

**SENATE**  
**STATE OF MINNESOTA**  
**NINETY-FOURTH SESSION**

**S.F. No. 4474**

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DATE	D-PG	OFFICIAL STATUS
03/17/2026	6740	Introduction and first reading Referred to Commerce and Consumer Protection
03/25/2026	6971	Comm report: To pass and re-referred to Judiciary and Public Safety
04/07/2026	7720a	Comm report: To pass as amended and re-refer to State and Local Government
04/09/2026	7965	Comm report: To pass and re-referred to Finance Pursuant to Senate Concurrent Resolution No. 6, referred to Rules and Administration
04/13/2026	7993	Senate Concurrent Resolution 6 Suspended adopt previous committee report
04/27/2026	9161	Comm report: To pass
	9172	Second reading
04/30/2026	9311	Special Order
	9311	Third reading Passed

1.1 A bill for an act  
1.2 relating to commerce; prohibiting online sweepstakes games; proposing coding  
1.3 for new law in Minnesota Statutes, chapter 325F.

1.4 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:

1.5 Section 1. **325F.756** **ONLINE SWEEPSTAKES.**

1.6 Subdivision 1. Definitions. (a) For purposes of this section, the following terms have  
1.7 the meanings given.

1.8 (b) "Dual-currency" means a system of payment that allows a person to play or participate  
1.9 in a simulated gambling program for direct or indirect consideration, including consideration  
1.10 associated with a related product, service, or activity, and for which the person playing the  
1.11 simulated gambling program may become eligible for a prize, award, cash, cash equivalent,  
1.12 or chance to win a prize. Dual-currency system does not include a contest for which no  
1.13 consideration is given, either directly or indirectly.

1.14 (c) "Online sweepstakes game" means a game, contest, or promotion that: (1) is available  
1.15 on the Internet or accessible on a mobile device, computer terminal, or similar access device;  
1.16 (2) utilizes a dual-currency system of payment allowing the player to exchange the currency  
1.17 for a prize, award, cash, cash equivalent, or chance to win a prize, award, cash, or cash  
1.18 equivalent; and (3) simulates casino-style or another form of gambling.

1.19 (d) "Prize" has the meaning given in section 325F.755, subdivision 1.

1.20 **Subd. 2. Prohibition of online sweepstakes games and revenue from illegal**  
1.21 **markets.** (a) A person or entity is prohibited from operating, conducting, or promoting an  
1.22 online sweepstakes game in Minnesota.

2.1 (b) An applicant, licensed entity, financial institution, payment processor, geolocation  
2.2 provider, gaming content supplier, platform provider, or media affiliate is prohibited from  
2.3 supporting the operation of, conducting, or promoting an online sweepstakes game in  
2.4 Minnesota.

2.5 Subd. 3. **Penalties and remedies.** The penalties and remedies provided for in section  
2.6 325F.755, subdivision 7, apply to violations of this section. The commissioner of public  
2.7 safety may exercise all powers necessary to investigate and enforce this section and may  
2.8 issue notices of violation, impose civil fines, and bring enforcement actions consistent with  
2.9 section 325F.755, subdivision 7.