

115TH CONGRESS  
1ST SESSION

# H. R. 4530

To provide that a person or governmental entity is not subject to civil or criminal liability under Federal law for gaming activity that is lawful under State law, and for other purposes.

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## IN THE HOUSE OF REPRESENTATIVES

DECEMBER 4, 2017

Mr. PALLONE introduced the following bill; which was referred to the Committee on Energy and Commerce, and in addition to the Committee on the Judiciary, for a period to be subsequently determined by the Speaker, in each case for consideration of such provisions as fall within the jurisdiction of the committee concerned

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## A BILL

To provide that a person or governmental entity is not subject to civil or criminal liability under Federal law for gaming activity that is lawful under State law, and for other purposes.

1 *Be it enacted by the Senate and House of Representa-*  
2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Gaming Accountability  
5 and Modernization Enhancement Act of 2017” or the  
6 “GAME Act of 2017”.

1 **SEC. 2. NO FEDERAL LIABILITY FOR GAMING ACTIVITY**  
2 **LAWFUL UNDER STATE LAW.**

3 (a) **IN GENERAL.**—Except as provided in subsection  
4 (b) and notwithstanding any other law, a person or gov-  
5 ernmental entity is not subject to civil or criminal liability  
6 under any provision of Federal law for engaging through  
7 a gaming facility in gaming activity that is lawful under  
8 the law of the State in which such person or governmental  
9 entity engages in such activity.

10 (b) **MINIMUM CONSUMER PROTECTIONS.**—Sub-  
11 section (a) does not apply to a person or governmental  
12 entity with respect to gaming activity engaged in by the  
13 person or governmental entity in a State unless the law  
14 of the State provides for consumer protections with re-  
15 spect to such activity that include the following:

16 (1) **LICENSING OF GAMING FACILITIES.**—Ap-  
17 propriate licensing or certification mechanisms for  
18 gaming facilities.

19 (2) **REPORTING REQUIREMENTS FOR GAMING**  
20 **FACILITIES.**—Appropriate mechanisms, including re-  
21 porting requirements, to ensure, to a reasonable de-  
22 gree of certainty, that gaming facilities are operating  
23 in a fair and transparent manner.

24 (3) **PROHIBITION OF UNDERAGE GAMING.**—Ap-  
25 propriate safeguards to ensure, to a reasonable de-  
26 gree of certainty, that an individual placing a bet or

1       wager is not under the minimum legal age for plac-  
2       ing such a bet or wager established by the State.

3           (4)   PROHIBITED    LOCATIONS.—Appropriate  
4       safeguards to ensure, to a reasonable degree of cer-  
5       tainty, that an individual placing a bet or wager is  
6       physically located in a jurisdiction that has not pro-  
7       hibited such bet or wager at the time the bet or  
8       wager is placed.

9           (5)   MANDATORY COLLECTION OR REPORTING  
10       OF CUSTOMER TAXES.—Appropriate mechanisms to  
11       ensure, to a reasonable degree of certainty, that all  
12       Federal and State taxes relating to the placement of  
13       a bet or wager are collected from or reported by the  
14       person placing such bet or wager, as required by  
15       law, at the time of any payment of the proceeds of  
16       such bet or wager.

17           (6)   MANDATORY COLLECTION OR REPORTING  
18       OF TAXES ON OPERATOR OF GAMING FACILITY.—  
19       Appropriate mechanisms to ensure that—

20                   (A) all Federal and State taxes relating to  
21                   the operation of a gaming facility are collected  
22                   or reported, as required by law; and

23                   (B) adequate records are maintained to en-  
24                   able later audit or verification of such collection  
25                   or reporting.

1           (7) SAFEGUARDS AGAINST FINANCIAL CRIME.—  
2     Appropriate safeguards to prevent, to a reasonable  
3     degree of certainty, fraud, money laundering, and fi-  
4     nancing of terrorism.

