



PENRITH RUGBY LEAGUE CLUB LIMITED

Rules of Gaming Machine Play Policy: 8.25

1. Purpose

This policy explains the rules related to Gaming machine play.

2. General Information regarding Play

2.1 The instructions on how to play each Gaming Machine Game are displayed on the Gaming Machine artwork or screen.

2.2 Play options shall be in accordance with the instruction as displayed on the Gaming machine's artwork or screen. Such options shall be initiated by the player activating the relevant function(s) of the Gaming machine.

2.3 The credit meter can be incremented by:

- Australian legal tender;
- winnings from gaming machine play;
- winnings from a linked jackpot;

2.4 Gaming machine play shall be initiated by the player wagering credits from the credit meter by activating the appropriate commencement function.

2.5 A player's winnings/prizes shall be displayed on:

- the Gaming machine;
- jackpot display meter;
- associated prize display; or
- a combination of the above.

2.6 Winnings from Gaming machine play may increment the credit meter, otherwise the winnings will be paid by a redeemable ticket or payout voucher.

2.7 Credits displayed on the credit meter may be collected at the end of any game play.

2.8 Credits may be paid by issuance of a redeemable ticket or payout voucher

2.9 A patron must not use another person's club membership card or permit another patron to use their club membership card.

3. Conduct of Play

3.1 It is the player's responsibility to report the following matters: -

- a) a machine not paying correctly on winning combinations;
- b) a machine being able to be played without credits being deducted or funds inserted; or
- c) a machine door or cash-box door being unlocked.



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- 3.2** Legal proceedings and/or club disciplinary action in accordance with the Club's constitution and rules; may be instituted against any player who: -
- a) makes any fraudulent claim;
 - b) causes malicious damage to a Gaming machine
 - c) tilts, rocks or mishandles any machine
 - d) uses undue force when playing a Gaming machine
 - e) uses any foreign object on, in or near any gaming machines
 - f) fails to report any malfunction of a Gaming machine
 - g) uses a gaming machine for the intent of money laundering
 - h) break any of the clubs Gaming machine rules
 - i) removes credits from a Gaming machine that they are not entitled to
- 3.3** Panthers reserves the right to: -
- a) withhold any pay-out to any person not abiding by these By-Laws;
 - b) withhold any pay-out, where such pay-out is in dispute or where the credentials of the player to receive the jackpot are not established;
 - c) refuse any person, member or guest, the right to play machines;
 - d) place any machine "out of order";
- 3.4** Primary identification must be presented for payments over \$9,999.99. A Current Panthers Group membership card may be accepted for payments up to \$9,999.99
- 3.5** A machine malfunction voids all pays and plays.
- 3.6** Any disputes over payment or non-payment by any Gaming machines will be decided within one week by management.
- 3.7** All Gaming Promotions are subject to the rules and conditions as advertised by the club or as required by law.
- 3.8** Only one machine may be reserved at any one time and only for the period specified on the machine.
- 3.9** With the exception of Multi Terminal Machines, more than one gaming machine may be played at once. If another patron requests to play one of the machines, the original player must select the machine they wish to continue playing and allow the other patron to play the other terminal.
- Playing more than one Multi Terminal Machine (Roulette, Sic Bo, Baccarat & Blackjack) at one time is prohibited.
- 3.10** Syndicate play, evidenced by such actions including, but not limited to, organised group monopolisation of Gaming machines, providing pay-out details of individuals other than those in control of the machine at the time of the win, is not permitted at any time, and any person, member or guest engaging in this conduct may:
- a) have any pay-outs withheld;
 - b) be asked to leave the premises;
 - c) be cited to appear before the Sub Judiciary Committee to show cause why they should not be reprimanded, suspended, or expelled.



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- 3.11** Any member violating these rules will be liable to suspension or may be asked to leave Panthers.
- 3.12** Panthers reserves the right to refuse to exchange notes to other denominations for amounts exceeding \$500.
- 3.13** Panthers will not provide pay-outs using \$100 notes unless approved by the Gaming Supervisor.
- 4. Payment of Prize Money**
- 4.1** All prizes can be paid by a Cash Redemption Terminal (under \$5,000.00) or by a cashier.
- 4.2** Any prize money over \$5,000.00 will be issued by a crossed cheque by Supervisor or Duty Manager.
- 5. Suspicious Matters**
- 5.1** Any suspicious activity in relation to AML/CTF will be reported to the Gaming Supervisor and the Duty Manager who will initiate further investigation and/or action if required.
- 5.2** Money is only to be inserted in Gaming machines to enable Gaming machine play. Persons who insert amounts in excess of \$100 into a Gaming machine at a time and then cash out after no play or minimal play without excuse may be guilty of misconduct and excluded from the Club.
- 5.3** Gaming machines are provided for the recreation of individual patrons and activities of a commercial nature including syndicate play, "link chasing", bet hedging on Multi Terminal Gaming machines or arrangements to play a Gaming machine on behalf of another person are prohibited.
- 5.4** A person in the club shall not:
- a) ask or require any other person to give or lend him or her any money;
 - b) give money or lend money to any other person; or
 - c) take any actions to recover monies claimed from or owed by any other person.
- 5.5** A patron who has won a prize by playing a Gaming machine must not offer to sell or transfer that prize to another patron; similarly, a patron must not offer to purchase a prize won by another patron as a result of playing a Gaming machine.