductory procedures for players are prominently displayed on the main page of the licensee's platform to explain contest play and how to identify a highly experienced player.
- d. Identification of all highly experienced players in every fantasy sports contest by a symbol attached to the players' usernames, or by other easily visible means, on all platforms supported by the licensee.
- e. Contests are not offered based on the performance of participants in high school or youth sports events. 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 Iowa Code section 99E.1.
- f. Representations or implications about average winnings from contests shall not be unfair or misleading.
- g. Prohibition of the use of unauthorized third-party scripts or unauthorized scripting programs for any contest and ensure that measures are in place to deter, detect, and prevent cheating to the extent reasonably possible. "Cheating" includes collusion and the use of cheating devices, including the use of software programs that submit entry fees or adjust the athletes selected by a player.
- h. Prominent display of information about the maximum number of entries that may be submitted for that contest for all advertised fantasy sports contests.
- i. Disclosure of the number of entries that a player may submit to each fantasy sports contest and provide reasonable steps to prevent players from submitting more than the allowable number.
- j. Opportunity for players to file a patron dispute.
- k. Conspicuously disclose the source of the data utilized in any results.

[ARC 4618C, IAB 8/28/19, effective 7/31/19; ARC 5016C, IAB 4/8/20, effective 5/13/20]