5           (8) SAFEGUARDS AGAINST COMPULSIVE  
6     PLAY.—Appropriate safeguards to combat compul-  
7     sive gambling.

8           (9) PRIVACY AND DATA SECURITY SAFE-  
9     GUARDS.—Appropriate safeguards to protect, to a  
10    reasonable degree of certainty, the privacy and on-  
11    line security of any person placing a bet or wager.

12          (10) PREVENTION OF CHEATING.—Appropriate  
13    safeguards to ensure, to a reasonable degree of cer-  
14    tainty, that a bet or wager is fair and honest, and  
15    to prevent, to a reasonable degree of certainty,  
16    cheating (including collusion and the use of a cheat-  
17    ing device).

18          (11) INTEGRITY SAFEGUARDS.—In a State in  
19    which betting or wagering relating to sporting events  
20    is lawful under the law of the State, appropriate  
21    safeguards to ensure, to a reasonable degree of cer-  
22    tainty, the integrity of the sporting event, including  
23    limitations on a bet or wager accepted during the  
24    sporting event.

1           (12) REDRESS.—Appropriate recourse mecha-  
2           nisms for persons affected by noncompliance with  
3           the consumer protections required by this subsection  
4           and any other consumer protections implemented by  
5           the State with respect to the placement of bets or  
6           wagers or the operation of gaming facilities.

7           (c) FEDERAL TRADE COMMISSION FILING.—A gam-  
8           ing facility that accepts bets or wagers from persons in  
9           more than one State shall submit to the Commission a  
10          description of how the gaming facility has complied with  
11          the law of each such State with respect to each of the  
12          consumer protections described in subsection (b) that is  
13          provided for by the law of such State.

14       **SEC. 3. USE OF CREDIT CARD TO VERIFY AGE PROHIBITED.**

15           It shall be unlawful for any person to accept a credit  
16          card payment as a method of age verification for placing  
17          any bet or wager.

18       **SEC. 4. ENFORCEMENT.**

19           (a) BY FEDERAL TRADE COMMISSION.—

20           (1) UNFAIR OR DECEPTIVE ACTS OR PRAC-  
21          TICES.—A violation of section 2(c) or 3, or a rule  
22          prescribed under such section, shall be treated as a  
23          violation of a rule defining an unfair or deceptive act  
24          or practice prescribed under section 18(a)(1)(B) of

1 the Federal Trade Commission Act (15 U.S.C.  
2 57a(a)(1)(B)).

3 (2) POWERS OF COMMISSION.—The Commis-  
4 sion shall enforce this Act in the same manner, by  
5 the same means, and with the same jurisdiction,  
6 powers, and duties as though all applicable terms  
7 and provisions of the Federal Trade Commission Act  
8 (15 U.S.C. 41 et seq.) were incorporated into and  
9 made a part of this Act. Any person who violates  
10 section 2(c) or 3, or a rule prescribed under such  
11 section, shall be subject to the penalties and entitled  
12 to the privileges and immunities provided in the  
13 Federal Trade Commission Act.

14 (b) BY STATE ATTORNEYS GENERAL.—

15 (1) IN GENERAL.—If the attorney general of a  
16 State has reason to believe that any person has vio-  
17 lated or is violating section 2(c) or 3, or a rule pre-  
18 scribed under such section, the attorney general, in  
19 addition to any authority the attorney general may  
20 have to bring an action in State court under the  
21 consumer protection law of the State, may bring a  
22 civil action in any appropriate United States district  
23 court or in any other court of competent jurisdiction,  
24 including a State court, to—

1 (A) enjoin further such violation by the de-  
2 fendant;

3 (B) enforce compliance with such section  
4 or such rule;

5 (C) obtain civil penalties; or

6 (D) obtain damages, restitution, or other  
7 compensation on behalf of residents of the  
8 State.

