



(English Translation)

## **Guideline for applying administrative permit for the sale of raffles, lucky draw or other similar activities**

### **1. Identification of lucky draw or similar activities**

1.1 “Lucky draw or similar activities” refer to the gaming activities of which the results are generated solely by luck.

- E.g.: Activities of which the results are randomly drawn or generated by using tools such as lottery balls, a lucky draw box, a lucky wheel, computer software or computer program, etc.

1.2 Activities of which the results or prize allotment are solely or mainly generated by skills, techniques or preset criteria, etc., instead of solely by luck, are not regarded as “lucky draw or similar activities”.

- Examples:
  - (1) Use a claw to grip the prizes
  - (2) Allot the prizes on a first-come-first-serve basis
  - (3) Select winners based on assessment or judgment

### **2. Application of administrative permit**

2.1 When organizing or conducting a lucky draw or similar activities “free of charge” for the purpose of advertising or promoting commercial products, services or business in Macau, it is obligatory to apply an administrative permit from the Gaming Inspection and Coordination Bureau (hereinafter referred to as “DICJ”).

- E.g.:
  - (1) A lucky draw ticket or a scratch card (刮刮卡) will be given for consumption reaching a specified amount.
  - (2) A discount ranging from \$5 to \$20 will be offered randomly for consumption of a specified amount.



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- (3) A lucky draw opportunity will be offered for “following” a specified social media account.
- 2.2 The lucky draw or similar activities on the application should only be a part of the whole advertising or promoting program and should not be considered as the core of business or the main source of profit. Therefore, in general, the lucky draw or similar activities should not be conducted continuously for a long period of time and/or be conducted illegally, e.g. not in good faith or with the intention of circumventing the law.
- E.g.:
    - (1) Apply an administrative permit for a lucky draw for a period of more than two years.
    - (2) Organize a lucky draw activity for attracting consumers to buy products or services at an unreasonable price or at a price which is much higher than the normal market price.
- 2.3 Administrative permit of the DICJ does not apply to the sale of raffles, lucky draw or similar activities of non-commercial nature.
- E.g.:
    - (1) Lucky draw organized by a company for its staff at a Christmas party.
    - (2) Lucky draw or similar activities organized by charities or non-profit organizations.
- 2.4 In fact, any person organizes or conducts the sale of raffles, lucky draw or similar activities by charging a fee or for the purpose of profit-making may violate Law No. 8/96/M “law of illegal gambling” and could be held liable for criminal responsibilities (except for those activities which are for the purpose of charity and authorized exceptionally by the DICJ).
- E.g.: Participants have to make a payment of \$1 for the lucky draw activities, e.g. “\$1 winning” “一元奪寶”, “\$1 game” “一元遊戲”, “\$1 lucky draw” “一元抽獎” and/or “\$1 Ichiban Kuji” “一番賞”, etc.

### 3. Different forms of lucky draw, tools and prizes



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- 3.1 In general, any person organizes any activities which comply with the definitions as per No. 1 and 2 of this guideline and where applicable should apply an administrative permit from the DICJ, regardless of the forms of the activities.
- Example of different forms:
    - (1) Use lucky draw tickets, a lottery box, a lucky wheel.
    - (2) Organize an “instant-win (‘即抽即中’)” lucky draw by using a mobile phone, computer software or computer program.
    - (3) Use scratch card (刮刮卡) or instant-win card (揭揭卡).
- 3.2 When conducting any lucky draw activities, avoid using and displaying tools which are identical to those employed in casinos or games, which expressly signify or symbolize gambling, which possess any obscene or indecent contents, and/or which cause danger to the public.
- 3.3 When applying an administrative permit, the market value or the cost of the prizes must be declared, regardless of the value of the prizes of the lucky draw activity and/or with or without purchasing cost (e.g. prizes are sponsored by third party).

#### 4. Time required for application and issuance of permit

- 4.1 Application for administrative permit should be submitted at least 10 days prior to the event (if there is any promotion activity, application for administrative permit should be submitted 10 days before the promotion).

- E.g.:

Company A has the following promotion plan:

- 1<sup>st</sup> of July: start advertising the promotion activity
- 16<sup>th</sup> of July to 31<sup>st</sup> of August: Customers are given a lucky draw ticket for consumption amount of MOP100 or above. Customers are entitled to have a lucky draw opportunity by filling up the ticket and putting it into a specified box before deadline.
- 1<sup>st</sup> of September: Draw 3 winners

\*\* Company A should submit the application at least 10 days before the 1<sup>st</sup> of



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July (i.e. on or before the 21<sup>st</sup> of June)

- 4.2 Upon receipt of all the required documents, application which are in compliance with the conditions, the DICJ will issue an administrative permit within 5 working days, counting from the day after the receipt of all the required documents (Performance Pledge).

**5. Obligations of Organizers**

- 5.1 Organizers should carry out the activities in the way in accordance with the application and conditions authorized by the DICJ. Organizers must not cancel, alter or adjust the contents of the activities without authorization, except in special circumstances authorized by the DICJ.
- 5.2 As stipulated by the related law, the DICJ will appoint a representative to be present to supervise the process when the lucky draw is carried out. Organizers should provide full cooperation and assistance.
- 5.3 The authorization of the activity does not indemnify the applicants from other legal responsibilities and obligations, such as the obligation of paying stamp duty to the Finance Services Bureau which is calculated based on the total value of the prizes if there is any.
- 5.4 Information such as the results of lucky draw or lists of winners should be submitted in an appropriate form to the DICJ once the lucky draw is completed.
- 5.5 Organizers applying administrative permit for the sale of raffles, in addition to the information mentioned in the above paragraph, they should also provide proofing documents of the activity such as financial information and cash flow information once the lucky draw is completed.

Gaming Inspection and Coordination Bureau

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