

Draft Regulation laying down the technical requirements of the online gaming technical system



- *Shared Liquidity* -



**Serviço de Regulação
e Inspeção de Jogos**

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1 Legal Framework

1.1 Subject matter

This regulation¹ aims to describe and develop the technical requirements of the gambling technical system when online betting and gambling are operated on a shared liquidity of markets basis.

1.2 Target audience

This regulation applies to operators and certifying bodies.

1.3 Version

Only the Portuguese version is legally binding.

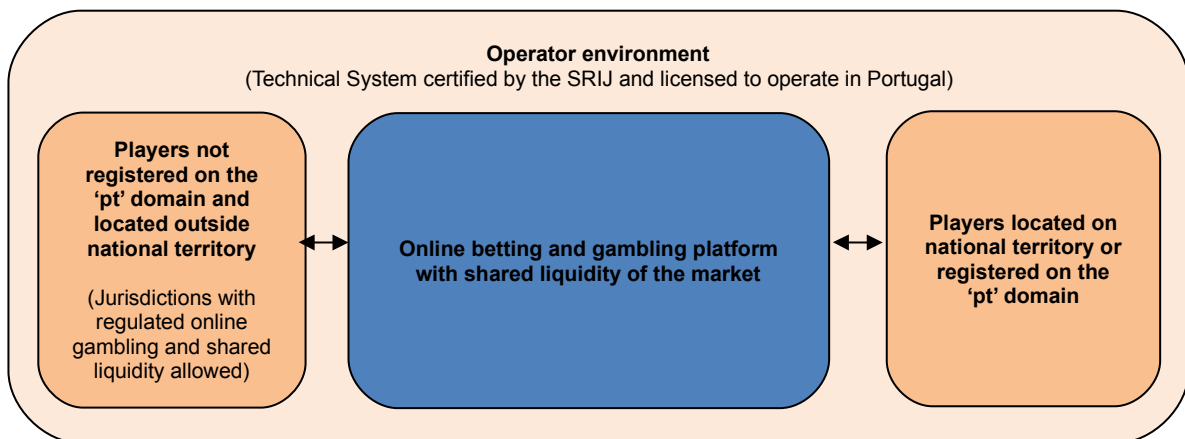
¹ The information obligations resulting from Directive (EU) 2015/1535 of the European Parliament and of the Council of 9 September 2015 laying down a procedure for the provision of information in the field of technical regulations and of rules on Information Society services were complied with.

2 Concept and objective of shared liquidity

2.1 Concept

Shared liquidity of online markets consists of the possibility of an operator licensed by the *Serviço de Regulação e Inspeção de Jogos* (SRIJ) [Portuguese Gambling Regulation and Inspection Service] offering online betting and gambling between players registered on the 'pt' domain and players whose access is established from locations outside the Portuguese territory and who are registered on another domain under licences issued in jurisdictions where online betting and gambling and shared liquidity of markets are allowed in accordance with the law and/or the respective regulatory authority.

The following diagram shows the basic framework of an online betting and gambling platform with shared liquidity of markets:



3 Specific technical requirements for online betting and gambling with shared liquidity

3.1 Player registration

1. The gambling technical system shall verify and ensure that only players registered under licences issued in jurisdictions where online betting and gambling and shared liquidity of markets are allowed will be permitted to participate.
2. The registration of players located on national territory or registered on the 'pt' domain shall be processed exactly as provided for in Regulation No 836/2015 laying down the rules and procedures for registration and player accounts, published in the Official Gazette of the Portuguese Republic, 2nd Series, No 238 of 4 December 2015.
3. Players who are located outside national territory or not registered on the 'pt' domain shall access online betting and gambling operated on a shared liquidity basis as defined in legislation or by the regulatory authority of the jurisdiction of where they are registered.
4. The gambling technical system shall generate an identification number for the player located outside national territory or not registered on the 'pt' domain to enable the player to be clearly identified. This identification number shall allow detailed information on the player's activity to be obtained, should it be requested by the SRIJ.
5. The gambling technical system shall ensure at all times that an individual player may only participate with one identity and one identifier number in online betting and gambling operated with shared liquidity.