9 (2) NOTICE AND INTERVENTION BY FTC.—The  
10 attorney general of a State shall provide prior writ-  
11 ten notice of any action under paragraph (1) to the  
12 Commission and provide the Commission with a  
13 copy of the complaint in the action, except in any  
14 case in which such prior notice is not feasible, in  
15 which case the attorney general shall serve such no-  
16 tice immediately upon instituting such action. The  
17 Commission shall have the right—

18 (A) to intervene in the action;

19 (B) upon so intervening, to be heard on all  
20 matters arising therein; and

21 (C) to file petitions for appeal.

22 (3) LIMITATION ON STATE ACTION WHILE FED-  
23 ERAL ACTION IS PENDING.—If the Commission has  
24 instituted a civil action for violation of section 2(c)  
25 or 3 (including a rule prescribed under such sec-



1 TIES.—Section 501(d) of the Public Health Service Act  
2 (42 U.S.C. 290aa(d)) is amended—

3 (1) by striking “and” at the end of paragraph  
4 (24);

5 (2) by striking the period at the end of para-  
6 graph (25) and inserting “; and”; and

7 (3) by adding at the end the following:

8 “(26) establish and implement programs for  
9 prevention and treatment of gambling addiction.”.

10 (b) ADVISORY COMMITTEE.—

11 (1) ESTABLISHMENT.—The Secretary may es-  
12 tablish a Gambling Addiction Research Advisory  
13 Committee (in this paragraph referred to as the  
14 “Committee”) within the National Institutes of  
15 Health to coordinate research conducted or sup-  
16 ported by the Department of Health and Human  
17 Services on gambling addiction.

18 (2) MEMBERSHIP.—The Committee shall in-  
19 clude representatives of the National Institute on  
20 Drug Abuse, the National Institute of Mental  
21 Health, the National Institute on Alcohol Abuse and  
22 Alcoholism, the Indian Health Service, the Sub-  
23 stance Abuse and Mental Health Services Adminis-  
24 tration, and the Centers for Disease Control and  
25 Prevention.

1           (3) ANNUAL REPORT.—The Committee shall  
2       prepare and submit to the Secretary an annual re-  
3       port on the research described in paragraph (1).

4           (c) SURVEILLANCE OF GAMBLING ADDICTION.—Title  
5       III of the Public Health Service Act is amended by insert-  
6       ing after section 317T of such Act (42 U.S.C. 247b–22)  
7       the following:

8       **“SEC. 317U. SURVEILLANCE OF GAMBLING ADDICTION.**

9           “(a) IN GENERAL.—The Secretary, acting through  
10      the Director of the Centers for Disease Control and Pre-  
11      vention and in coordination with other appropriate agen-  
12      cies, shall, as appropriate—

13           “(1) enhance and expand infrastructure and ac-  
14      tivities to track the epidemiology of gambling addic-  
15      tion; and

16           “(2) incorporate information obtained through  
17      such infrastructure and activities into an integrated  
18      surveillance system, which may consist of or include  
19      a registry, to be known as the National Gambling  
20      Addiction Surveillance System.

21           “(b) RESEARCH.—The Secretary shall ensure that  
22      the National Gambling Addiction Surveillance System, if  
23      established, is designed in a manner that facilitates fur-  
24      ther research on gambling addiction.

1       “(c) PUBLIC ACCESS.—Subject to subsection (d), the  
2 Secretary shall ensure that information and analysis in the  
3 National Gambling Addiction Surveillance System, if es-  
4 tablished, are available, as appropriate, to the public, in-  
5 cluding researchers.

6       “(d) PRIVACY.—The Secretary shall ensure that in-  
7 formation and analysis in the National Gambling Addic-  
8 tion Surveillance System, if established, are made avail-  
9 able only to the extent permitted by applicable Federal  
10 and State law, and in a manner that protects personal  
11 privacy, to the extent required by applicable Federal and  
12 State privacy law, at a minimum.

