

SENATE BILL NO. 165—SENATOR KIECKHEFER

MARCH 2, 2021

Referred to Committee on Judiciary

SUMMARY—Establishes provisions relating to Esports.
(BDR 41-562)

FISCAL NOTE: Effect on Local Government: Increases or Newly
Provides for Term of Imprisonment in County or City
Jail or Detention Facility.
Effect on the State: Yes.

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EXPLANATION – Matter in *bolded italics* is new; matter between brackets ~~omitted material~~ is material to be omitted.

AN ACT relating to sporting events; establishing the Esports Technical Advisory Committee; requiring the Nevada Gaming Control Board to appoint the members of the Committee; authorizing the Committee to make certain recommendations to the Board relating to Esports; authorizing the Board to adopt regulations relating to the recommendations of the Committee; and providing other matters properly relating thereto.

Legislative Counsel's Digest:

1 **Section 10.5** of this bill creates the Esports Technical Advisory Committee.
2 **Section 10.5** requires the Nevada Gaming Control Board to appoint members to the
3 Committee and requires the Committee to make recommendations to the Board
4 regarding any guidelines and parameters that are necessary to safeguard the
5 integrity of Esports when wagers are placed at such competitions. **Section 10.5** also
6 authorizes the Board to adopt regulations as are necessary to carry out the
7 recommendations of the Committee.

1 WHEREAS, Nevada is known as the entertainment capital of the
2 world and is a pioneer in providing new and exciting entertainment
3 opportunities to the public; and

4 WHEREAS, Esports is a rapidly emerging business and a new
5 form of entertainment and competition; and

6 WHEREAS, The growing interest in Esports for both
7 entertainment and competition creates an opportunity for Nevada to



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1 leverage its expertise in gaming and other forms of entertainment
2 and provide an ideal forum to grow this new industry; and

3 WHEREAS, Nevada has a desire to partner with this emerging
4 industry with focus on ensuring the integrity of Esports
5 competitions; and

6 WHEREAS, There is a natural fit between Nevada and Esports
7 that can promote both the growth of the Esports industry and
8 tourism in Nevada; now, therefore,

9
10 THE PEOPLE OF THE STATE OF NEVADA, REPRESENTED IN
11 SENATE AND ASSEMBLY, DO ENACT AS FOLLOWS:
12

13 **Section 1.** (Deleted by amendment.)

14 **Sec. 2.** (Deleted by amendment.)

15 **Sec. 3.** (Deleted by amendment.)

16 **Sec. 4.** (Deleted by amendment.)

17 **Sec. 5.** (Deleted by amendment.)

18 **Sec. 6.** (Deleted by amendment.)

19 **Sec. 7.** (Deleted by amendment.)

20 **Sec. 8.** (Deleted by amendment.)

21 **Sec. 9.** (Deleted by amendment.)

22 **Sec. 10.** (Deleted by amendment.)

23 **Sec. 10.5.** Chapter 463 of NRS is hereby amended by adding
24 thereto a new section to read as follows:

25 *1. There is hereby created the Esports Technical Advisory*
26 *Committee.*

27 *2. The Board shall appoint members to the Committee*
28 *consisting of professionals from the Esports industry, including,*
29 *without limitation:*

30 *(a) Game publishers;*

31 *(b) Hosts;*

32 *(c) Participants; and*

33 *(d) Broadcasters.*

34 *3. The Committee shall provide recommendations to the*
35 *Board on any guidelines and parameters that are necessary to*
36 *safeguard the integrity of Esports when wagers are placed at such*
37 *competitions.*

38 *4. In carrying out its duties, the Committee may not request*
39 *or require the disclosure of any proprietary information,*
40 *intellectual property or trade secret.*

41 *5. Each member of the Committee shall serve without*
42 *compensation.*

43 *6. The Board may adopt regulations as are necessary to carry*
44 *out the recommendations of the Committee.*

45 *7. As used in this section:*



1 (a) *“Esports” means a competition between individuals or*
2 *teams using video games which is hosted at a physical location or*
3 *online.*

4 (b) *“Host” means any person who:*

5 (1) *Acts as an organizer for Esports; and*

6 (2) *Produces or stages Esports.*

7 (c) *“Participant” means any individual or team who engages*
8 *in Esports for remuneration.*

9 **Sec. 11.** (Deleted by amendment.)

10 **Sec. 12.** (Deleted by amendment.)

11 **Sec. 13.** (Deleted by amendment.)

12 **Sec. 14.** (Deleted by amendment.)

13 **Sec. 15.** (Deleted by amendment.)

14 **Sec. 16.** (Deleted by amendment.)

15 **Sec. 17.** This act becomes effective on July 1, 2021.

