



**RULES ANCILLARY TO GAMING**  
Gaming Machine Act 1991 - Section 236  
(Schedule 3 of the Regulation)

**Southport Australian Rules Football Club Ltd.**  
**424 / 124 / 322**

1. A person under the age of 18 years must not play a gaming machine.
2. A gaming employee may determine that 1 (one) gaming machine only may be played by a person at the same time.
3. A gaming machine may be reserved by a person without play for a maximum period of 3 minutes.
4. No person, other than a person permitted under the Act, is to touch an internal part of a gaming machine.
5. A gaming employee must refuse to pay a cancelled credit or jackpot if he or she believes on reasonable grounds that:
  - a. the gaming machine credits were not accumulated, or the winning combination was not obtained, during permitted hours of gaming under section 235 of the Act; or
  - b. the person claiming the cancelled credit or jackpot payout is not the person entitled to the payment or a person acting on behalf of that person; or
  - c. the Act has been contravened by the person claiming the cancelled credit or jackpot payout.
6. If, under 5, a gaming employee refuses to make a payment, the gaming employee must as soon as practicable submit a report to the chief executive.
7.
  - (1) This item prescribes, for section 242(2)(b) of the Act, the way a licensee must make a payment to a player for a cancelled credit or jackpot payout.
  - (2) If the payment is more than the cash limit for the relevant licensed premises, the licensee must make the payment by:
    - (a) if requested by the player
      - (i) paying
        - A. an amount that is less than the cash limit using Australian currency or, if the licensee and player agree, an agreed alternative way; and
        - B. the balance of the payment using a cheque or, if the licensee and the player agree, electronic funds transfer; or
      - (ii) making the entire payment using a cheque or, if the licensee and player agree, electronic funds transfer; or
    - (b) otherwise paying
      - (i) an amount equal to the cash limit using Australian currency or, if the licensee and player agree, an agreed alternative way; and
      - (ii) the balance of the payment using a cheque or, if the licensee and player agree, electronic funds transfer.



(3) If the payment is less than cash limit for the relevant licensed premises, the licensee must make the entire payment using Australian currency or, if the licensee and player agree, an agreed alternative way.

(4) For subitems (2) and (3), the cash limit for the relevant licensed premises is the amount, of not more than \$5,000, stated by the licensee in a document that is displayed adjacent to, and in the same way as, the rules ancillary to gaming for the licensed premises.

(5) If the licensee pays an amount to the player under this item using Australian currency, the licensee must ensure the amount is paid when the player claims the payment.

(6) If the licensee pays an amount to the player under this item using a cheque, the licensee must ensure the cheque is given to the player or posted to the player's address within 24 hours after the player claims the payment.

(7) Subitem (8) applies if:

- a. the licensee makes a payment to the player under subitem (2); and
- b. the amount by which the payment exceeds the cash limit for the relevant licensed premises is paid using electronic funds transfer.

(8) The licensee must make the electronic funds transfer in a way that the amount is not available to the player until after the gaming period for the relevant licensed premises ends.

(9) In this item, agreed alternative way means:

- a. non-currency gaming tokens; or
- b. cheque; or
- c. electronic funds transfer; or
- d. a combination of any of the methods mentioned in paragraphs (a) to (c); or
- e. a combination of Australian currency and any of the methods mentioned in paragraphs (a) to (c).

**gaming period**, for a licensed premises, means the hours of gaming fixed for the premises by the Commissioner.

**non-currency gaming tokens** means any gaming tokens other than Australian currency.

**relevant licensed premises**, for a payment, means the licensed premises in which a player becomes entitled to the payment.