



Game changer

Ready for the Dutch Remote Gaming Act?

Three important innovations in gambling policy

The Remote Gaming Act is an addition to, and amendment of, the Dutch Betting and Gaming Act. On 1 April 2021 the Act entered into force. Better protection for the player, is the primary purpose of the Act. How? Via three important innovations set out below:

1. Licenses for providers of online games of chance



From 1 April, providers of games of chance can apply for a license for online games of chance. If a provider complies with all conditions, it can offer online games of chance on the Dutch market as of 1 October. License holders are under supervision of the Dutch Gaming Authority.

Gambling providers must demonstrate in their application that, among other things:

- have sufficient policy in the field of addiction prevention
- are a healthy enterprise
- handle players' funds responsibly
- have organised their integrity and internal supervision
- have a connection to the Cruks exclusion register
- register near real-time gaming data in a control database

2. Tightening the requirements for addiction prevention



The Remote Gaming Act also further tightens the requirements for addiction prevention, for all providers of high-risk games of chance in the Netherlands. So also for the gaming halls and casinos. As a result of the Act, these providers must, for example:

- identify a player and check whether he is at least 18 years of age
- ensure that their staff have demonstrable knowledge about addiction prevention
- have a policy in this area
- properly inform players about the game they are playing
- make a risk analysis for each type of game of chance
- register gambling behaviour and intervene when necessary
- be connected to the Cruks exclusion register as of 1 October

3. New provisions for advertising and recruitment



Finally, the Remote Gaming Act modernises the rules for advertising and recruitment. For example, advertising must:

- be balanced and careful
- not encourage intemperate participation
- not be misleading, e.g. by giving the impression that a prize is certain to be won
- not be aggressive and not target vulnerable groups

More information

Please reach out if you have any questions on any (additional) requirements for advertising and recruitment arising from the Remote Gaming Act or would like to apply for a license.



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