



New South Wales

# Gaming Machines Amendment (Mandatory Shutdown Period) Bill 2025

## Explanatory note

This explanatory note relates to this Bill as introduced into Parliament.

## Overview of Bill

The object of this Bill is to amend the *Gaming Machines Act 2001* (the **GM Act**) as follows—

- (a) to increase the mandatory shutdown period for gaming machines to 10 hours each day,
- (b) to increase the maximum penalty for a contravention of the mandatory shutdown period,
- (c) to remove provisions allowing for approved shorter or different shutdown periods.

## Outline of provisions

**Clause 1** sets out the name, also called the short title, of the proposed Act.

**Clause 2** provides for the commencement of the proposed Act.

## Schedule 1      Amendment of Gaming Machines Act 2001 No 127

**Schedule 1[1]** substitutes the GM Act, section 39 to provide that—

- (a) a hotelier or club must ensure that each approved gaming machine that is kept in the hotel or on the premises of the club is not operated for the purposes of gambling between midnight and 10am on each day of the week, and
- (b) the maximum penalty for a contravention of the mandatory shutdown period is the total of 500 penalty units and 10 penalty units for each approved gaming machine operated during the mandatory shutdown period.

**Schedule 1[2]** omits the GM Act, sections 40–41, being provisions allowing for approved shorter or different shutdown periods.

**Schedule 1[3]** makes a consequential amendment.