13       “(e) AUTHORIZATION OF APPROPRIATIONS.—To  
14 carry out this section, there is authorized to be appro-  
15 priated \$5,000,000 for each of fiscal years 2018 through  
16 2022.”.

17 **SEC. 6. DEFINITIONS.**

18       In this Act:

19           (1) AMATEUR SPORTS ORGANIZATION.—The  
20 term “amateur sports organization” means—

21                   (A) a person or governmental entity that  
22 sponsors, organizes, schedules, or conducts a  
23 competitive game in which one or more amateur  
24 athletes participate; or

1 (B) a league or association of persons or  
2 governmental entities described in subpara-  
3 graph (A).

4 (2) BET OR WAGER.—

5 (A) IN GENERAL.—The term “bet or  
6 wager” means the staking or risking by any  
7 person of something of value, including virtual  
8 currency and actual or virtual items that can be  
9 sold or otherwise exchanged for cash at the  
10 gaming facility or elsewhere, upon the outcome  
11 of a contest of others, a sporting event, a game  
12 subject to chance, or a game in which the out-  
13 comes reflect the relative knowledge and skill of  
14 the participants, upon an agreement or under-  
15 standing that the person or another person will  
16 receive something of value in the event of a cer-  
17 tain outcome.

18 (B) INCLUSIONS.—Such term includes the  
19 following:

20 (i) The purchase of a chance or op-  
21 portunity to win a lottery or other prize.

22 (ii) Any lottery, sweepstakes, or other  
23 betting, gambling, or wagering scheme  
24 based, directly or indirectly (through the  
25 use of geographical references or other-

1 wise), on one or more competitive games in  
2 which amateur or professional athletes par-  
3 ticipate, or are intended to participate, or  
4 on one or more performances of such ath-  
5 letes in such games.

6 (iii) Any instructions or information  
7 pertaining to the establishment or move-  
8 ment of funds by the bettor or customer  
9 in, to, or from an account with the busi-  
10 ness of betting or wagering.

11 (iv) Participation in any fantasy or  
12 simulation sports or e-sports game or con-  
13 test, including those in which (if the game  
14 or contest involves a team or teams) no  
15 fantasy or simulation sports team is based  
16 on the current membership of an actual  
17 team that is a member of an amateur  
18 sports organization or professional sports  
19 organization and including those that meet  
20 any of the following conditions:

21 (I) All prizes and awards offered  
22 to winning participants are estab-  
23 lished and made known to the partici-  
24 pants in advance of the game or con-  
25 test and their value is not determined

1 by the number of participants or the  
2 amount of any fees paid by those par-  
3 ticipants.

4 (II) All winning outcomes reflect  
5 the relative knowledge and skill of the  
6 participants and are determined pre-  
7 dominantly by accumulated statistical  
8 results of the performance of individ-  
9 uals (athletes in the case of sports  
10 events) in multiple real-world sporting  
11 or other events.

12 (III) No winning outcome is  
13 based—

14 (aa) on the score, point-  
15 spread, or any performance or  
16 performances of any single real-  
17 world team or any combination of  
18 such teams; or

19 (bb) solely on any single per-  
20 formance of an individual athlete  
21 in any single real-world sporting  
22 or other event.

23 (C) EXCLUSIONS.—Such term does not in-  
24 clude the following:

1 (i) Any activity governed by the secu-  
2 rities laws (as defined in section 3(a) of  
3 the Securities Exchange Act of 1934 (15  
4 U.S.C. 78c(a))) for the purchase or sale of  
5 securities (as defined in such section).

6 (ii) Any transaction conducted on or  
7 subject to the rules of a registered entity  
8 or exempt board of trade under the Com-  
9modity Exchange Act (7 U.S.C. 1 et seq.).

10 (iii) Any over-the-counter derivative  
11 instrument.

