

THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE BILL

No. 1921 Session of
2015

INTRODUCED BY DAVIS, BOBACK, KINSEY, SANTARSIERO, COHEN,
SCHLOSSBERG, McNEILL, ACOSTA, DAVIDSON, READSHAW, WATSON,
DeLUCA, MURT, MAHONEY, McCARTER, DRISCOLL AND DONATUCCI,
MARCH 23, 2016

REFERRED TO COMMITTEE ON EDUCATION, MARCH 23, 2016

AN ACT

1 Amending the act of March 10, 1949 (P.L.30, No.14), entitled "An
2 act relating to the public school system, including certain
3 provisions applicable as well to private and parochial
4 schools; amending, revising, consolidating and changing the
5 laws relating thereto," providing for gambling policy in
6 institutions of higher education.

7 The General Assembly of the Commonwealth of Pennsylvania
8 hereby enacts as follows:

9 Section 1. The act of March 10, 1949 (P.L.30, No.14), known
10 as the Public School Code of 1949, is amended by adding an
11 article to read:

12 ARTICLE XX-H

13 GAMBLING POLICY IN INSTITUTIONS OF HIGHER EDUCATION

14 Section 2001-H. Scope.

15 This article applies to establishing a gambling policy in
16 institutions of higher education.

17 Section 2002-H. Definitions.

18 The following words and phrases when used in this article
19 shall have the meanings given to them in this section unless the

1 context clearly indicates otherwise:

2 "Gambling." The term shall be characterized by the following
3 three criteria:

4 (1) players wager money or an object of value;

5 (2) the bet is irreversible once placed; and

6 (3) the game's outcome relies on chance.

7 The term includes, but is not limited to:

8 (1) Lottery or numbers.

9 (2) Casino gambling.

10 (3) Cards or dice games.

11 (4) Betting on college or professional sports.

12 (5) Betting on horse or dog races.

13 (6) Betting on games of skill, including, but not

14 limited to, bowling, basketball, pool, golf, backgammon and
15 darts.

16 (7) Internet gambling.

17 (8) Bingo and raffles.

18 (9) Pools and raffles.

19 "Institution of higher education." A State-related
20 institution or a member institution of the State System of
21 Higher Education.

22 Section 2003-H. Gambling policy.

23 An institution of higher education shall develop and adopt a
24 gambling policy, consistent with applicable Federal, State and
25 local laws, to govern students on campus that may include, but
26 is not limited to:

27 (1) Establishing gambling rules, outlining what gambling
28 acts are considered violations and what disciplinary actions
29 will be applied to violators.

30 (2) Promoting campus-community collaborations that focus

1 on reducing problems with gambling, including, but not
2 limited to, encouraging campus law enforcement to collaborate
3 with community law enforcement agencies to identify illegal
4 gambling activities, such as bookmaking operations, involving
5 students.

6 (3) Encouraging adjustments in disciplinary actions
7 applied to violators of gambling rules if students seek
8 assistance from health or counseling services, including, but
9 not limited to:

10 (i) Allowing students who need time off to focus on
11 recovery from a gambling disorder to take a medical leave
12 of absence.

13 (ii) Making reasonable accommodations allowing
14 students involved in off-campus treatment to continue in
15 classes.

16 (iii) Allowing students who withdraw and are no
17 longer eligible for a refund to appeal the process citing
18 gambling problems as an extenuating circumstance beyond
19 the control of the student involved.

20 (4) Measuring student attitudes, behaviors and problems
21 with gambling through campus surveys or by incorporating such
22 measures into existing campus health-related surveys,
23 including, but not limited to:

24 (i) Disseminating information about disordered
25 gambling behavior on a campus-wide basis.

26 (ii) Promoting campus-wide awareness of pathological
27 gambling as a mental health disorder that has a high rate
28 of comorbidity with alcohol use and other addictive
29 disorders, and responsible gaming principles.

30 (iii) Using a variety of media, including social

1 media and Internet websites to disseminate information
2 beyond the traditional printed student handbook.

3 (iv) Targeting particular groups for education about
4 gambling disorders, for example, student athletes or
5 student fans.

6 (5) Encouraging organizations to use nongambling themes
7 for special events.

8 (6) Strengthening the capacity of counseling services to
9 identify and treat gambling disorders, including, but not
10 limited to:

11 (i) Assessing the ability of current counseling
12 staff to meet the needs of students with gambling
13 problems and providing additional training if necessary.

14 (ii) Encouraging referrals to off-campus treatment
15 providers who are certified specialists in the area of
16 addiction treatment.

17 Section 2. This act shall take effect in 60 days.