

The regulatory landscape of online gambling in Germany

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Before July 2021

- Nearly all online gambling offerings were prohibited
 - There was barely any enforcement against unregulated/illegal operators
 - The German online gambling market was effectively a thriving „free market“ with insufficient player protection
- Year-long discussions finally resulted in a new gambling treaty from July 01st 2021

The new gambling treaty

- The new German Interstate Treaty on Gambling (ISTG) („Glücksspielstaatsvertrag“) came into effect in July 2021
- Legalizes and regulates online gambling in Germany across all 16 states
- A newly established authority (“Gemeinsame Glücksspielbehörde der Länder“) oversees the market and issues licenses that are valid for five years
- The main objectives
 - Prevention of problem gambling
 - Limitation of the (size of the) gambling market
 - Player protection
 - Protection of adolescents
 - Fighting associated crime
 - Sports-betting corruption
 - Money laundering
 - Delinquency

Licensed game forms

- Allowed game forms
 - Virtual slot machines (all slot machine games, except progressive jackpots)
 - Lotteries (by state operators)
 - Sports betting on outcomes
 - Online poker
 - Online casinos (only includes Roulette, Blackjack and Baccarat. Some states can require these games to be offered by a state monopoly)
 - Horse betting
- Not allowed: Sports betting on “events” within sport matches
- Not defined as gambling:
 - Financial betting (derivatives, options, binary options)
 - Loot-boxes

Player protection

- Connection to central overarching self-exclusion system OASIS
- Mandatory €1,000 monthly deposit limit across all operators (Opt-in for lower limits)
- Reduction of playing speed at slots to 5s/event
- €1 stake limit on slots
- Ban of some game forms
- Advertising restrictions
- Integration of the help and treatment system

Current challenges and discussion around regulatory regime

- Enforcement against offshore operators
- Restrictions of advertisement
- Acceptance of cryptocurrencies as means of payment
- Self-exclusion vs. proactive exclusion, transfer to treatment
- Regulation of gambling-like products
 - Loot-boxes and Pay-to-Win gaming
 - Financial betting
 - Crypto trading with high leverage (>20x)



**Thank you for your kind
attention!**