3.1.1 Verification of player identity

1. The gambling technical system shall verify the identity of players located on national territory or registered on the 'pt' domain and who participate in online betting and gambling with shared liquidity, exactly as provided for in Regulation No 836/2015 published in the Official Gazette of the Portuguese Republic, 2nd Series, No 238 of 4 December 2015.

2. The operator shall be responsible for verifying the identity of players located outside national territory or not registered on the 'pt' domain prior to their participation in online betting and gambling with shared liquidity in accordance with the rules laid down in the legal regimes in force in the respective jurisdictions, to ensure that the information provided by players is accurate.
3. The operator shall be responsible for ensuring compliance with the requirements laid down in the legal regime for online betting and gambling, approved by Decree-Law No 66/2015 of 29 April 2015, and with the regulations, instructions, guidelines and recommendations of the SRIJ.

3.1.2 Gambling platform of the operator

1. Online betting and gambling with shared liquidity shall only be permitted on gambling platforms approved by the SRIJ.

3.2 Development of online betting and gambling with shared liquidity

3.2.1 Entry and registration infrastructure

1. Players located on national territory or registered on the 'pt' domain shall access the online betting and gambling platform with shared liquidity through the 'pt' domain.
2. Players located outside national territory or not registered on the 'pt' domain shall access the online betting and gambling platform with shared liquidity via the domain corresponding to the jurisdiction where the player is registered.
3. The gambling technical system shall keep records of the following information:
 - ≡ the unique player code;
 - ≡ the jurisdiction code of the player to which the previous paragraph refers.

3.2.2 Conditions for participation

1. In online betting and gambling with shared liquidity, there shall be a single set of applicable rules and conditions for participation, common to all players. Additionally, these common rules shall comply at all times with the regulations for online betting and gambling in force in Portugal.

2. The information provided to players on the rules, conditions for participation and development of online betting and gambling with shared liquidity shall be the same for all players.

3.2.3 Player account

1. The gambling technical system shall ensure that all transactions of each player participating in online betting and gambling with shared liquidity are associated with the corresponding player registration and respective player account.
2. The gambling technical system shall ensure that all transactions of each player participating in online betting and gambling with shared liquidity are associated with the player's corresponding unique identifier, in accordance with the applicable law and regulations.

3.2.4 Official currency

1. The reference currency in online betting and gambling with shared liquidity of markets is the euro. Therefore, all deposits and withdrawals by players located on national territory or registered on the 'pt' domain shall be in this currency.
2. Should the player choose to play in a currency other than the euro, the operator shall keep a record of the exchange rate applied to each transaction, allowing subsequent access thereto, if necessary.

3.2.5 Reference time of the system

1. The gambling technical system on the 'pt' domain shall ensure that online betting and gambling with shared liquidity of markets is played using the official time of Portugal, established by the Astronomical Observatory of Lisbon (*OAL – Observatório Astronómico de Lisboa*).
2. The gambling technical system shall also ensure that all information reported to the SRIJ uses Portugal's official time as its reference.

3.3 Registration and traceability

3.3.1 Recording player and gambling information

1. The gambling technical system shall keep a record of the information on the operations carried out by players not playing on the 'pt' domain. This information shall include the full details of the financial transactions (deposits, withdrawals, participation in betting and gambling and profits and losses), as well as the online betting and gambling in which players participate.
2. The record of the information of each player not playing on the 'pt' domain shall be associated with a unique identifier for that player, as mentioned in paragraph 2.3 of Annex 1 to this regulation.

3.3.2 Reporting of information

1. The gambling technical system shall store all the information necessary to calculate the tax due for the participation of players in online betting and gambling with shared liquidity.

3.3.3 Data model

1. The gambling technical system shall ensure the registration of all information concerning players, included in the data model comprising the sole Annex to the regulation ('Technical information for online gambling operators'), as well as the information necessary for online betting and gambling with shared liquidity, included in the data model in Annex 1 to this regulation.

