

**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 proposals for the contest format including, but not limited to: contest rules, prize information, source of the information used to determine the outcome of the contest, and any restrictive features of the contest. The contest submission, or requests for modification to an approved contest, shall be in writing and approved by the administrator prior to implementation. Once a contest is approved, the contest is available for all providers unless the contest format is subsequently disapproved by the administrator for any reason the commission deems appropriate. 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 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.* The platform must identify 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.* The platform does not offer contests 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.* Prohibit the use of third-party scripts or 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.* Prominently include information about the maximum number of entries that may be submitted for that contest for all advertised fantasy sports contests.
- i.* Disclose 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.* Provide players with an opportunity to file a patron dispute.
- k.* The licensee shall conspicuously disclose the source of the data utilized in any results.

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