

1 **California Code of Regulations**

2 TITLE 4. BUSINESS REGULATIONS.

3  
4 DIVISION 18. CALIFORNIA GAMBLING CONTROL COMMISSION.

5 (AMENDED REGULATIONS EFFECTIVE SEPTEMBER 30, 2022)

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7 **CHAPTER 3. CONDITIONS OF OPERATION FOR TPPPS BUSINESSES**

8 **ARTICLE 1. GENERAL PROVISIONS**

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10 **§ 12250. Definitions.**

11 (a) Except as otherwise provided in Section 12002 and in subsection (b) of this section, the definitions  
12 in Business and Professions Code section 19805 govern the construction of this chapter.

13 (b) For the purposes of this chapter, the following definitions apply:

14 (1) “Active Licensee” means a valid TPPPS business licensee who has generated revenue for at least  
15 the last year as reported pursuant to Section 12313.

16 (2) “Annual Fee” is the amount that a TPPPS business licensee is required to pay to cover Non-  
17 Application Costs, pursuant to Section 12252.2.

18 (3) “Application Cost” means all costs, including the deposit, related to the processing of an  
19 application.

20 (4) “Authentication” means the verification that an individual is authorized to access a system.

21 (A) “Active authentication” means the identification information of an individual with permission to  
22 use or access an electronic playing book system.

23 (B) “Inactive authentication” means the identification information of an individual that no longer has  
24 permission to use or access an electronic playing book system.

25 (5) “Backup” means the process of copying files to a physical and removable second medium that is  
26 accessible to the Bureau or other law enforcement, including but not limited to disk, tape, or flash  
27 memory.

28 (6) “Electronic playing book” refers to a collection of digital playing book forms.

29 (7) “Electronic Playing Book Device” or “playing book device” means a terminal used to access an  
30 electronic playing book.

31 (8) “Hardcopy playing book” means a tangible collection of paper playing book forms.

32 (9) “Independent gaming test laboratory” means a gaming test laboratory that is either:

33 (A)(1) Licensed or registered to test, approve, and certify gambling equipment, systems, and software  
34 in any United States jurisdiction; and,

1 (2) Accredited by a signatory to the International Laboratory Accreditation Cooperation Mutual  
2 Recognition Arrangement; or,

3 (B) Operated by a state governmental gaming regulatory agency.

4 (10) “Information technology technician” or “IT technician” means any person who is responsible for  
5 and has the system permissions necessary to access an electronic playing book system, including but not  
6 limited to the software coding, data storage functions, all critical components of system functioning, and  
7 the receipt of system alerts in accordance with paragraph (5) of subsection (a) of Section 12263.

8 (11) “Ink” means a pigmented liquid or paste used especially for writing or printing. For purposes of  
9 this chapter, ink also includes printer toner powder or other means of placing an indelible mark onto  
10 paper.

11 (12) “Non-Application Cost” means all costs other than Application Costs borne by the Commission,  
12 Department of Justice, and all other State operations expenditures for the administration and enforcement  
13 of the Act.

14 (13) “Non-Operational Licensee” means a TPPPS business licensee that maintains a valid TPPPS  
15 business license or registration, and has not generated revenue in the past year as reported pursuant to  
16 Section 12313.

17 (14) “Permissions” means the assigned level of system access rights of an individual to view or make  
18 changes to the content of a system.

19 (15) “Playing Book” means a record documenting each session of play by an authorized player.

20 (16) “Primary database” or “database” means a collection and storage of all electronic playing book  
21 information.

22 (17) “Rebate” means a partial return by an authorized player of chips or money to a patron who has  
23 lost the chips or money to the authorized player through play in a controlled game at a gambling  
24 establishment.

25 (18) “Session of play” as used in Section 12260 means the time period when a TPPPS business  
26 licensee operates an authorized player at a gaming table before the gaming table closes; however,  
27 provided that in no event may a time period be longer than 24 consecutive hours.

28 (19) “Surrendered or Revoked Licensee” means a former TPPPS business licensee who stopped  
29 operating and ceased to maintain a TPPPS business license prior to August 31 of the year the invoices are  
30 created.

31 (20) “Synchronization” or “synch” means the process of uploading information from a terminal to a  
32 primary database.

33 (21) “System” means a group of interdependent components that interact regularly to perform a task.

1 (22) "Terminal" means computer hardware that is used to enter data into or display information from  
2 a system.

3 Note: Authority cited: Sections 19840, 19841, 19853 and 19984, Business and Professions Code. Reference:  
4 Sections 19805, 19841, 19853 and 19984, Business and Professions Code.  
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