



**SLOVENSKI STANDARD**  
**oSIST prEN 17531:2020**  
**01-september-2020**

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**Poročanje v podporo pri nadzorovanju spletnih storitev iger na srečo, ki ga izvajajo organi za nadzor iger na srečo v državah članicah**

Reporting in support of supervision of online gambling services by the gambling regulatory authorities of the Member States

Berichterstattung zur Unterstützung der Aufsicht über Online-Glücksspiele durch die Glücksspielaufsichtsbehörden der Mitgliedstaaten

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**ICS:**

03.080.99	Druge storitve	Other services
35.240.99	Uporabniške rešitve IT na drugih področjih	IT applications in other fields

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EUROPEAN STANDARD  
NORME EUROPÉENNE  
EUROPÄISCHE NORM

**DRAFT**  
**prEN 17531**

July 2020

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ICS

English Version

## Reporting in support of supervision of online gambling services by the gambling regulatory authorities of the Member States

Berichterstattung zur Unterstützung der Aufsicht über Online-Glücksspiele durch die Glücksspielaufsichtsbehörden der Mitgliedstaaten

This draft European Standard is submitted to CEN members for enquiry. It has been drawn up by the Technical Committee CEN/TC 456.

If this draft becomes a European Standard, CEN members are bound to comply with the CEN/CENELEC Internal Regulations which stipulate the conditions for giving this European Standard the status of a national standard without any alteration.

This draft European Standard was established by CEN in three official versions (English, French, German). A version in any other language made by translation under the responsibility of a CEN member into its own language and notified to the CEN-CENELEC Management Centre has the same status as the official versions.

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Recipients of this draft are invited to submit, with their comments, notification of any relevant patent rights of which they are aware and to provide supporting documentation.

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EUROPEAN COMMITTEE FOR STANDARDIZATION  
COMITÉ EUROPÉEN DE NORMALISATION  
EUROPÄISCHES KOMITEE FÜR NORMUNG

**CEN-CENELEC Management Centre: Rue de la Science 23, B-1040 Brussels**

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**prEN 17531:2020 (E)**

## **European foreword**

This document (prEN 17531:2020) has been prepared by Technical Committee CEN/TC 456 “Reporting in support of online gambling supervision”, the secretariat of which is held by AFNOR.

This document is currently submitted to the CEN Enquiry.

This document has been prepared under a mandate given to CEN by the European Commission and the European Free Trade Association.

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## Introduction

This document was developed in response to a European Commission standardisation request as regards a European standard on reporting in support of supervision of online gambling services by the gambling regulatory authorities of the Member States of 4 April 2018.

This document seeks to identify the data elements needed by Member States regulatory authorities for online gambling supervision purposes. However, it recognizes that some Member States may need to add data elements that are unique to their regulation of online gambling.

Given the divergent regulation of all forms of gambling and in the absence of harmonisation, the document aims at minimising administrative burden for regulatory authorities, operators and suppliers resulting from compliance with different regulatory reporting requirements through a voluntary standard.

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**prEN 17531:2020 (E)****1 Scope**

The development of (a) European standard(s) on reporting by online gambling service operators and suppliers to the gambling regulatory authorities in the Member States for the purpose of supervision of online gambling services standard (referred to within the specification as OGR or Online Gambling Reporting).

It will provide a voluntary tool to the gambling regulatory authorities in the Member States, without prejudice to the competence of Member States in the regulation of online gambling. It does not impose any obligation on them to introduce or alter reporting requirements or to authorise or deny authorisation to any operators or suppliers for example where the national gambling legislation imposes other rules. Member States remain competent to define for which games reporting should take place. The scope of reporting is in accordance with the applicable legislation in the Member State where the operator is licensed and where services are offered to consumers.

**2 Normative references**

There are no normative references in this document.

**3 Terms and definitions**

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at <http://www.electropedia.org/>
- ISO Online browsing platform: available at <http://www.iso.org/obp>

**4 Symbols and Abbreviated Terms**

The following abbreviated term is used within this document.

**OGR:** Online Gambling Reporting a shortened version of the standard title Online Gambling: Reporting in Support of Supervision

**5 Clause title, e.g. Paragraphs and Lists**

In alignment with the European Commission mandate, this standard's specification uses XML as the extensible mark-up language. The specification is developed using a set of rules and conventions that apply throughout. For ease of implementation by all types of enterprises and regulatory authorities an XSD are provided.

Within this specification, many elements are identified as "optional". Similarly, 0 (zero) instances of many elements are allowed. This simply means that the specific elements are not required within reports for the reports to be syntactically correct.

