

2026 - Gaming Applications and Policy (revised January 29, 2026)

Policy Update for Gaming License Applications

Discontinuation of Class B License Applications

Effective in the 2025/2026 season, the RMMSA will no longer process Class B License Applications. This decision was reached by the Board of Directors following a recent audit with the Gaming Branch. The audit highlighted that reports submitted by teams to the Gaming Branch were sometimes incomplete and did not consistently contain all the required information. Specifically, there were concerns about missing details regarding gross earnings, expenses, and net amounts for each license. Additionally, some teams were found not to maintain adequate records of how funds were spent at the end of each event.

Another issue identified during the audit was the use of Class B licenses for purposes that are not permitted, such as out-of-province travel. There were also instances where licenses were applied for and approved, but the necessary reports were never received by the Gaming Branch.

Transition to Class D License Applications

Starting with the 2025/2026 season, RMMSA will only accept Class D License Applications. Individual teams are now responsible for submitting these applications directly to the Gaming Branch. The Gaming Branch has provided detailed instructions regarding record keeping for each license, and these must be followed by every team. This change aligns RMMSA with most associations in the province, which do not allow individual teams to apply for Class B licenses.

Process for Class D License Applications

Please ensure you are familiar with the current Class D licensing guidelines before beginning your application.

1. The team completes the application and provides a copy to the RMMSA Fundraising Manager (rmmsafundraising@gmail.com).
NOTE: The application must be completed by the team. An RMMSA board member does not fill out this application; please list a team member in the appropriate section, such as the Team Treasurer or Manager.
2. Once approval is received, a copy of the approved license is sent to the RMMSA Fundraising Manager (rmmsafundraising@gmail.com).
3. The team maintains all records in accordance with the instructions provided by the Gaming Branch.
4. The team is responsible for completing the Gaming Event Revenue Report (GERR). A copy of the completed GERR must be forwarded to the Fundraising Manager to ensure the file is complete (rmmsafundraising@gmail.com).

Important Note

There has been information circulated regarding an upcoming update to Class A, B, and C licenses scheduled for 2026-04-13. However, it is currently unclear whether Class D licenses will also be affected. Please remain aware that potential changes to Class D licenses may be forthcoming.