

Problem Gambling Laws and Services in Certain Northeastern States

By: George Miles, Associate Legislative Attorney
September 27, 2022 | 2022-R-0206

Issue

This report summarizes the gaming advertising restrictions and problem gambling services and funding in New Hampshire, New Jersey, New York, Pennsylvania, and Rhode Island.

Summary

Gaming advertising is generally regulated in all five of these states with laws that (1) set content limits or requirements or (2) impose restrictions on what typography or mediums may be used or audiences that may be targeted. Each of the states have laws related to problem gambling and responsible gaming, including laws on (1) self-exclusion; (2) involuntary exclusion; (3) gaming limits and player controls; (4) location, credit, and account funding restrictions; (5) property signage and electronic post disclosures; and (6) responsible gaming plans, training, and reporting.

The state laws often do not speak to who is responsible for prevention education, medical training, and treatment services. Generally, these are handled by a combination of multiple agencies and non-profit organizations in each state. However, all these states have at least one law that creates a regular, dedicated funding stream to provide services or otherwise address problem gambling.

Please note that this report is not intended to represent an exhaustive accounting of every relevant law or service. Due to the breadth and complexity of this subject matter, the report provides examples of the laws and services at issue. Overall, gaming is heavily regulated in each of these states, more similarly than differently, and all of them promote responsible gambling and provide related services.

Gaming Advertising Restrictions

All five of the states regulate gaming advertising to some extent. Some of these requirements are established by their legislatures in statute, while others are created administratively by an executive agency or department in rules or policies. Many of them share similar characteristics and can be grouped into categories. Table 1 highlights the states that have at least one law that falls into one of these categories, followed by descriptions of each category.

Table 1: Advertising Limit Laws by Category and State

	<i>New Hampshire</i>	<i>New Jersey</i>	<i>New York</i>	<i>Pennsylvania</i>	<i>Rhode Island</i>
Content Limits	Yes (Y)	Y	Y	Y	Y
Content Requirements	Y	Y	Y	Y	
Typography and Medium Restrictions		Y	Y	Y	Y
Audience Restrictions	Y	Y	Y	Y	

Content Limits

New Jersey, New York, and Pennsylvania have laws expressly prohibiting false, deceptive, or misleading advertising.¹ Relatedly, New Hampshire and New York bar advertisements suggesting players have better odds, chances of winning, or payouts.² New Jersey and Pennsylvania also ban specific types of content, such as obscene or indecent graphics,³ while New York and Rhode Island dictate the bounds of permissible advertising (i.e., listing which specific details may be advertised, such as the date, time, and place of a game).⁴

Content Requirements

Many of the states require advertisements to include specific information. In New Jersey, New York, and Pennsylvania, ads must include problem gambling information (e.g., phone numbers to receive assistance).⁵ Other requirements in those states and New Hampshire include providing gaming

¹ [N.J. Admin. Code §§ 13:47-6.14\(b\) & 13:69C-14.2\(d\)](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1363\(2\)](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, § 4820.47](#); [58 Pa. Code §§ 501a.7\(c\) & 1118a.4\(a\)](#)

² [N.H. PB Rule 10.1](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, §§ 5319.30\(f\) & 5116.6\(b\)](#)

³ [N.J. Admin. Code § 13:69C-14.2\(e\)](#); [58 Pa. Code § 813a.2\(c\)](#)

⁴ [N.Y. Gen. Mun. Law § 195-e](#); [11 R.I. Gen. Laws Ann. § 11-19-32\(13\)](#)

⁵ [N.J. Stat. Ann. § 5:12-70](#); [N.J. Admin. Code § 13:69N-1.8](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1363\(3\)](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, § 5325.6\(b\)](#); [58 Pa. Code §§ 501a.7\(d\) & 1207a.1\(c\)](#)

terms and conditions and other disclosures (e.g., the number of allowable entries or the retail value of a prize).⁶

