

Gaming block leaflet

Principle and legal basis

- As an organizer of large-scale gambling, Swisslos is legally obliged to issue a gaming block if it suspects that the person concerned is heavily in debt, unable to meet their financial obligations or placing bets that are disproportionate to their income or assets.
- The following provisions form the legal basis for issuing and lifting gaming blocks:
 - Articles 80 and 81 of the Federal Act on Gambling, GamblA
 - Articles 84 and 85 of the Implementing Ordinance governing gambling

Gaming blocking periods

- Mandated or voluntary gaming blocks apply to online large-scale gambling (lotteries, bets, games of skill) and also for all casinos (in person and via the Internet) in Switzerland and in the Principality of Liechtenstein and last indefinitely. A minimum duration of three months applies to voluntary gaming blocks.
- The gaming block will be entered into a register which is maintained jointly by Swisslos, Loterie Romande and the Swiss casinos. It also applies in the Principality of Liechtenstein.

Lifting the gaming block

- The gaming block can only be lifted at the request of the excluded person if the reason for it no longer exists.
- The application must be submitted to the organizer of large-scale gambling (Swisslos and Loterie Romande) or to the casino that issued the block.

Procedure at Swisslos

- The person concerned must submit the documents required by Swisslos (e.g. extract from the debt collection register, statement of salary and/or assets, etc.). A cantonally recognized specialist or specialist department must be involved in the process to lift the block – this party may invite the person to an interview if required.
- In the event of a negative decision from Swisslos or if the person concerned refuses to cooperate, the person concerned will remain blocked until further notice.
- For information and for the application form to lift a gaming block with Swisslos, please contact us by phone on 0800 713 713 or via e-mail at spielerschutz@swisslos.ch.