12 (iv) Any other transaction that—

13 (I) is excluded or exempt from  
14 regulation under the Commodity Ex-  
15change Act; or

16 (II) is exempt from State gaming  
17 or bucket shop laws under section  
18 12(e) of the Commodity Exchange Act  
19 (7 U.S.C. 16(e)) or section 28(a) of  
20 the Securities Exchange Act of 1934  
21 (15 U.S.C. 78bb(a)).

22 (v) Any contract of indemnity or  
23 guarantee.

24 (vi) Any contract for insurance.

1 (vii) Any deposit or other transaction  
2 with an insured depository institution.

3 (viii) Participation in any game or  
4 contest in which participants do not stake  
5 or risk anything of value other than—

6 (I) personal efforts of the partici-  
7 pants in playing the game or contest  
8 or obtaining access to the internet; or

9 (II) points or credits that the  
10 sponsor of the game or contest pro-  
11 vides to participants free of charge  
12 that can be used or redeemed only for  
13 participation in games or contests of-  
14 fered by the sponsor and that cannot  
15 be sold or otherwise exchanged for  
16 cash at the gaming facility or else-  
17 where.

18 (3) BUSINESS OF BETTING OR WAGERING.—  
19 The term “business of betting or wagering” does not  
20 include the activities of a person who is—

21 (A) a financial transaction provider, to the  
22 extent such person is acting as such a provider,  
23 except with respect to an activity described in  
24 paragraph (10)(C)(ii); or

1 (B) a provider of an interactive computer  
2 service or telecommunications service, to the ex-  
3 tent such person is acting as such a provider,  
4 except with respect to an activity described in  
5 paragraph (10)(C)(ii).

6 (4) COMMISSION.—The term “Commission”  
7 means the Federal Trade Commission.

8 (5) CREDIT; CREDITOR; AND CARD ISSUER.—  
9 The terms “credit”, “creditor”, and “card issuer”  
10 have the meanings given the terms in section 103 of  
11 the Truth in Lending Act (15 U.S.C. 1602).

12 (6) ELECTRONIC FUND TRANSFER.—The term  
13 “electronic fund transfer”—

14 (A) has the meaning given the term in sec-  
15 tion 903 of the Electronic Fund Transfer Act  
16 (15 U.S.C. 1693a), except that the term in-  
17 cludes transfers that would otherwise be ex-  
18 cluded under section 903(7)(E) of that Act; and

19 (B) includes any fund transfer covered by  
20 Article 4A of the Uniform Commercial Code, as  
21 in effect in any State.

22 (7) E-SPORTS.—The term “e-sports” means a  
23 multiplayer video game played competitively for  
24 spectators.

1           (8) FINANCIAL INSTITUTION.—The term “fi-  
2           nancial institution” has the meaning given the term  
3           in section 903 of the Electronic Fund Transfer Act  
4           (15 U.S.C. 1693a), except that such term does not  
5           include a casino, sports book, or other business at or  
6           through which a bet or wager may be placed or re-  
7           ceived.

8           (9) FINANCIAL TRANSACTION PROVIDER.—The  
9           term “financial transaction provider” means a cred-  
10          itor, card issuer, financial institution, operator of a  
11          terminal at which an electronic fund transfer may be  
12          initiated, money transmitting business, or inter-  
13          national, national, regional, or local payment net-  
14          work utilized to effect a credit transaction, electronic  
15          fund transfer, stored value product transaction, or  
16          money transmitting service, or a participant in such  
17          network, or other participant in a system utilized by  
18          an entity described in this paragraph that could be  
19          utilized in connection with, or to facilitate, any  
20          transaction described in paragraph (10)(A)(iii).

