

For Immediate Release



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Indian gaming regulation revised to encourage more tribes to self-regulate

WASHINGTON, Apr. 4, 2013 - The National Indian Gaming Commission published a final rule in the Federal Register for the Self-Regulation of Class II Gaming by Indian gaming tribes. The rule, which was published today in the Federal Register, will become effective on Sept. 1, 2013.

“This final rule is designed to more clearly define and streamline the self-regulation certification process,” said NIGC Chairwoman Tracie Stevens. “With this regulation, it is the Commission’s goal that more tribes may become self-regulating.”

In 25 CFR Part 518, [Self-Regulation of Class II Gaming](#), rule changes are designed to tailor the qualifying criteria for a certificate of self-regulation to the capabilities of a tribe's regulatory body so that more tribes can become self-regulating, and to more clearly define and streamline the process by which petitions for self-regulation certificates are reviewed and evaluated by the Commission.

The Commission held nearly 15 consultations on Part 518 and received comments from more than 20 tribes in response to the January 31, 2012 proposed rule and considered all of them in preparing the final rule.

“By consulting with tribes and considering public comments the Commission was able to formulate a simpler regulation that is easier to read and establishes a clear process,” said NIGC Associate Commissioner Daniel Little. “The change will have a significant impact on a tribe’s ability to become self-regulating.”

Key changes in the regulation include:

- Tailoring submission requirements on a tribe’s regulatory framework and capacity to regulate its gaming activities;
- Elimination of redundant submission requirements and;
- A more clearly defined and streamlined process by which a self-regulation petition is reviewed and a final determination is made by the full Commission.

The [National Indian Gaming Commission](#) is committed to the prompt and efficient regulation of the Indian gaming industry, which spans more than 420 gaming establishments, associated with nearly 240 tribes across 28 states. The Commission’s dedication to compliance with the [Indian Gaming Regulatory Act](#) ensures the integrity of the \$27 billion Indian gaming industry. For more information, visit www.nigc.gov.

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The National Indian Gaming Commission is an independent regulatory agency established within the Department of the Interior pursuant to the Indian Gaming Regulatory Act of 1998.