

**Chapter 62: GEOLOCATION AND REMOTE ACCESS**

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1. A mobile operator or management services provider shall only accept mobile wagers from patrons that have been affirmatively located as being physically present in the State of Maine at the time of their wager.
2. In order to prevent unauthorized use of a mobile sports wagering system, the operator or management services provider must utilize a geolocation system to reasonably detect the physical location of a patron attempting to access the mobile sports wagering system; and to monitor and block unauthorized attempts to access the mobile sports wagering system.
3. Geolocation timing and verification frequency:
  - A. To ensure the patron is continually located within the permitted boundary, and that the device maintains compliance to all geolocation and fraud requirements throughout the wagering session, the mobile sports wagering system must be equipped to dynamically monitor the patron's location and block unauthorized attempts to access the system throughout the duration of the patron session.
  - B. The internet or mobile sports wagering system shall trigger:
    - (1) A geolocation check prior to the placement of the first bet or wager;
    - (2) Recurring periodic geolocation checks, if a patron session is longer than a single bet or wager, shall be administered as follows:
      - (a) Static connections: recheck at least every twenty (20) minutes or five (5) minutes if within one (1) mile of the border.
      - (b) Mobile connections: recheck intervals to be based on a patron's proximity to the border with an assumed travel velocity of 65 miles per hour or a demonstrated average velocity of a roadway/path. This interval shall not exceed twenty (20) minutes.
    - (3) Upon a change of IP address, a geolocation check shall occur prior to placement of the next wager;
    - (4) An immediate recheck if the patron cannot be located due to a momentary absence of location data mid-session (and the immediately preceding geolocation check during the same wagering session was successful). A total of five (5) rechecks within a period of 5 minutes are permitted in this scenario; thereafter, wagering must cease if the patron cannot be successfully located. Exercising this option is acceptable only when the device is accessing the internet utilizing a static (non-mobile) access point.
    - (5) If all required geolocation rechecks have been exhausted, and the location of the patron is still inconclusive, the mobile sports wagering system may permit the patron to complete their current round of play, including any continuation bets, before their wagering session is terminated.

4. A geolocation system supplier shall provide real time geolocation data to the Director.
5. A geolocation system supplier shall be licensed in the state as a sports wagering supplier.
6. A Geolocation system shall, prior to use, undergo a system certification conducted by an independent testing laboratory, approved by the Director. Specific requirements may also be issued by the Director at times when updates or changes are required.