Regulators may require that operators report some or all these elements to meet the semantic requirements of the jurisdiction. Operators should be sure to ask their local regulators which of these elements are required within the regulator's jurisdiction. Similarly, regulators may specify default values for the optional elements – that is, the semantic meaning of the optional element if it is omitted.

As a convention any data element that does not have a value shall be 'null'.

## 5.1 Reporting Model

Two modes of reporting are supported by this standard: periodic reporting and near-real-time reporting.

- **Periodic** reporting is the primary mode of reporting within this standard. It may be the only mode of reporting used in many jurisdictions. In this mode, gaming activity is summarized and reported after the fact, typically on a daily and/or monthly basis. The information reported in this mode includes game-play summaries, funds-in-play summaries, player account activity summaries, and jackpot activity summaries.
- **Near-real-time** reporting is the secondary mode of reporting. It may be used when a greater level of detail is required. In this mode, gaming activity is also reported after the fact, but at a much greater level of detail and at a much greater frequency than with periodic reporting – for example, reporting sports bets immediately after they have been placed. Near-real-time reports are designed to provide the detail behind the periodic reports. The types of information reported in this mode include game-play results, player account movements, and jackpot movements. Even though these reports are referred to as near-real-time, the frequency can be much longer depending on the needs of the jurisdiction – for example, sports bets can be reported hourly or daily if that is the preferred frequency.

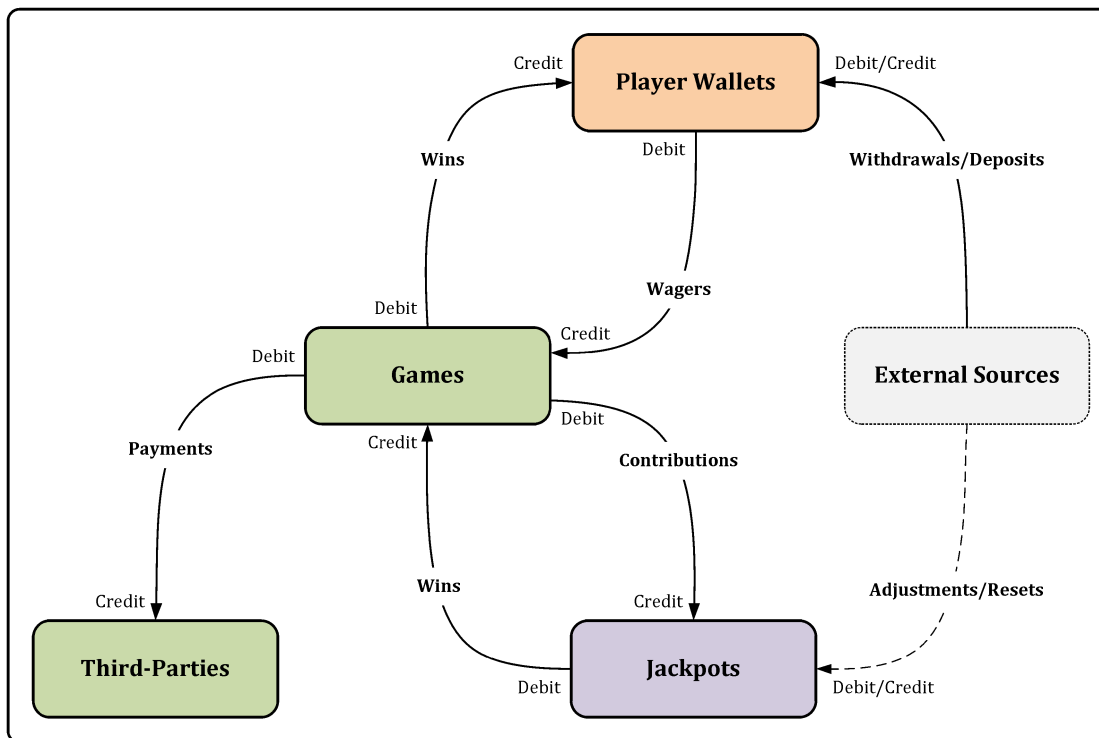
All reports are designed to be internally consistent with one another so that the reported data itself can be audited and reconciled. Near-real-time reports can be reconciled against periodic reports. Different periodic reports can be reconciled against one another. Ending balances can be reconciled against opening balances.

Not all reports may be needed by a specific jurisdiction – for example, if a jurisdiction does not audit player registration information, the jurisdiction might not need reports containing that information. OGR is designed so that jurisdictions can select the modes, as well as the types of data, most appropriate to their needs.

