

In accordance with Article 12, item 1 of the Law on Games of Chance (“Official Gazette of the Republic of Serbia”, No. 18/20),

the minister of finance issues the following

**REGULATION  
ON THE TYPES OF GAMES OF CHANCE (CATALOGUE OF THE TYPES OF GAMES OF  
CHANCE)**

**(Official Gazette of the Republic of Serbia, No. 152/20)**

**The basic text comes into force from 26/12/2020, the application of this regulation comes into  
force from 26/12/2020.**

**Article 1**

This regulation regulates in more detail the types of games of chance that may be organised in accordance with the Law on Games of Chance (“Official Gazette of the Republic of Serbia”, No. 18/20).

**Article 2**

The games of chance are:

- 1) classic games of chance;
- 2) special games of chance;
- 3) prize games in goods and services.

**Article 3**

(1) Classic games of chance are basic classic games of chance and the other classic games of chance.

(2) Basic classic games of chance are:

- 1) lottery, instant lottery and other lottery-based games;
- 2) sports forecast betting (guessing the outcome of football and other sports competitions);
- 3) lotto, keno and similar games;
- 4) tombola, bingo and other similar tombola-based games.

(3) The other classic games of chance are:

- 1) fonto;
- 2) SMS lottery.

**Article 4**

Special games of chance are:

1) games organised in casinos in which players play against the casino or against each other on gaming tables with balls, dice, cards or other similar props, as follows:

- (1) Blackjack,
- (2) American Roulette,
- (3) French Roulette,
- (4) Baccarat (Chemin de fer),

- (5) Craps,
- (6) Draw Poker,
- (7) Texas Hold'em,
- (8) Ultimate Texas Hold'em,
- (9) Caribbean Diamond Poker,
- (10) Casino Stud Poker,
- (11) Caribbean 7 Stud Poker,
- (12) Omaha Poker,
- (13) Three Card Poker,
- (14) Let It Ride Poker,
- (15) Sic Bo,
- (16) Money Wheel,
- (17) Punto Banco,
- (18) "Serbian-Russian Roulette" – (Сербско-Русская Рулетка);

2) games that are organised on automatic equipment<sup>1</sup>;

3) betting games, as follows:

- (1) betting on the outcome of sporting events (match results, betting on horse and dog races, etc.),
- (2) betting on the outcomes of other actual events (dancing, singing, music and similar events),
- (3) betting on a computer-generated virtual event (virtual football, virtual number betting, virtual horse and dog races, etc.) or other uncertain event whose outcome is determined by a random number generator and which is exhaustively described and explained in the rules of the organiser's game.

#### **Article 5**

(1) Prize games in goods and services are games organised for advertising and other purposes by a legal entity or an entrepreneur, in which all participants are given the opportunity to earn a pre-determined prize in goods or services.

(2) Prize games in goods and services – as defined in the first paragraph of this article – are also considered games in which all participants win a prize in goods or services, the type and value of which is unknown to the participant.

(3) By using services or benefits, i.e. by purchasing products or goods owned by the organiser, the participant acquires the right to participate in the game.

#### **Article 6**

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<sup>1</sup> Automatic equipment is considered electromechanical, electronic and similar devices that work based on an algorithm of random events, on which special games of chance are organised.

On the day this regulation enters into force, the regulation on the types of games of chance (catalogue of games of chance) (“Official Gazette of the Republic of Serbia”, No. 75/13) shall cease to be valid.

**Article 7**

This regulation shall enter into force on the eighth day from the date of its publication in the “Official Gazette of the Republic of Serbia”.