



Seminole Nation Gaming Agency  
Rules and Regulations

Chapter:	Authorization of Gaming Activity	Chapter #	VII
Subject:	Gaming Machine Fee Assessment, Tracking, & Reporting	Section-Subsection:	E
Effective Date:	07/01/2026	Supersedes Material Dated:	
Approved By:	SNGA Gaming Commissioners	Date:	6/8/2026

## 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.