21          (10) GAMING ACTIVITY.—

22                 (A) IN GENERAL.—The term “gaming ac-  
23                 tivity” means—

24                         (i) placing, receiving, or otherwise  
25                         transmitting a bet or wager;

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(ii) transmitting—

(I) information assisting in the placing of a bet or wager; or

(II) a wire communication which entitles the recipient to receive money or credit—

(aa) as a result of a bet or wager; or

(bb) for information assisting in the placing of a bet or wager;

(iii) the knowing acceptance, by any person engaged in the business of betting or wagering, in connection with the placing, receiving, or otherwise transmitting of a bet or wager by another person, of credit or payment of any type; or

(iv) sponsoring, operating, advertising, or promoting (or, in the case of a governmental entity, sponsoring, operating, advertising, promoting, licensing, or authorizing by law or compact) a lottery, sweepstakes, or other betting, gambling, or wagering scheme based, directly or indirectly (through the use of geographical references

1 or otherwise), on one or more competitive  
2 games in which amateur or professional  
3 athletes participate, or are intended to par-  
4 ticipate, or on one or more performances of  
5 such athletes in such games.

6 (B) EXCLUSIONS.—Such term does not in-  
7 clude any activity or transaction described in  
8 paragraph (2)(C) or, in the case of a contract  
9 or other instrument described in such para-  
10 graph, any activity or transaction relating to  
11 such contract or other instrument.

12 (C) FINANCIAL TRANSACTION PROVIDERS  
13 AND PROVIDERS OF INTERACTIVE COMPUTER  
14 SERVICE OR TELECOMMUNICATIONS SERVICE.—

15 (i) GENERALLY EXCLUDED.—Except  
16 as provided in clause (ii), such term does  
17 not include any activity of a person who  
18 is—

19 (I) a financial transaction pro-  
20 vider, to the extent such person is act-  
21 ing as such a provider; or

22 (II) a provider of an interactive  
23 computer service or telecommuni-  
24 cations service, to the extent such per-  
25 son is acting as such a provider.

1                   (ii) OPERATION OF GAMING WEBSITES  
2                   OR OTHER FACILITIES.—Notwithstanding  
3                   clause (i), such term includes an activity of  
4                   a financial transaction provider or provider  
5                   of an interactive computer service or tele-  
6                   communications service to the extent that  
7                   such provider has actual knowledge and  
8                   control of bets or wagers and—

9                   (I) operates, manages, supervises,  
10                  or directs a website or other facility  
11                  through which a bet or wager is initi-  
12                  ated, received, or otherwise made,  
13                  whether transmitted by telephone,  
14                  internet, satellite, or other wire or  
15                  wireless communication facility, serv-  
16                  ice, or medium and whether or not the  
17                  transmissions cross State boundaries;  
18                  or

19                  (II) owns or controls, or is owned  
20                  or controlled by, any person who oper-  
21                  ates, manages, supervises, or directs a  
22                  website or other facility through which  
23                  a bet or wager is initiated, received,  
24                  or otherwise made, whether trans-  
25                  mitted by telephone, internet, satellite,

1 or other wire or wireless communica-  
2 tion facility, service, or medium and  
3 whether or not the transmissions  
4 cross State boundaries.

5 (11) GAMING FACILITY.—

6 (A) IN GENERAL.—The term “gaming fa-  
7 cility” means—

8 (i) a facility that permits bets or wa-  
9 gers to be placed in a casino, on a river-  
10 boat, at a race track, or in another facility  
11 that hosts gaming activity in one physical  
12 location; or

13 (ii) a website or other facility through  
14 which a bet or wager is initiated, received,  
15 or otherwise made, whether transmitted by  
16 telephone, internet, satellite, or other wire  
17 or wireless communication facility, service,  
18 or medium and whether or not the trans-  
19 missions cross State boundaries.

20 (B) EXCLUSIONS.—Such term does not in-  
21 clude any facility to the extent such facility is  
22 engaged in an activity or transaction that is ex-  
23 cluded from the definition of “gaming activity”  
24 by subparagraph (B) or (C) of paragraph (10).

1           (12) GOVERNMENTAL ENTITY.—The term “gov-  
2           ernmental entity” means a State, a political subdivi-  
3           sion of a State, or an entity or organization, includ-  
4           ing an entity or organization described in section  
5           4(5) of the Indian Gaming Regulatory Act (25  
6           U.S.C. 2703(5)), that has governmental authority  
7           within the territorial boundaries of the United  
8           States, including on lands described in section 4(4)  
9           of such Act (25 U.S.C. 2703(4)).