Typography and Medium Restrictions

There are several laws specifically governing the type, size, location, color, and other stylings of gaming advertisements. New Jersey, New York, and Pennsylvania generally prohibit using typography that obscures material facts.⁷ Both New York and Pennsylvania have detailed font guidelines for problem gambling assistance messages across mediums (e.g., signs, television, and websites).⁸ New Jersey and New York limit the allowable size of signs advertising certain games.⁹ Rhode Island expressly limits advertisements on the internet to only licensed games of chance.¹⁰

Audience Restrictions

Gaming entities in these states are prohibited from targeting or sending ads to certain groups, including, in New Jersey, New York, and Pennsylvania, to people who have suspended their gaming accounts or placed themselves on exclusion lists.¹¹ It appears that all of them except Rhode Island impose restrictions aimed at protecting minors by, among things, prohibiting advertising at schools, including age limit statements in ads, and banning the use or depiction of minors or college athletes in materials.¹² New Hampshire forbids designing ads for distribution in other states that would ban them.¹³

Problem Gambling and Responsible Gaming Requirements

Each of the states have laws that require services, protections, and related measures to address problem gambling or promote responsible gaming, which can be categorized. Table 2 highlights the states that have at least one law that falls into one of these categories, followed by descriptions of each category.

⁶ [N.H. Rev. Stat. Ann. § 287-H:3](#); [N.J. Admin. Code § 13:47-6.14\(f\)](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1363](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, § 5330.38](#); [58 Pa. Code §§ 501a.7\(c\) & 1118a.4\(a\)](#)

⁷ [N.J. Admin. Code § 13:69C-14.2\(d\)](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1363](#); [58 Pa. Code §§ 501a.7\(c\) & 1118a.4\(a\)](#)

⁸ [N.Y. Comp. Codes, R. & Regs. tit. 9, § 5325.6\(c\)](#); [58 Pa. Code § 501a.7\(e\)](#)

⁹ [N.J. Admin. Code § 13:47-6.13](#); [N.Y. Gen. Mun. Law §§ 195-e & 490](#)

¹⁰ [270 R.I. Code R. § 50-00-1.1](#)

¹¹ [N.J. Admin. Code § 13:690-1.2\(d\)](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1363\(4\)](#); [58 Pa. Code § 1207a.1\(b\)](#)

¹² [N.H. Rev. Stat. Ann. § 287-H:3](#); [N.H. ADC Lot 4003.01](#); [N.J. Admin. Code § 13:47-6.14\(g\)](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1363\(2\)](#); [58 Pa. Code § 1207a.1\(a\)](#)

¹³ [N.H. Rev. Stat. Ann. § 287-C:2](#)

Table 2: Problem Gambling Service or Protection Laws by Category and State

	<i>New Hampshire</i>	<i>New Jersey</i>	<i>New York</i>	<i>Pennsylvania</i>	<i>Rhode Island</i>
Self-Exclusion	Y	Y	Y	Y	Y
Involuntary Exclusion		Y	Y	Y	
Gaming Limits and Player Controls	Y	Y	Y	Y	Y
Location, Credit, and Account Funding Restrictions	Y	Y	Y	Y	Y
Property Signage and Electronic Post Disclosures	Y	Y	Y	Y	Y
Responsible Gaming Plans, Training, and Reporting	Y	Y	Y	Y	Y

Self-Exclusion

A key service that each state requires to be provided by state agencies or gaming entities is the opportunity for people to exclude themselves from gaming for set periods of time.¹⁴ The laws typically delegate to an agency to set out exactly how people may self-exclude.¹⁵ The agencies usually allow people to do so in-person, by mail, or online.¹⁶ The agencies and gaming entities must generally share, compile, and update each other on the self-exclusion requests they receive.¹⁷

The laws generally require gaming entities to take reasonable steps or establish procedures to prevent self-excluders from participating in their gaming activities, including excluding them from online gaming platforms, prohibiting entry into their facilities, refusing wagers from them, and

¹⁴ [N.H. Rev. Stat. Ann. §§ 287-I:7 & 284:21-h](#); [N.J. Stat. Ann. §§ 5:5-65.1 & 5:12-71.2](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law §§ 1344 & 1404](#); [4 Pa. Stat. and Consol. Stat. Ann. § 1516](#); [R.I. Lottery Rule 20.2](#)

