



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.



New South Wales

Gaming Machines Amendment (Mandatory Shutdown Period) Bill 2025

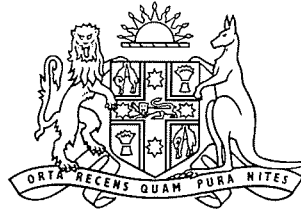
Contents

		Page
	1 Name of Act	2
	2 Commencement	2
Schedule 1	Amendment of Gaming Machines Act 2001 No 127	3

This PUBLIC BILL, originated in the LEGISLATIVE COUNCIL and, having this day passed, is now ready for presentation to the LEGISLATIVE ASSEMBLY for its concurrence.

Legislative Council

Clerk of the Parliaments



New South Wales

Gaming Machines Amendment (Mandatory Shutdown Period) Bill 2025

No , 2025

A Bill for

An Act to amend the *Gaming Machines Act 2001* to increase the mandatory shutdown period for gaming machines to 10 hours each day; to remove provisions allowing for approved shorter or different shutdown periods; and for related purposes.

The LEGISLATIVE ASSEMBLY has this day agreed to this Bill with/without amendment.

Legislative Assembly

Clerk of the Legislative Assembly

The Legislature of New South Wales enacts—	1
1 Name of Act	2
This Act is the <i>Gaming Machines Amendment (Mandatory Shutdown Period) Act 2025</i> .	3
	4
2 Commencement	5
This Act commences on the day that is one year after the date of assent to this Act.	6

Schedule 1	Amendment of Gaming Machines Act 2001 No 127	1
		2
[1] Section 39		3
	Omit the section. Insert instead—	4
	39 General 10-hour shutdown period	5
	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 (the <i>general 10-hour shutdown period</i>).	6
		7
		8
		9
	Maximum penalty—the total of—	10
	(a) 500 penalty units, and	11
	(b) 10 penalty units for each approved gaming machine operated during the general 10-hour shutdown period.	12
		13
[2] Sections 40–41		14
	Omit the sections.	15
[3] Section 42 General provisions		16
	Omit section 42(3).	17