

Full title of law or regulation	Various; see below. This note sets out the definitions and permissions that apply to Gambling in Italian law
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Title of relevant section	Various; see below
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Definition of Gambling

"Gambling is a type of game where a win or a loss is entirely or almost entirely determined by chance". (Italian Criminal / Penal Code (approved by RD 1398/1930), Art. 721 – contained in Book III on Violations; Title I; [IT](#))

Art. 721: Elementi essenziali del giuoco d'azzardo: *"sono giuochi d'azzardo quelli nei quali ricorre il fine di lucro e la vincita o la perdita è interamente o quasi interamente aleatoria"*: Games of chance are those which apply for the purpose of gain/ profit

Under [Directorial Decree 666/2011](#) (from AAMS – Gambling Regulatory Authority)

Games of skill (*gioco di abilità*): remote/ online gaming among players in which the results that determine the payout depend on the player, with the element of chance prevailing over the skill of the players; Card games organised in the form of a tournament are considered games of skill (Art. 1(3o) DD 666/2011)

Fixed odds betting/ gambling (*gioco di sorte a quota fissa*): A solo online/ remote game where the possible outcomes which are the scope of the bet have a pre-determined and invariable probability, and the relationship between the amount of the winnings and the price of participation is known by the player at the same time the bet is placed. (Art. 1(3p) DD 666/2011)

Self-Regulatory Guidelines on Commercial Communications of games with cash prizes:

The term "game with cash prizes/ winnings" describes the organization and operation of skill based games¹ and betting pools, for which there is a monetary reward and for which payment is required to participate (Art. 2.2 Guidelines [EN](#))

Permitted/ Regulated Gambling (sectors/ categories)

ONLINE GAMBLING: Italy's gambling regulation has authorised the offering, through remote channels, of:

- Betting on sports and horseracing events in the form of pool betting, fixed odds betting and betting exchanges. Fixed odds on virtual events have also been regulated and implemented in Italy.
- Cash poker games.
- Lottery games.
- Online casino games including online gaming machines, among others (online slots).
- Bingo games.
- Skill games (tournament poker, fantasy sports games², esports and esports tournaments³). *Also known as electronic sports, e-sports, esports, competitive (video) gaming, pro-gaming) is a form of competition that is facilitated by electronic systems, particularly video games; the input of players and teams as well as the output of the eSports*

¹ Likely to include: sports betting and card games such as poker, online poker and blackjack

² Regulated as skill games in Italy and fall under the general remote gaming licence issued by the Italian gaming regulator. There is no minimum/maximum number of tournaments that can be offered. It is possible to offer as many tournaments as the operator wishes See Stability Law 2015 – Law 23 Dec 2014, n. 190, Art. 1, Para 644(b) – see

https://www.agenziadoganemonopoli.gov.it/portale/monopoli/giochi/giochi_sport/manifestazioni-sportive-autorizzate

Sports events authorised in accordance with this law – for fixed odds betting.

system are mediated by human-computer interfaces. Includes Dota 2 which is a free-to-play multi-player online battle arena; League of Legends World Championship = first set of approved esports

Note: Stability Law 2016 has granted tenders for 120 online gambling licences to be awarded (at €200k each – lasting until 31 Dec 2022). Due to be launched by 31 July 2016 but delayed due to disagreements between central and regional government.

OFFLINE GAMBLING:

- Gaming Machines: Legal gaming machines (according to Art. 110, ss 6 and 7, T.U.L.P.S. - Public Safety Consolidation Act): referred to with the acronyms AWP (Amusement with Prizes – known as comma 6a) and VLT (Video Lottery Terminal / comma 6b). On March 20, 2013, AAMS confirmed the concession agreement for the implementation and management of New Slots and VLTs in Italy for nine years.
- Casinos.
- Betting shops / corners – allowing pool, fixed odds (including virtual) and exchange betting (Stability Law 2016 – allows for the granting of tenders for 10,000 betting shop licences and 5,000 betting corners (at €32k and €18k respectively – valid for 9 years). Launch date 31st July – delayed to Last quarter of 2016.
- Bingo Halls (Stability Law 2016 – 210 concessions to be granted (with min. bid of €350k) – launch date put back to last quarter 2016.
- Lottery Games – Part of state monopoly – ADM/AAMS (although LottolItalia. IGT have won lotto tender stemming from 2016 Stability Law – 9 year concession). Sisal hold the exclusive licence to run SuperEnalotto (until 2017)

Liberalisation of sports betting – new protocol of communication ([PSQF 3.3](#)) – allows licensed operators to offer and therefore advertise their own customised types of bets. Although there is still an approval process for such bets (operators were previously restricted to offering bets and events listed in an official schedule – ‘Palinsesto Ufficiale’⁴).

⁴ The official programme, the "palinsesto ufficiale", has been scrapped by regulators via Stability law 2016. The Palinsesto Ufficiale restricted sport betting offerings to bets and events listed in the official schedule (which was published by the gambling regulator). The ability of operators to offer customised types of bets and events has been opened up via the Palinsesto Complementare (Complementary