

481—100.6(99B) Prizes. Prizes are governed by the following standards:

100.6(1) Maximum prizes or limits are:

a. Concession licensees.

Games of skill and games of chance	\$50 in merchandise
Bingo	\$50 in merchandise

b. Qualified organizations.

Games of skill and games of chance	\$1,000 in merchandise
Small raffles	aggregate value of all prizes up to and including \$10,000 in cash and merchandise
Annual raffles	aggregate value of all prizes must exceed \$10,000 in merchandise
Raffles at a fair	aggregate value of all prizes up to and including \$1,000 in merchandise
Real property raffle in lieu of annual raffle	aggregate value of real property must exceed \$10,000
Annual raffles at a fair	aggregate value of all prizes must exceed \$1,000 in cash and merchandise
Single bingo game	up to \$100 cash or merchandise
Bingo jackpots	\$800 cash or merchandise

See 481—subrule 103.6(6) for exception for a bingo jackpot game.

c. Social gambling. An individual shall not win or lose more than \$50 in a 24-hour period.

d. Annual game night. An individual shall not spend more than \$250 for entrance fees and wagers.

There is no limit on winning.

100.6(2) If merchandise such as scholarships, airline tickets and other similar items is awarded as prizes, the merchandise shall not be converted to cash by the donor or provider. Winning lottery tickets or shares awarded as prizes may be converted to cash pursuant to lottery rules and statutes. Prizes awarded in games in which there are multiple winners are to be shared in equal proportion among the winners. However, it is permissible to round to the nearest dollar. A person shall not be required to return cash or a merchandise prize won in one game in order to play a subsequent game, nor can a person be required to play in one game in order to play in a subsequent game. No prize may be displayed which cannot be won in a single game.

This rule is intended to implement Iowa Code sections 99B.3 and 99B.7.