¹⁵ [N.J. Stat. Ann. § 5:5-65.1](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1344](#); [4 Pa. Stat. and Consol. Stat. Ann. § 1516](#)

¹⁶ [N.J. Admin. Code § 13:69G-2.2](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, § 5402.2](#); [58 Pa. Code § 503a.2](#)

¹⁷ [N.H. ADC Lot 3003.05](#); [N.J. Admin. Code § 13:69G-2.3](#);

ensuring they do not receive their promotional material.¹⁸ They also generally prohibit self-excluders from collecting winnings or recovering losses if they nevertheless engage in a gaming activity.¹⁹

Involuntary Exclusion

New Jersey, New York, and Pennsylvania have requirements that gaming entities involuntarily exclude certain people, such as specific criminals and career or professional offenders, which may include problem gamblers.²⁰ These individuals must generally be removed from gaming facilities and are prohibited from collecting winnings or recovering losses from their gaming activity.²¹

Gaming Limits and Player Controls

The laws across all the states impose, or authorize agencies to impose, wager limits and deposit maximums or thresholds.²² New Jersey and Rhode Island restrict the number of games that can occur during a set period or prize amounts.²³ For online gaming, New Jersey, Pennsylvania, and Rhode Island require gaming entities to provide controls so that gamblers can temporarily suspend their accounts and set deposit, spend, loss, or time-based limits.²⁴

Location, Credit, and Account Funding Restrictions

New Hampshire, New Jersey, and New York have laws expressly requiring people purchasing tickets or placing wagers to be physically present while doing so.²⁵ All of the states except for New Hampshire limit or outright prohibit the use of different financial instruments or extension of credit for different games in varying circumstances.²⁶ New York and Pennsylvania regulate the placement and use of ATM machines at facilities.²⁷

¹⁸ [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1404](#); [N.J. Admin. Code §§ 13:69G-2.4, 13:690-1.4 & 13:74A-2.2](#); [4 Pa. Stat. and Consol. Stat. Ann. § 13B02](#)

¹⁹ [N.J. Stat. Ann. §§ 5:5-65.2 & 5:12-71.3](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1344](#); [4 Pa. Stat. and Consol. Stat. Ann. § 1516](#)

²⁰ [N.J. Stat. Ann. § 5:12-71](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1342](#); [4 Pa. Stat. and Consol. Stat. Ann. § 1514](#)

²¹ [N.J. Admin. Code § 13:69G-3.2](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law §§ 1345 & 1367](#); [58 Pa. Code § 511a.5](#)

²² [N.H. Rev. Stat. Ann. §§ 287-I:7 & 284:21-h](#); [N.J. Stat. Ann. § 5:12A-13](#); [N.J. Admin. Code § 13:690-1.4](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, § 5329.19](#); [R.I. Lottery Rules 20.18 & 20.22](#)

²³ [N.J. Admin. Code §§ 13:47-6.11, 13:47-7.16 & 13:47-8.3](#); [270 R.I. Code R. § 50-00-2.7](#)

²⁴ [N.J. Stat. Ann. § 5:12-95.25](#); [N.J. Admin. Code § 13:690-1.4](#); [4 Pa. Stat. and Consol. Stat. Ann. § 13B02](#); [58 Pa. Code §§ 812a.9 & 814.2](#); [R.I. Lottery Rule 20.26](#)

²⁵ [N.H. Rev. Stat. Ann. § 284:21-h](#); [N.J. Admin. Code §§ 13:47-7.18 & 13:690-1.2](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1367](#)

²⁶ [N.J. Stat. Ann. §§ 5:12-101 & 5:12A-13](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1339](#); [4 Pa. Stat. and Consol. Stat. Ann. §§ 13A27 & 13B28](#); [42 R.I. Gen. Laws Ann. § 42-61.2-3.2](#)

²⁷ [N.Y. Rac. Pari-Mut. Wag. & Breed. Law § 1338](#); [4 Pa. Stat. and Consol. Stat. Ann. § 13A27](#); [58 Pa. Code § 465a.29](#)

