

GENERAL ASSEMBLY OF NORTH CAROLINA  
SESSION 2019

H.B. 302  
Mar 7, 2019  
HOUSE PRINCIPAL CLERK

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HOUSE BILL DRH10151-MQ-40B\*

Short Title: Authorize Sports Wagering on Tribal Lands. (Public)

Sponsors: Representatives Corbin, Bell, Saine, and Hunter (Primary Sponsors).

Referred to:

1 A BILL TO BE ENTITLED  
2 AN ACT TO ENABLE WAGERING ON SPORTING EVENTS ON TRIBAL LANDS IN  
3 ACCORDANCE WITH THE FEDERAL INDIAN GAMING REGULATORY ACT.

4 The General Assembly of North Carolina enacts:

5 SECTION 1. G.S. 14-292.2 reads as rewritten:

6 "§ 14-292.2. Class III gaming on Indian lands.

7 (a) Except as otherwise provided in this section, and notwithstanding any laws which  
8 make Class III gaming, as defined by the federal Indian Gaming Regulatory Act, 25 U.S.C. §  
9 2701, et seq., unlawful in this State, the Class III gaming activities listed in subsection (b) of this  
10 section may legally be conducted on Indian lands that are held in trust by the United States  
11 government for and on behalf of federally recognized Indian tribes, if all the following apply:

12 (1) The Class III games are conducted in accordance with a valid Class III  
13 Tribal-State Gaming Compact or an amendment to a Compact, applicable to  
14 the tribe, that has been negotiated and entered into by the Governor under the  
15 authority provided in G.S. 147-12(a)(14) and G.S. 71A-8.

16 (2) The Tribal-State Gaming Compact has been approved by the U.S. Department  
17 of the Interior.

18 (3) The Tribal-State Gaming Compact requires that all monies paid by the tribe  
19 under the Compact be paid to the Indian Gaming Education Revenue Fund  
20 established by law.

21 (b) The following Class III games may lawfully be conducted pursuant to subsection (a)  
22 of this section:

23 (1) Gaming machines.

24 (2) Live table games.

25 (3) Raffles, as defined in G.S. 14-309.15(b).

26 (4) Video games, as defined in G.S. 14-306 and G.S. 14-306.1A.

27 (5) Sports wagering.

28 (c) Nothing in this section shall modify or affect laws applicable to persons or entities  
29 other than federally recognized Indian tribes operating games in accordance with subsection (a)  
30 of this section.

31 (d) Notwithstanding any other provision of law, there shall be no more than three Class  
32 III gaming facilities authorized by a Compact entered under subsection (a) of this section on the  
33 lands of any single Indian tribe, and a Compact that authorizes or allows for the operation of  
34 more than three such facilities shall be invalid.

35 (e) As used in this section, the following terms mean:



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- 1           (1) Gaming machine. – A machine that meets the definition of any of the  
2 following:  
3           a. As set forth in G.S. 14-306.  
4           b. "Gaming machine" as set forth in 25 C.F.R. § 542.2.  
5           c. "Gambling device" as set forth in 15 U.S.C. § 1171.  
6           (2) Live table games. – Games that utilize real nonelectronic cards, dice, chips, or  
7 equipment in the play and operation of the game.  
8           (3) Sports wagering. – The placing of wagers on the outcome of professional and  
9 collegiate sports contests."  
10           **SECTION 2.** This act is effective when it becomes law.