3.4 Certification requirements of operators

3.4.1 Operators

1. Only operators that fulfil all the following requirements shall be permitted to offer online betting and gambling with shared liquidity:
 - ≅ They must have a licence for the operation of online betting and gambling issued by the SRIJ;
 - ≅ They must have the respective technical gambling systems certified and approved in accordance with this regulation.

3.4.2 Truthfulness of the information

1. The operator shall ensure at all times that the information stored and reported to the SRIJ is correct and accurate.

3.5 Shared liquidity implementation requirements

3.5.1 Specific requirements

1. In addition to the fulfilment of all the requirements set out in paragraph 3.4, operators may only be authorised to operate online betting and gambling with shared liquidity when:
 - ≡ the SRIJ enters into agreements with the online gambling regulatory authorities of the jurisdictions with which the operator intends to offer online betting and gambling; or
 - ≡ the SRIJ is able to verify that the technical conditions are in place to ensure compliance with the objectives in this regulation and the general guiding principles in the RJO.

Applicable regulations

The provisions of other regulations approved by the SRIJ, together with the provisions of this regulation, shall apply to online betting and gambling with shared liquidity.

4 ANNEX – Technical Information for operators of online gambling with shared liquidity

4.1 Framework

This document is an annex to the draft Regulation laying down the requirements of the online gambling technical system with shared liquidity, and aims to describe the requirements for the specific data model for online gambling on a shared liquidity basis. This document is intended only to add the technical information necessary to fulfil the minimum standards required for an operator to operate on a shared liquidity basis; all the technical information provided previously shall remain in force.

4.2 Systematic creation of reports with information on online gambling with shared liquidity

1.1.1 Concepts of the structure of the data model of online gambling with shared liquidity

Online gambling activity with shared liquidity

Each gambling event shall have a specific code which is unique to each operator. The gambling event code represents a specific betting event in one of the following types of gambling categories: poker, sports betting and horse racing betting.

Each player associated with a gambling event is assigned a player event code per operator and per gambling event. This code will always be associated with the operations carried out by the player as a participant of that gambling event.

1.1.2 Specification of the types of data collection of online gambling with shared liquidity

In a shared liquidity environment, operators shall collect and produce the following XML file, in addition to the others specified in the document Annex 1 ‘Technical Information for online gambling operators’ to Regulation No 903-B/2015 of 23 December 2015 and in place of the files specified belonging to the same data category.

Data category	XML schema
Online player registration operations	XML schema JGDR_

Online gambling activity	XML schema AJOG_
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The additional information to be included in each of the identified files is presented below. Information that remains unchanged is omitted, and the information to be added is highlighted.

4.2.1.1 Schema JGDR_ (V2 in Annex 1 ‘Technical Information for online gambling operators’ to Regulation No 903-B/2015)

This data category shall include all new player registrations or subsequent updates to personal information records performed within the operator’s technical system, with the other categories remaining unchanged from the original documentation. The information specified below is to be regarded as additional to the existing structure.

Filename rules

NORMAL	JGDR_YYYYMMDDHH24_[GameVault _code].xml
REPROCESSED	JGDR_YYYYMMDDHH24_[GameVault _code]rp.xml
EXAMPLE	JGDR_2015040221_2AA.xml

XSD Schema

```
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema" attributeFormDefault="unqualified"
elementFormDefault="qualified">
  <xs:element name="tip_jogador" type="xs:string" />
  (...)
  <xs:element name="jogador">
    <xs:complexType mixed="true">
      <xs:sequence>
        <xs:element ref="tip_jogador" />
        (...)
      </xs:sequence>
    </xs:complexType>
  </xs:element>
  (...)
</xs:schema>
```

Attributes applicable to the player type:

Attribute	Player not registered on the ‘pt’ domain and located outside national territory
Codjogador (id_jogexpl)	Yes
conta_jog	No
tip_pag	No
logon	No
Id_cidadao	No
id_tipocid	No
timestp_reg	No
alias_jog	No

Attribute	Player not registered on the 'pt' domain and located outside national territory
nome	No
data_nascimento	No
nif	No
morada	No
cod_postal	No
id_nacao	Yes
telefone	No
email	No
resp_at	No
id_resp_at	No