Property Signage and Electronic Post Disclosures

Beyond the above requirements for advertisements to contain problem gambling assistance information, all the states also have laws requiring this information be printed in gaming facilities or included on online gaming platforms.²⁸

Responsible Gaming Plans, Training, and Reporting

Except for New Jersey, the other four states have laws requiring the creation of responsible gaming plans or programs, sometimes as conditions of issuing gaming licenses.²⁹ All but New Hampshire require gaming entities to provide training to their employees on (1) their plans or providing problem gambling assistance generally or (2) addressing self-excluders and other prohibited persons.³⁰ Relatedly, each of the states except for Rhode Island requires agencies or gaming entities to submit periodic reports on problem gambling.³¹

Major Agencies and Organizations Addressing Problem Gambling

All five of the states have public health departments that regulate and provide addiction services, some of which address problem gambling more specifically than others.³² Generally otherwise, all the states contract with or take advantage of in-state non-profit organizations to provide education, training, or treatment services related to problem gambling. They also typically promote and link to national or international entities such as [Gamblers Anonymous](#) and [Gam-Anon](#), which can have local chapters.³³ The following are the major agencies or organizations in each state that supervise or offer related services.

New Hampshire

A key state entity is the [Council for Responsible Gambling](#) (NHCRG), which describes itself as a volunteer-led state agency and [non-profit public council](#). The council was created legislatively in 2019 for the purposes of promoting education, prevention, and treatment of problem gambling

²⁸ [N.H. ADC Lot 3003.05](#); [N.J. Stat. Ann. §§ 5:12-95.25 & 5:12A-13](#); [N.J. Admin. Code §§ 13:69N-1.8](#); & [13:690-1.2](#); [N.Y. Tax Law § 1604-a](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, §§ 4404.17, 5117.6 & 5325.5](#); [4 Pa. Stat. and Consol. Stat. Ann. § 1509](#); [58 Pa. Code §§ 501a.5 & 1118a.1](#); [R.I. Lottery Rules 4.4, 20.2, 20.20 & 20.26](#)

²⁹ [N.H. Rev. Stat. Ann. § 287-I:8](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law §§ 1300, 1316 & 1362](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, §§ 5301.1 & 5117.6](#); [58 Pa. Code §§ 501a.2, 814a.3 & 1410a.1](#); [42 R.I. Gen. Laws Ann. §§ 42-61.2-14 & 42-61.2-3.3](#)

³⁰ [N.J. Admin. Code § 13:690-1.2\(x\)](#); [N.Y. Comp. Codes, R. & Regs. tit. 9, §§ 5117.6 & 5402.4](#); [58 Pa. Code §§ 501a.3, 503a.4, 812a.14 & 814a.4](#); [R.I. Lottery Rule 20.2](#)

³¹ [N.H. Rev. Stat. Ann. § 338-B:6](#); [N.J. Stat. Ann. §§ 5:12-95.18 & 5:12A-11](#); [N.Y. Mental Hyg. Law § 41.57](#); [4 Pa. Stat. and Consol. Stat. Ann. §§ 1211 & 1509](#); [58 Pa. Code §§ 501a.4 & 814a.5](#)

³² Compare the [New York OASAS](#) against the [New Hampshire Department of Health and Human Services](#)

³³ [NHCRG Webpage](#); [CCGNJ Webpage](#); [NYCPG Webpage](#); [CCGP Webpage](#)

within New Hampshire and it is authorized to enter into grants and contracts for those purposes ([N.H. Rev. Stat. Ann. §§ 338-B:3 & B:5](#)). It is made up of five appointed members who are state residents qualified in the field of addiction or mental health services with a focus on problem gambling ([N.H. Rev. Stat. Ann. § 338-B:4](#)). The council is administratively attached to the state's lottery commission ([N.H. Rev. Stat. Ann. § 338-B:7](#)).

[According to NHCRG](#), before it was created, the [New Hampshire Council on Problem Gambling](#), a private non-profit council, engaged in the education and support of problem gamblers. [At present](#), this council contracts with NHCRG to (1) build capacity for gambling-related clinical treatment, prevention, and intervention services; (2) develop training and outreach and awareness activities; and (3) facilitate self-help meetings, recovery support, a 24/7 problem gambling helpline, and a voluntary self-exclusion system.

