

AINSLIE FOOTBALL & SOCIAL CLUB LIMITED

RULES FOR THE OPERATION AND PLAY OF GAMING MACHINES

ABN: 17 102 364 321 ACN: 102 364 321

1. INTRODUCTION:

- 1.1 These Rules of the Club are made by the Board of Directors by authority of Section 24.1 of the Constitution of Ainslie Football & Social Club Limited and must be complied with by all club members and guests of members to the Club.
- 1.2 Complaints or submissions on any matter relating to the operation of gaming machines in the Club may be made verbally or in writing to the Chief Executive Officer of the Club or the Club's Board of Directors. Legitimate complaints will be investigated, and the results reported to the complainant. In addition, a formal complaint concerning compliance with a gaming law (such as the Gaming Machine Act 2004) may be forwarded to the ACT Gambling & Racing Commission.
- 1.3 The Club is required under Section 11(2) of the Gaming Machine Act 2004 to enforce these Rules

2. INTERPRETATION AND IMPLEMENTATION OF THESE RULES

- 2.1 Reference to 'the Club' in these Rules means the Ainslie Football and Social Club and Gungahlin Lakes Golf and Community Club
- 2.2 Persons playing gaming machines must also comply with the General By-Laws of the Club and rules for the operation and play of Gaming Machines.
- 2.3 Machines may be played only during notified gaming room trading hours (but must not be operated between 4:00am and 9:00am) as prescribed in the Club's General By-laws and at such times as amended by the Board of Directors.
- 2.4 Gaming machines can only be played by, and jackpots and credit pays can only be claimed by:
 - 2.4.1 members and their guests; or
 - 2.4.2 temporary members
- 2.5 Any member, guest of a member and temporary member must have a valid membership to be eligible to claim a jackpot and credit pay.
- 2.6 Persons under the age of eighteen (18) years are prohibited from playing gaming machines and are not permitted to enter the gaming machine room of the Club. Identification sufficient to verify a person's age must be provided by a patron on request.
- 2.7 Intoxicated persons are not permitted to play gaming machines in the Club.
- 2.8 Any member, guest of a member or temporary member violating these Rules may be asked to leave the Club and the member responsible for the guest may have their membership suspended.
- 2.9 The Chief Executive Officer or their authorised representative, may refuse to allow any member, guest of a member or temporary member to play gaming machines at any time.

3. RESERVATION OF MACHINES

- 3.1 Machines may only be reserved for a maximum of five minutes.

- 3.2 No player shall reserve or play more than one machine at the same time, unless prior approval of the Chief Executive Officer, or an authorised representative has first been obtained.

4. METHODS OF PAYMENT FOR GAMING

- 4.1 Only coins of Australian legal tender may be used to play gaming machines where a machine has been designed to accept the relevant denomination. Notes of Australian legal tender to the value of \$5, \$10, and \$20 may be used in gaming machines with the appropriate bill acceptor and/or by way of an approved central crediting system.
- 4.2 Valid and authorised gaming tickets may be used in gaming machines with an approved bill acceptor.
- 4.3 Credit will not be extended to members or guests for the purpose of playing of gaming machines.
- 4.4 The Club will not cash cheques.

5. PAYMENTS FOR JACKPOTS AND CREDITS

- 5.1 The Club reserves the right to pay any jackpot or credit pay by cheque or electronic funds transfer (EFT).
- 5.2 The Club shall not provide cash winnings to a player that exceeds \$1,500 for any one event such as single credit pay collection or major prize payout on which the gambling patron has staked money. The balance, if any, may be paid by cheque or EFT.
- 5.3 A payout or credit increment will be made available to a player who, by legitimate means, operated the machine which resulted in the machine displaying a winning combination of symbols in accordance with its approved payout schedule. Such credit win or payout might not be made available if the Chief Executive Officer or an authorised representative believes on reasonable grounds that:
 - 5.3.1 these rules have been contravened;
 - 5.3.2 the player does not provide their name and membership number or if a visitor their name and some reasonable form of identification;
 - 5.3.3 the machine malfunctioned or operated in a manner that it was not programmed or designed to do;
 - 5.3.4 the player is excluded from the club and is ineligible to claim a jackpot or credit pay;
 - 5.3.5 the machine was operated outside authorised playing times; or
 - 5.3.6 an authorised person operated the gaming machine for technical reasons including maintenance, testing or "playing off" a previous winning combination
- 5.4 If the Chief Executive of the Club, or an authorised representative believes on reasonable grounds that a person claiming payment of a credit win or pay should not be paid in accordance with clause 5.3, he/she may withhold payment and submit a report to the Board of Directors of the Club. A copy of the report will be forwarded to the ACT Gambling and Racing Commission.

6. INTERFERENCE WITH MACHINES

- 6.1 Legal action will be taken by the Club against any person found using unauthorised scheme, method of foreign apparatus to manipulate or in any way interfere with the correct operation of any gaming machine in the Club.
- 6.2 It is an offence under Section 129 of the Gaming Machines Act, 2004 for a person:
 - 6.2.1 to do any act or thing calculated or likely to interfere with the operation of a gaming machine,
 - 6.2.2 to insert or cause to be inserted into a gaming machine or any object or thing other than a note or coin of the denomination specified on the gaming machines, or membership cards,
 - 6.2.3 to do any act or thing calculated to interfere with a gaming machine in such a manner as to cause the machine to yield a reward less than or greater than the percentage payout determined by the licensee in respect of that machine; or
 - 6.2.4 to do any act or thing calculated to render a gaming machine, either temporarily or otherwise, incapable of forming a winning combination.
- 6.3 The penalty prescribed by the Act is \$11,000 or imprisonment for 12 months or both.
- 6.4 The Chief Executive Officer or his representative will report to the police any person believed to be committing any such offence.
- 6.5 Tilting, rocking or in any way moving or damaging a gaming machine is strictly prohibited.
- 6.6 No player is permitted to operate or touch any part of a gaming machine whilst it is open.

7. MALFUNCTION OF GAMING MACHINES

- 7.1 It is the responsibility of players to immediately report to the Duty Manager or Gaming Machine Supervisor any malfunction of a machine, including any occasion when a machine may be playable without inserting a coin or note or where the credit meter is not being appropriately reduced.
- 7.2 Malfunction of a gaming machine voids all pays and plays.
- 7.3 If the payout or credit increment on a gaming machine is not in accordance with the approved payout schedule, the player must immediately report this to the Duty Manager or Gaming Machine Supervisor. Failure to report an overpay may result in suspension or expulsion of membership from the Club as provided under the Club's Constitution. Other action may be investigated by the Club to recover any monies obtained by unauthorised means.
- 7.4 If a machine underpays this should be reported to the Duty Manager or Gaming Machine Supervisor for investigation and the shortfall will be paid if verified by analysis.

8. RESPONSIBLE GAMBLING

- 8.1 If a member believes they have a gambling problem, that member has the right to participate in the Club's self-exclusion program.
- 8.2 Staff members may not gamble at the Ainslie Football and Social Club or Gungahlin Lakes Golf and Community Club at any time. Staff member includes full-time persons, part-time persons, casuals, persons employed under contract (such as Golf contractors).
- 8.3 Staff are not permitted to enter any gaming machine promotion.