Exclusive elements for shared liquidity:

XML Elements	Name attributes	Type(size)
▶xs:element name="tip_jogador" type="xs:string" />	tipo_jogador	VARCHAR2(1)

Comment on the new elements/attributes:

tipo_jogador = 'Type of international player. 1 Yes, 0 No. NOT NULL'

4.2.1.2 Schema AJOG_ (V4 in Annex 1 'Technical Information for online gambling operators' to Regulation No 903-B/2015)

This category shall include all the gambling activity recorded for the player within the operator's technical gambling system. The activity recorded shall be organised into types of gambling categories: poker, sports betting and horse racing betting, with the other categories remaining unchanged from the original documentation. The information specified below is to be regarded as additional to the existing structure.

Filename rules

NORMAL	AJOG_YYYYMMDDHH24_[GameVault_code].xml
REPROCESSED	AJOG_YYYYMMDDHH24_[GameVault_code]rp.xml
EXAMPLE	AJOG_2015040221_2AA.xml

XSD Schema

```
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema" attributeFormDefault="unqualified"
elementFormDefault="qualified">
  <xs:element name="ip_pais" type="xs:string" />
  <xs:element name="tip_liq" type="xs:string" />
  <xs:element name="moeda_entrada" type="xs:string" />
```

```

<xs:element name="cambio_entrada" type="xs:string" />
<xs:element name="cambio_saida" type="xs:string" />
(...)
  <xs:complexType>
    <xs:sequence>
      <xs:element ref="ip_pais" />
      <xs:element ref="tip_liq" />
      <xs:element ref="moeda_entrada" />
      <xs:element ref="cambio_entrada" />
      <xs:element ref="cambio_saida" />
    </xs:sequence>
  </xs:complexType>
</xs:element>
<xs:element name="hipica">
  <xs:complexType>
    <xs:sequence>
      <xs:element ref="ip_pais" />
      <xs:element ref="tip_liq" />
      <xs:element ref="moeda_entrada" />
      <xs:element ref="cambio_entrada" />
      <xs:element ref="cambio_saida" />
    </xs:sequence>
  </xs:complexType>
</xs:element>
<xs:element name="poker">
  <xs:complexType>
    <xs:sequence>
      <xs:element ref="ip_pais" />
      <xs:element ref="tip_liq" />
      <xs:element ref="moeda_entrada" />
      <xs:element ref="cambio_entrada" />
      <xs:element ref="cambio_saida" />
    </xs:sequence>
  </xs:complexType>
</xs:element>
<xs:element name="desportiva">
  <xs:complexType>
    <xs:sequence>
      <xs:element ref="ip_pais" />
      <xs:element ref="tip_liq" />
      <xs:element ref="moeda_entrada" />
      <xs:element ref="cambio_entrada" />
      <xs:element ref="cambio_saida" />
    </xs:sequence>
  </xs:complexType>
</xs:element>
(...)
</xs:schema>

```

Exclusive elements for shared liquidity:

XML Elements	Name attributes	Type(size)
▶ xs:element name="ip_pais" type="xs:string" />	ip_pais	VARCHAR2(2)
▶ xs:element name="tipo_liq" type="xs:string" />	tipo_liq	VARCHAR2(1)
▶ xs:element name="moeda_entrada" type="xs:string" />	moeda_entrada	VARCHAR2(3)
▶ xs:element name="cambio_entrada" type="xs:string" />	cambio_entrada	VARCHAR2(10)
▶ xs:element name="cambio_saida" type="xs:string" />	cambio_saida	VARCHAR2(10)

Comment on the new elements/attributes:

ip_pais = 'ISO3166 alpha-2 code of the country corresponding to the IP of the machine of the online player. NOT NULL'

tipo_liq = 'Type of international liquidity. 1 Yes, 0 No. NOT NULL'

moeda_entrada = 'ISO 4217 code of the gaming currency. NOT NULL'

cambio_entrada = 'Exchange rate applied at the time of entry into online game.'