For an overview of the state's prevention and treatment strategies, see this [2022 webinar](#), and for an overview of its resources, see this [2022 webinar](#).

New Jersey

A central entity in the state is the [Council on Compulsive Gambling of New Jersey](#) (CCGNJ), which is [a private non-profit organization](#) that has provided information, education, and referral services for people affected by a gambling problem for nearly 40 years. It provides a range of services including a free 24/7 phone and text line, public awareness and information, prevention programs, intervention and outreach, and advocacy. [According to the council](#), it also maintains a [Treatment Provider Network](#) of dedicated therapists to whom it provides referrals, training, and other assistance.

CCGNJ works [in partnership](#) with the state's [Division of Gaming Enforcement](#) including on facilitating [self-exclusion](#) from gaming. Among other duties, the division maintains and publishes the state's [exclusion list](#). Another prominent state agency is the [Division of Mental Health and Addiction Services](#) which offers [problem gambling-related funding](#) to service providers.

New York

The major entity in the state is the [New York Council on Problem Gambling](#) (NYCPG), which is a not-for-profit independent corporation. [According to the council](#), it originated in the 1970s and today (1) produces and disseminates information towards recognizing, preventing, and treating problem gambling; (2) conducts and supports research activities to establish and document areas of need; (3) provides training tools to healthcare and other professionals; and (4) helps industry and business leaders develop customer- and employee-based problem gambling awareness programs.

With funding support from [New York's Office of Addiction Services and Supports](#) (OASAS), NYCPG operates a treatment network of [Problem Gambling Resource Centers](#), which [it describes](#) as regional hubs that work to connect individuals in need of support and services to a network of private practitioners that have been vetted and trained by the NYCPG. The [centers' services](#) are multilingual and available to anyone struggling with gambling related problems, regardless of their ability to pay.

[In 2013](#), NYCPG formed the Responsible Play Partnership with OASAS and the [New York State Gaming Commission](#) to address problem gambling. [According to the council](#), this includes (1) ensuring that gaming venues comply with the state's laws and undertake proper outreach measures, (2) reevaluating self-exclusion policies across the state to ensure consistency, and (3) considering the best ways to advance compulsive gambling prevention and treatment.

Pennsylvania

By law, the state's [Department of Drug and Alcohol Programs](#) is responsible for developing guidelines and supporting programs for public education, awareness, and training regarding compulsive and problem gambling and the treatment and prevention of the same, including by using a dedicated Compulsive and Problem Gambling Treatment Fund ([4 Pa. Stat. and Consol. Stat. Ann. § 1509](#)). [According to the department](#), it contracts with licensed agencies and private practice clinicians to provide outpatient gambling counseling services to at-risk adults and adolescents, as well as those with a gambling disorder.

Another significant state entity is the Office of Compulsive and Problem Gambling within the [Pennsylvania Gaming Control Board](#), which is [an independent state agency](#). [According to the board](#), the office conducts research, works with gaming licensees to develop and implement problem gambling programs at facilities, creates programs and harm reduction tools for gamblers, promotes education programs, and produces responsible gambling materials and outreach resources.

Additionally, the [Council on Compulsive Gambling of Pennsylvania](#) (CCGP), [a non-profit organization](#), manages the state's free 24/7 helpline; facilitates referrals; supports treatment providers; and provides speakers, workshops, seminars, and information on compulsive gambling.

Rhode Island

The [Rhode Island Lottery sponsors](#) the state's 24/7 helpline. [Problem Gambling Services of Rhode Island](#), [an entity available through CODAC Behavioral Healthcare](#), [helps](#) facilitate treatment for problem gamblers and provides training to treatment providers and others. The [Rhode Island](#)

[Council on Problem Gambling, a non-profit organization](#), offers a network of resources, information, education, and trainings.

