

Senate File 166 - Introduced

SENATE FILE 166
BY COMMITTEE ON STATE
GOVERNMENT

(SUCCESSOR TO SSB 1068)

A BILL FOR

1 An Act relating to fantasy sports contests.

2 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF IOWA:

1 Section 1. Section 99B.11, subsection 2, Code 2015, is
2 amended by adding the following new paragraph:

3 NEW PARAGRAPH. *f.* A fantasy or simulation sports contest
4 in which all prizes and awards offered to winning participants
5 are established and made known to the participants in advance
6 of the contest and the value of the prizes or awards is not
7 determined by the number of participants or the amount of
8 any fees paid by the participants. All winning outcomes in
9 such contest shall reflect the relative knowledge and skill
10 of the participants and shall be determined predominantly
11 by accumulated statistical results of the performance of
12 individuals, including athletes in the case of sports events,
13 in multiple actual sporting or other events, and no winning
14 outcome shall be based on the score, point spread, or any
15 performance or performances of any single actual team or
16 combination of such teams or solely on any single performance
17 of an individual athlete in any single actual sporting or other
18 event.

19 EXPLANATION

20 The inclusion of this explanation does not constitute agreement with
21 the explanation's substance by the members of the general assembly.

22 This bill authorizes the paying of awards and prizes to
23 participants in fantasy sports contest.

24 Code section 99B.11, concerning bona fide contests, is
25 amended to provide that a fantasy or simulation sports contest
26 is a bona fide contest, allowing the payment of awards to
27 persons winning the contest, if certain conditions are met.
28 The bill provides that a fantasy sports contest is a bona
29 fide contest if all prizes and awards offered to winning
30 participants are established and made known in advance of the
31 contest, all winning outcomes reflect the relative knowledge
32 and skill of the participants and are determined predominantly
33 by accumulated statistical results of the performance of
34 individuals in multiple actual sporting events, and no winning
35 outcome is based on the score, or performance of any single

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1 actual team or combination of such teams or solely on any
2 single performance of an individual athlete in any single
3 actual sporting or other event.