
COALITION FOR

CONSUMER & ONLINE PROTECTION

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C4COP statement on draft legislation banning online gaming

Coalition says congressional ban would put consumers at risk, violate states' rights

(Washington DC) Today, the Coalition for Consumer and Online Protection released the following statements by its Coalition Chairs in response to draft legislation circulated by Senator Lindsey Graham (R-SC) that would institute a congressional ban on all online gaming.

Statement From Congresswoman Mary Bono:

“Banning all online gaming nationwide, as this bill effectively does, would put American consumers at serious risk. This type of sweeping ban would only ensure that the current overseas black market continues to thrive, forcing online gaming further into the shadows where there are no consumer protections. It is impossible to stand in the way of the Internet; instead, we should embrace and shape these new technologies in a way that is safe for consumers.”

Statement from Congressman Mike Oxley:

“This is an ill-advised piece of legislation that, in my estimation, would have unintended consequences. As a former FBI agent and lawmaker, I believe it would ultimately promote an overseas black market where there are no consumer protections, thereby putting millions of Americans who choose to participate in gaming at risk.”

[In opposing the legislation, the Coalition for Consumer and Online Protection referenced a recent poll that confirms an overwhelming majority of Americans oppose a congressional, nationwide ban on online gaming.](#) By a margin of 57-36, respondents said that they oppose Congress banning all online gaming nationwide, while 74 percent of respondents said states should have the right to determine whether or not they want to have online gaming within their borders.

An across the board congressional ban on online gaming would:

- Block common sense protections. Technologically advanced safeguards that protect children from participating in gaming sites cannot be mandated through an online gaming ban.
- Threaten states' rights. New Jersey, Delaware and Nevada currently permit regulate online gaming, and many state lotteries offer online products. An online gaming ban would revoke these states rights and threaten individuals' rights to play popular online games.

- Stifle innovation and growth. Trying to ban technological advances that consumers already embrace will drive consumers to an overseas black market that lacks even basic security protections. The millions of Americans who have a desire to participate in online gaming deserve protections to know which are safe and which to avoid.

To learn more about the Coalition for Consumer and Online Protection visit our website at www.c4cop.com.

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