

SEMINOLE NATION GAMING AGENCY

NOTICE OF PROPOSED RULEMAKING

TITLE: Proposed Seminole Nation Gaming Agency Regulation

TYPE OF ACTION: Notice of Proposed Rule

PROPOSED RULES:

Establishment and implementation of the Seminole Nation Gaming Agency Gaming Machine Fee Assessment, Tracking and Reporting regulation.

PUBLICATION DATE: 21 May 2026

SUMMARY:

This regulation seeks to establish a licensing fee structure for electronic gaming machines operating in gaming facilities licensed by the Seminole Nation Gaming Agency (SNGA) pursuant to IGRA and the Tribal-State Compact with the State of Oklahoma. The proposed fees are intended to cover the costs associated with the review and approval of electronic gaming machines as well as those associated with the installation, maintenance, and removal of said gaming machines.

This regulation shall cover all authorized gaming machines operating at licensed Seminole gaming facilities residing in Indian Country. The machine licensing fees shall be assessable to and the sole responsibility of the owner of the authorized gaming machines.

AUTHORITY:

Seminole Nation Code of Laws – Title 15 – Sections 105 & 107

25 C.F.R. Part 542

25 C.F.R. Part 543

25 C.F.R. Part 547

Tribal-State Compact Part 4 (A) & (B)

Tribal-State Compact Part 5 (A) & (M)

COMMENT PERIOD:

Written comments must be received on or before **5 p.m., Friday, 22 May 2026.**

SUPPLEMENTARY INFORMATION:

Comments may be submitted at comments@sngaokmail.com. Written comments may be sent to the Seminole Nation Gaming Agency and must be postmarked by the date above.

A copy of the current SNGA Rules and Regulations may be obtained by submitting a request electronically or in writing using either of the above electronic / physical addresses; copies may also be obtained at the SNGA website at www.sngaok.com.

The Tribal-State Compact may be accessed by visiting the State Compliance Agency website at www.ok.gov/OSF/Tribal_Gaming.

BACKGROUND:

The Indian Gaming Regulatory Act (IGRA) was enacted by the United States Congress on 17 October 1988, establishing the National Indian Gaming Commission (NIGC). Under the IGRA, the NIGC is charged with overseeing gaming activities conducted by Native American tribes.

The NIGC adopted certain regulations in Chapter III of Title 25, Code of Federal Regulations (Parts 500-599), to provide purpose and scope, procedures for service of NIGC determinations, requirements for submitting new and existing gaming ordinances to the Chairman for approval, requirements for ensuring all Class II electronic gaming machines meet the technical standards promulgated by the NIGC in 25 C.F.R Part 547.

The Seminole Nation adopted Legislative Act Law No. 94-2 on 24 February 1994 establishing the Seminole Nation Gaming Agency (SNGA) to regulate the conduct of gaming owned and operated by the Nation. The Act was amended several times with the last revision passed by the Tribal Council in July 2017 and approved by the NIGC on November 9, 2017.

The Nation entered into a Class III Model Gaming Compact (Compact) with the State of Oklahoma in 2005.

The Seminole Nation's gaming ordinance requires the SNGA to adopt and implement regulations to ensure Seminole Nation gaming facilities are operated in compliance with federal law and in accordance with the terms of the Tribal-State Compact.

The SNGA is responsible for ensuring the electronic gaming machines operating at licensed Seminole Nation gaming facilities meet the standards and requirements of the National Indian Gaming Commission and the Tribal-State Compact between the Seminole Nation and the State of Oklahoma. As a part of this process, the SNGA must review all information and documentation on every electronic game prior to approving the game for play.

In addition to the review and approval of electronic games, the SNGA is also required to

maintain records of all games operating in SNGA licensed gaming facilities. This information is to be made available to the NIGC and to the State upon request. The SNGA has established a record-keeping system that is populated by information collected during the installation and removal of gaming machines.

Seminole Nation Gaming Agency

Rules and Regulations

Chapter:	Authorization of Gaming Activity	Chapter #	
Subject:	Gaming Machine Fee Assessment, Tracking, & Reporting	Section-Subsection:	
Effective Date:		Supersedes Material Dated:	
Approved By:	SNGA Gaming Commissioners	Date: 4/13/2026	

PURPOSE

The purpose of this Chapter is to implement relevant provisions of Indian Gaming Regulatory Act (IGRA) (25 U.S.C. § 2706, 2710 and 2712), the National Indian Gaming Commission (NIGC) regulations, the Seminole Nation Code of Laws Title 15 (Gaming Ordinance), the Tribal-State Compact, and other applicable laws and regulations relating to the role and responsibility of Seminole Nation Gaming Agency (SNGA) to regulate gaming systems, components, and devices within the jurisdiction of SNGA.

Authority

Seminole Nation Code of Laws – Title 15 – Section(s) 105,107

25 C.F.R. Part 542

25 C.F.R. Part 543

Tribal – State Compact Part 5(b)

SCOPE

This Section shall cover all authorized gaming machines operating at licensed Seminole gaming facilities residing in Indian Country. The fees assessed on the machines shall be assessable to the owner of the authorized gaming machines.

A. FEE ASSESSMENT

1. A monthly operating fee shall be assessed on each gaming machine operating at licensed Seminole Nation gaming facilities residing in Indian Country as defined in Title 30 Section 30-2-201 of the Seminole Nation Code of Laws.
2. A monthly operating fee of six dollars and twenty-five cents (\$6.25) shall be assessed on each gaming machine operating at licensed Seminole Nation gaming facilities residing in

Indian Country as defined in Title 15 Section 4-d-6, Chapter One: Section(s) 105-a(9),a(13) and 107-b(3) of the Seminole Nation Code of Laws.

3. The fee shall be assessed to the owner of each gaming machine.
 - a) In the case of machines owned by a licensed gaming vendor and leased to a gaming facility, the fee shall be assessed to the vendor.
 - i. The licensed gaming vendor will be required to submit all fees to the Seminole Nation Gaming Agency (SNGA) and will not recoup such fees from the Seminole Nation Gaming Enterprise (SNGE).
 - b) In the case of machines purchased from a licensed gaming vendor and owned by the gaming facility, the fee shall be assessed on the gaming facility.
 - c) For any machine(s) that is/are purchased, the fee shall be assessed on the gaming facility as of the date of purchase as indicated in the purchase agreement. Should the agreement provide for a retroactive purchase date, fees assessed on both the vendor and gaming facility will be adjusted to reflect the relevant fees for each party as of the date of purchase.

4. The respective fees shall be calculated using data derived from SNGA and gaming facility gaming machine records.

B. TRACKING / REPORTING

1. The Seminole Nation Gaming Enterprise are required to maintain records for all machines installed in and removed from each licensed gaming facility.
2. Gaming machine records are to be kept in a database and shall capture all relevant data, as may be defined by the SNGA from time-to-time, including, but not limited to detailing ownership of the machine and/or the date of purchase by the gaming operation.
3. A report shall be generated by the Seminole Nation Gaming Agency and the Seminole Nation Gaming Enterprise gaming operation at the end of each month, with any discrepancies being resolved prior to the generation and submission of invoices to the respective machine owner.
4. Gaming facility management is required to notify the SNGA prior to purchase of any / all machines and shall provide a copy of the signed purchase agreement, which shall clearly state the date of purchase as well as machine specific information.
5. Gaming facility management is required to notify the SNGA prior to any proposed sale of owned gaming machines and shall provide a copy of the signed sales agreement upon execution.