## 5.2 Model for Funds Movement

The primary funds movement model used in this specification is similar to double-entry bookkeeping (see Figure 1). For every debit, there is an offsetting credit. For example, if there is a debit (deduction) to a player account for a wager, there is also an offsetting credit to the game for the wager. Player accounts, games, and jackpots are viewed as bookkeeping accounts. Funds move from one account to another. The total debits always equal the total credits. Within the specification, credits are represented as positive values; debits are represented as negative values. Positive values increase the value of an account; negative values decrease the value of an account.

The only exception to this rule is funds movements to/from external sources – for example, deposits to player wallets or adjustments to jackpots. Within this specification, there are no offsetting entries for those types of funds movements. Thus, those types of funds movements cannot be reconciled against other offsetting funds movements reported with this specification. Instead, those types of funds movements must be reconciled against external sources of information – for example, statements from banks or payments processors.



**Figure 1 – Online Reporting Model**

This model is referred to as the Online Reporting Model within this specification.

The sections of the specification that cover specific game categories – that is, fixed-odds betting, pari-mutuel betting, poker cash games, poker tournaments, etc. – include information about the recommended accounting models for the game categories. This information includes the list of transaction types (also known as metrics or meters) used within the accounting model.

The sections of the specification related to player accounts and jackpots contain the recommended accounting models for external funds movements to/from player accounts and jackpots. Funds movements associated with game play are addressed in the pertinent sections related to specific game categories; external funds movements, which are not associated with game play, are addressed in the sections related to player accounts and jackpots.

### 5.3 Periodic and Near-Real-Time Reports

The following table provides a summary of the primary periodic and near-real-time (NRT) reports supported by the standard. The data structures for the reports, as well as the near real-time transactions that support them, are fully described in the pertinent sections of the specification. Other secondary reports may also be described in those sections.

A common set of headers is used with all reports defined within the specification. The headers act as the outer wrapper for the reports. They identify the contents of the reports. The headers are fully described in the section of the specification on constructing reports.

Some reports can be sent as near-real-time reports or as periodic reports – for example, Player Registration reports can be sent in near-real-time as players are being registered or on a periodic basis to report all players with changes to their registration information for the period or to report all players who were active during the period. The descriptions of the individual reports indicate whether a report can be sent in near-real-time, periodically, or both. The exact requirements will be determined by the jurisdictions requiring the reports.

**Table 1 — Periodic and Near-Real-Time Reports**

Report	Section	Mode	Description
Player Registrations	Player Registration	NRT or Periodic	Contains new player registration information as well as updates to that information.
Player Activity	Player Accounts	NRT or Periodic	Contains changes to player account balances from sources other than game-play – for example, deposits, adjustments, etc.
Player Balances	Player Accounts	Periodic	Contains opening balances, closing balances, and a summary of transactions affecting those balances for the period sorted by player.
Jackpot Activity	Jackpots	NRT or Periodic	Contains records of changes to jackpot balances from sources other than game-play – for example, adjustments, jackpot resets, etc.
Jackpot Balances	Jackpots	Periodic	Contains opening balances, closing balances, and a summary of transactions affecting those balances for the period sorted by jackpot.
Jackpot Intervals	Jackpots	Periodic	Contains jackpot balances captured at intervals during the period.
Game Activity	Online Games	NRT or Periodic	Contains records of individual game-play activities – for example, wagers, winnings, voids, cancellations, etc.
Game Results	Online Games	NRT or Periodic	Contains records of completed games including wagers, wins, jackpot contributions, and third-party payments.
Game Summary	Online Games	Periodic	Contains a summary of funds movements by game for the period.
Player Summary	Online Games	Periodic	Contains a summary of funds movements by player for the period.
Jackpot Summary	Online Games	Periodic	Contains a summary of funds movements by jackpot for the period.
Payment Summary	Online Games	Periodic	Contains a summary of funds movements by payee for the period.
Game Funds-In-Play	Online Games	Periodic	Contains a summary of wagers, wins, jackpot contributions, and third-party payments for games that were not completed at the end of the period sorted by game.
Player Funds-In-Play	Online Games	Periodic	Contains a summary of wagers and wins for games that were not completed at the end of the period sorted by player.
Jackpot Funds-In-Play	Online Games	Periodic	Contains a summary of jackpot contributions and wins for games that were not completed at the end of the period sorted by jackpot.
Payment Funds-In-Play	Online Games	Periodic	Contains a summary of third-party payments for games that were not completed at the end of the period sorted by payee.