

FUNDRAISING GUIDELINES

(Reference - <https://www2.gov.bc.ca/gov/content/sports-culture/gambling-fundraising/gambling-licence-fundraising/licence-classes>)

All Gaming Events that involve the “Game of Chance” will require a Gaming Licence. For example: Ticket Raffles, Reverse Draws, Super Bowl, and RMMSA 50/50.

The RMMSA Executive is responsible for ALL RMMSA Members involved in Gaming Events. These Guidelines are always under review with the Gaming Branch, so please reference the Website above to familiarize yourself with the current Guidelines. If the Fundraising Manager finds any team/member not following the Guidelines, he/she will contact the RMMSA Executive to follow up.

Questions may be sent to the Fundraising Manager for clarification. fundraisingrmmsa@gmail.com

The Guidelines/Rules from the Gaming Branch is 94 pages, highlighted below are the items that are possible to affect RMMSA.

Item 9-1: INELIGIBLE PRIZES (tickets may not be printed with these prizes)

- Alcohol
- Firearms
- Cannabis

Item 11: TICKET RAFFLES

- **Less than \$1,000 – The Team is responsible for informing the Fundraising Manager and applying for a “D” Licence. A copy of the Team’s Gaming Event Revenue Report for the event must be completed within 90 days and sent to the Fundraising Manager as well as the Gaming Branch.**
- **See below for information on the “D” Licence.**

Class D: Gambling events that project \$5,000 or less in gross revenue

Eligible Gambling Events

- Ticket Raffle
- Independent Bingo

Restrictions

- A maximum gross revenue of up to \$20,000 in a calendar year
- A maximum gross revenue of up to \$5,000 per licence
- Individual prize values must not exceed \$500 (at fair market value)
- Purchased raffle prizes cannot exceed 50% of the projected gross revenue
- A maximum \$2 charge per individual ticket

Processing Fee

- \$10

Processing Time

- Complete applications require up to 10 business days processing time

*An eligibility review is not required for a Class D licence.

- **For Gaming Events involving prizes \$1,000 or over the Association MUST apply for the “B” Licence on behalf of the Team and at the conclusion of the event the Team is to supply all of the paperwork and money raised on behalf of the Team. The Fundraising Manager will then complete the Gaming Event Revenue Report within the 90 days and submit the funds on behalf of the Team to the RMMSA Gaming Account. The RMMSA Treasurer will write a cheque to the Team for these funds from the Gaming Account.**

- See below for information on the “B’ Licence.

Class B: Gambling events that project \$20,000 or less in gross revenue

Eligible Gambling Events

- Ticket Raffle
- Independent Bingo
- Wheel of Fortune
- Social Occasion Casino
- Poker

Restrictions

- No limit in gross revenue in a calendar year
- An allowed maximum of up to \$20,000 in gross revenue per licence
- No limit on individual prize values
- No limit on price per ticket

Processing Fee

- \$25

Processing Time

- Complete applications require up to 10 business days processing time

*An eligibility review is required for all first-time applicants on Class A and B applications who wish to raise funds for their own purposes. Organizations may be required to be reassessed every five years or sooner at the discretion of GPEB.

RMMSA Fundraising Manager is responsible for all Class “A” & “B” Licences applications and reporting.

The Teams are responsible for all Class “C” & “D” Licences applications and reporting to the Gaming Branch and RMMSA Fundraising Manager.

All other events not involving Gaming. For example Bottle Drives, Car Washes, and Krispy Kreme.

These events should be reported to the RMMSA Fundraising Manager so that he/she may keep a record of all events to avoid conflicts.

If a Business requires Liability Insurance please go to the Softball BC Website softball.bc.ca <https://form.jotform.com/63075986775979> Upon receipt of this Certificate of Insurance please forward a copy to the Fundraising Manager to keep on file, original to the Business requesting the Insurance coverage.