

**House Study Bill 200 - Introduced**

HOUSE FILE \_\_\_\_\_

BY (PROPOSED COMMITTEE ON  
STATE GOVERNMENT BILL BY  
CHAIRPERSON KAUFMANN)

**A BILL FOR**

1 An Act authorizing sports wagering on electronic sports events  
2 and other sports-related events.

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

1 Section 1. Section 99F.1, subsection 3, Code 2021, is  
2 amended to read as follows:

3 3. "*Authorized sporting event*" means a professional sporting  
4 event, collegiate sporting event, international sporting  
5 event, electronic sports event, or professional motor race  
6 event. "*Authorized sporting event*" does not include a race as  
7 defined in [section 99D.2](#), a fantasy sports contest as defined  
8 in [section 99E.1](#), minor league sporting event, or any athletic  
9 event or competition of an interscholastic sport as defined in  
10 section 9A.102.

11 Sec. 2. Section 99F.1, Code 2021, is amended by adding the  
12 following new subsection:

13 NEW SUBSECTION. 10A. "*Electronic sports event*" means  
14 a multiplayer video game event governed by a recognized  
15 professional, international, or collegiate video game governing  
16 body.

17 Sec. 3. Section 99F.1, Code 2021, is amended by adding the  
18 following new subsection:

19 NEW SUBSECTION. 27A. "*Sports-related event*" means an  
20 event that takes place in relation to an authorized sporting  
21 event, but that is not tied to the outcome of a specific  
22 athletic event or contest as authorized by the commission.  
23 "*Sports-related event*" includes, but is not limited to,  
24 professional sports drafts and individual player awards.

25 Sec. 4. Section 99F.1, subsection 28, Code 2021, is amended  
26 to read as follows:

27 28. "*Sports wagering*" means the acceptance of wagers on  
28 an authorized sporting event or sports-related event by any  
29 system of wagering as authorized by the commission. "*Sports*  
30 *wagering*" does not include placing a wager on the performance  
31 or nonperformance of any individual athlete participating in a  
32 single game or match of a collegiate sporting event in which  
33 a collegiate team from this state is a participant, placing  
34 a wager on any individual performance or nonperformance of a  
35 participant in an electronic sports event who is under eighteen

1 years of age, or placing a wager on the performance of athletes  
2 in an individual international sporting event governed by the  
3 international olympic committee in which any participant in the  
4 international sporting event is under eighteen years of age.

5 Sec. 5. Section 99F.7A, subsection 2, paragraph b, Code  
6 2021, is amended to read as follows:

7 b. Establish, subject to commission approval, sports  
8 wagering rules that specify the amounts to be paid on winning  
9 sports wagers, the effect of changes in the scheduling of an  
10 authorized sporting event or sports-related event subject to  
11 sports wagering, and the source of the information used to  
12 determine the outcome of a sports wager. The sports wagering  
13 rules shall be displayed in the licensee's sports wagering  
14 area, posted on the internet site or mobile application used  
15 by the licensee to conduct advance deposit sports wagering as  
16 authorized in [section 99F.9](#), and included in the terms and  
17 conditions of the licensee's advance deposit sports wagering  
18 system.

19 Sec. 6. Section 99F.7A, subsection 4, Code 2021, is amended  
20 to read as follows:

21 4. A licensee issued a license to conduct sports wagering  
22 under [this section](#) shall employ reasonable steps to prohibit  
23 coaches, athletic trainers, officials, players, or other  
24 individuals who participate in an authorized sporting event or  
25 sports-related event that is the subject of sports wagering  
26 from sports wagering under [this chapter](#). In addition, a  
27 licensee shall employ reasonable steps to prohibit persons  
28 who are employed in a position with direct involvement with  
29 coaches, players, athletic trainers, officials, players, or  
30 participants in an authorized sporting event or sports-related  
31 event that is the subject of sports wagering from sports  
32 wagering under [this chapter](#).

33 Sec. 7. Section 99F.12, subsection 2, paragraph b, Code  
34 2021, is amended to read as follows:

35 b. A licensee under [section 99F.7A](#) shall promptly report

1 to the commission any criminal or disciplinary proceedings  
2 commenced against the licensee or its employees in connection  
3 with the licensee conducting sports wagering or advance  
4 deposit sports wagering, any abnormal wagering activity or  
5 patterns that may indicate a concern about the integrity of  
6 an authorized sporting event or events sports-related event,  
7 and any other conduct with the potential to corrupt a wagering  
8 outcome of an authorized sporting event or sports-related  
9 event for purposes of financial gain, including but not  
10 limited to match fixing, and suspicious or illegal wagering  
11 activities, including the use of funds derived from illegal  
12 activity, wagers to conceal or launder funds derived from  
13 illegal activity, use of agents to place wagers, or use of  
14 false identification. The commission is required to share  
15 any information received pursuant to this paragraph with the  
16 division of criminal investigation, any other law enforcement  
17 entity upon request, or any regulatory agency the commission  
18 deems appropriate. The commission shall promptly report any  
19 information received pursuant to this paragraph with any  
20 sports team or sports governing body as the commission deems  
21 appropriate, but shall not share any information that would  
22 interfere with an ongoing criminal investigation.

23

EXPLANATION

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

26       This bill relates to the inclusion of wagering on electronic  
27 sports events and other sports-related events within the  
28 provisions governing sports wagering.

29       The bill adds "electronic sports events" as a type of  
30 authorized sporting event, and defines "electronic sports  
31 event" to mean a multiplayer video game event governed by a  
32 recognized professional, international, or collegiate video  
33 game governing body.

34       The bill defines "sports-related event" as an event that  
35 takes place in relation to an authorized sporting event, but

1 that is not tied to the outcome of a specific athletic event  
2 or contest as authorized by the commission. "Sports-related  
3 events" include but are not limited to professional sports  
4 drafts and individual player awards.

5 The bill adds wagers on sports-related events as a form  
6 of sports wagering, and prohibits placing a wager on any  
7 individual performance or nonperformance of a participant in an  
8 electronic sports event who is under 18 years of age.

9 The bill makes conforming changes to Code sections 99F.7A  
10 and 99F.12.