Problem Gambling Funding

New Hampshire

By law, the New Hampshire Lottery must provide (1) funding up to \$250,000 each fiscal year to the NHCRG for its activities, (2) meeting and office space, and (3) personnel ([N.H. Rev. Stat. Ann. § 338-B:7](#)). ([According to the lottery](#), for seven years prior to 2021, it provided \$25,000 annually along with in-kind donations to support those with gambling addictions.)

New Jersey

Under existing law, a casino licensee with an internet gaming permit must pay the state \$250,000 annually, with \$140,000 of that amount allocated to CCGNJ and \$110,000 for compulsive gambling treatment programs ([N.J. Stat. Ann. § 5:12-95.29](#)). Additionally, the first \$600,000 in certain gaming-related penalties collected by the state each fiscal year is dedicated towards problem gambling, with \$500,000 to be provided to the CCGNJ and \$100,000 for compulsive gambling treatment programs ([N.J. Stat. Ann. § 5:12-145](#)). The state further requires that 50% of the fee for an initial sports wagering license (i.e., \$50,000) be allocated for evidence-based prevention, education, and treatment programs, such as those by CCGNJ ([N.J. Admin. Code § 13:69A-9.4](#)). State law also authorizes specific agencies to base a sports wagering license renewal fee upon, among other things, the expense of gambling addiction programs ([N.J. Stat. Ann. § 5:12A-11](#)). This renewal fee must be at least \$100,000 and a percentage of it, as determined on an annual basis but at least totaling \$100,000, must be dedicated to funding the same types of programs ([N.J. Admin. Code § 13:69A-9.4](#)). The state also has laws by which a portion of forfeited amounts due to wagers by prohibited or self-excluded people are allocated for compulsive gambling treatment and prevention programs ([N.J. Stat. Ann. § 5:12-71.3](#); [N.J. Admin. Code § 13:74A-2.2](#)).

New York

By law, forfeited winnings by prohibited or self-excluded people and license fees on each slot machine and table game (generally \$500 or \$750) are appropriated for problem gambling education and treatment purposes ([N.Y. State Fin. Law § 97-nnnn](#); [N.Y. Rac. Pari-Mut. Wag. & Breed. Law §§ 1345 & 1348](#)). [Based on state reporting](#), it appears these totaled \$3.6 million in FY 21.

Pennsylvania

Under existing law, a percentage of the total gross terminal revenue of all active and operating license gaming entities or \$2 million, whichever is greater, must be transferred to Pennsylvania's Compulsive and Problem Gambling Treatment Fund ([4 Pa. Stat. and Consol. Stat. Ann. § 1408](#)). Additionally, a portion of the state's gaming taxes must be transferred to the fund as well as all forfeited winnings ([4 Pa. Stat. and Consol. Stat. Ann. §§ 13B54, 13C04 & 13C64](#)). All money in the fund must be spent solely on gambling addiction prevention and treatment programs and other emotional and behavioral problems related to gambling addiction and to administer the compulsive and problem gambling program ([4 Pa. Stat. and Consol. Stat. Ann. § 1509](#)).

Rhode Island

By law, the state's two casinos must each pay at least \$200,000 annually for compulsive and problem gambling programs ([42 R.I. Gen. Laws Ann. § 42-61.2-14](#)). Additionally, video lottery and table game retailers must pay at least \$100,000 annually for problem gambling programs ([R.I. Lottery Rule 20.2](#)).

Additional Information

The [American Gaming Association](#) maintains a [State of Play webpage](#) that has breakdowns of gaming in each state including regulatory fact sheets (e.g., here's [Connecticut](#)). Relatedly, it published a Responsible Gaming Regulations & Statutes report in 2019 (with an update in 2022) that has specific legal citations that are not in the fact sheets ([webpage](#); [report](#)). Please be advised that neither of these resources appears to provide a complete accounting of all the gaming laws in the states.

The [National Council on Problem Gambling](#) has a Problem Gambling Help by State [webpage](#), which provides information by state, as well as a more general Responsible Gaming Resources [webpage](#). It also published a Survey of Problem Gambling Services in the United States report in 2016 ([webpage](#); [report](#)). Based on this 2021 [press release](#), an update is in process but it does not appear to have been completed yet.

GM:co