10          (13) INSURED DEPOSITORY INSTITUTION.—The  
11          term “insured depository institution”—

12                 (A) has the meaning given the term in sec-  
13                 tion 3(c) of the Federal Deposit Insurance Act  
14                 (12 U.S.C. 1813(c)); and

15                 (B) includes an insured credit union (as  
16                 defined in section 101 of the Federal Credit  
17                 Union Act (12 U.S.C. 1752)).

18          (14) INTERACTIVE COMPUTER SERVICE.—The  
19          term “interactive computer service” has the meaning  
20          given such term in section 230(f) of the Communica-  
21          tions Act of 1934 (47 U.S.C. 230(f)).

22          (15) MONEY TRANSMITTING BUSINESS AND  
23          MONEY TRANSMITTING SERVICE.—The terms  
24          “money transmitting business” and “money trans-  
25          mitting service” have the meanings given the terms

1 in section 5330(d) of title 31, United States Code  
2 (determined without regard to any regulations pre-  
3 scribed by the Secretary of the Treasury there-  
4 under).

5 (16) PROFESSIONAL SPORTS ORGANIZATION.—

6 The term “professional sports organization”  
7 means—

8 (A) a person or governmental entity that  
9 sponsors, organizes, schedules, or conducts a  
10 competitive game in which one or more profes-  
11 sional athletes participate; or

12 (B) a league or association of persons or  
13 governmental entities described in subpara-  
14 graph (A).

15 (17) SECRETARY.—The term “Secretary”  
16 means the Secretary of Health and Human Services.

17 (18) STATE.—The term “State” means each of  
18 the several States, the District of Columbia, each  
19 commonwealth, territory, or possession of the United  
20 States, and each federally recognized Indian Tribe.

21 (19) TELECOMMUNICATIONS SERVICE.—The  
22 term “telecommunications service” has the meaning  
23 given such term in section 3 of the Communications  
24 Act of 1934 (47 U.S.C. 153).

1 **SEC. 7. EFFECT ON OTHER LAW.**

2 (a) NO EFFECT ON STATE LAW OR TRIBAL-STATE  
3 COMPACTS RELATING TO GAMBLING.—Nothing in this  
4 Act shall be construed as altering, limiting, or extending  
5 any State law or Tribal-State compact prohibiting, permit-  
6 ting, or regulating gambling within the United States.

7 (b) NO EFFECT ON INDIAN GAMING REGULATORY  
8 ACT.—Nothing in this Act shall be construed to have any  
9 effect on a gaming activity within the scope of the Indian  
10 Gaming Regulatory Act (25 U.S.C. 2701 et seq.), any suc-  
11 cessor provision of such Act, or any Tribal-State compact  
12 or authority pursuant to such Act or successor provision.

13 (c) NO EFFECT ON ILLEGAL GAMBLING BUSINESS  
14 ACT.—Nothing in this Act shall be construed to supersede  
15 or otherwise limit section 1955 of title 18, United States  
16 Code (commonly referred to as the Illegal Gambling Busi-  
17 ness Act).

18 (d) NO EFFECT ON INTERSTATE HORSE RACING  
19 ACT.—Nothing in this Act shall be construed to supersede  
20 or otherwise limit the Interstate Horse Racing Act of 1978  
21 (15 U.S.C. 3001 et seq.).

22 **SEC. 8. REPEAL.**

23 (a) IN GENERAL.—Chapter 178 of title 28, United  
24 States Code (commonly referred to as the Professional and  
25 Amateur Sports Protection Act) is repealed.

1           (b) CLERICAL AMENDMENT.—The table of chapters  
2 for part VI of title 28, United States Code, is amended  
3 by striking the item relating to chapter 178.

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