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Have you ever felt the need to bet more and more and more money?

Have you ever had to lie to people about how much you gamble?

An answer “yes” to either or both of these questions may indicate a problem with gambling.

Lie Bet Screen by Johnson, E.E., et al. (1988).

FOR A CONFIDENTIAL REFERRAL CALL

1-800-994-8448

The Indiana Problem Gambling Awareness Program (IPGAP) is funded by a contract with the Indiana Family and Social Services Administration Division of Mental Health and Addiction with funds through the Indiana Problem Gamblers' Assistance Fund.

NFL informs health advocacy groups it will curb fantasy football marketing to young kids

NFL stops offering school curriculum and prizes based on game results for kids aged 6 to 12

Campaign for a Commercial-Free Childhood (CCFC) and the National Council on Problem Gambling (NCPG) announced that the National Football League (NFL) has agreed to curtail its marketing of fantasy football to children aged six to twelve.

The NFL aggressively marketed fantasy football to kids on its NFL Rush Fantasy website and app during the 2015-2016 season, offering cash prizes and game consoles to contest winners, and even promoted an elementary school curriculum that encouraged children to play the game. In February 2016, CCFC and NCPG sent letters asking the NFL to stop enticing children to play fantasy football, citing evidence that playing fantasy sports for valuable prizes can lead to problem gambling and addiction. A 2014 study of college students found that fantasy sports participation was correlated with gambling-related problems, and should not be perceived as a “safe” or “harmless” form of gambling.

After meeting with CCFC, NCPG, and the Massachusetts Council on Compulsive Gambling, the NFL has informed the groups that it will make significant changes to the game:

- 1) Cash prizes or “scholarships” will be eliminated;
- 2) Weekly and grand prizes will not be awarded based on results in the game. Instead, all participants will be eligible for random drawings to determine prize winners; and
- 3) The school curriculum based on the game has been discontinued and the league has promised it will not promote fantasy sports in schools in the future.

“We are pleased that the NFL has agreed to make these changes, and young children will no longer have a financial stake in the outcome of its games,” said Josh Golin, Executive Director of CCFC. “It is also good news for parents that the league will no longer enlist teachers and schools in an effort to get children into the habit of playing fantasy sports.”

Added NCPG Executive Director Keith Whyte, “We appreciate the NFL’s response to our concerns and look forward to continued dialogue with all stakeholders to encourage responsible play and prevent addiction, particularly among kids.”

The NFL had operated and promoted a game for kids with all the trappings of daily fantasy sports—including frequent contests requiring constant attention to lineups and the incentive of valuable prizes—without requiring the payment of a fee. The NFL offered Grand Prizes of \$5,000 cash (called a “scholarship”) or a vacation for three in Hawaii to the two children with the highest point totals for the season, and Xbox One consoles and Madden NFL 16 games to the child with the highest point total each week. Last season, the game was prominently advertised on the NFL Rush website for kids, and on the online version of Sports Illustrated intended for children, SIKIDS.com.

The NFL also contracted with Young Minds Inspired, an “educational marketing agency,” to promote its fantasy game in schools. *NFL Rush Fantasy—Learn, Play, Score!* was a math and language arts curriculum centered entirely on NFL fantasy football, including activity sheets and a teacher’s guide. Students were required to register for the NFL’s fantasy football game in order to access lesson materials and complete assignments.

Adults concerned that participation in fantasy sports games by themselves or their children is causing negative consequences may seek confidential assistance by contacting the [National Problem Gambling Helpline](http://www.ncpgambling.org/chat), via voice or text at 1-800-522-4700 and by chat at www.ncpgambling.org/chat.

E-sports betting to become a boon for gambling industry

[Luke Graham](#) | [@LukeWGraham](#)

Friday, 8 Apr 2016 | 8:41 AM ETCNBC.com

Betting on computer game competitions, or e-sports, is set to generate significant revenues for gambling operators, according to industry experts.

E-sports itself is already a huge industry. The sector generated global revenue of \$325 million in 2015 from media rights, merchandising, ticket sales and advertising, according to market researchers Newzoo.

And as the sport continues to grow in popularity, attention is turning towards betting on the outcomes of competitions.



[The big business of Esports](#) Monday, 28 Sep 2015 | 6:01 AM ET|02:10

Fans are projected to bet around \$23.5 billion on e-sports by 2020, according to market research by Eilers. From this betting pool, operators would generate \$1.8 billion in revenue.

Online betting company Bwin has already noticed the increasing popularity of e-sports betting.

In March, the company reported, that based on the pace of turnover for e-sports betting, it is expected more bets would be made on an upcoming tournament for the video game "League of Legends" than on who would win this year's European football Champions League.

"E-sports has matured over the past few years to the point that it is now on par with some of the leading major sports in terms of viewership, following and interest," said Alex Igelman, managing director of Gaming Research Partners, in a report.

"Many of the world's leading bookmakers regularly take bets on numerous eSports matches and although in its infancy, the betting volume already exceeds that of golf, tennis and rugby and is rapidly growing," he added."



However, there are several obstacles before operators can capitalise on this new area of gaming and gambling.

"At present, some of the key markets for e-sports are Asia and North America (U.S.) – two regions that have prohibitive regulation on betting and from which many firms will not take bets/customers," explained Lorien Pilling, research director of Global Betting and Gaming Consultants, to CNBC via email.

Pilling was also skeptical of horseracing and sports bettors would convert to betting on e-sports, meaning operators would have to advertise to a completely different audience.

"Sportsbooks will need to engender a betting interest in e-sports' core audience, which is perhaps not immediately identifiable as a sports betting one," he explained. "But attracting a new audience is no bad thing for a sportsbook."



More importantly, e-sports may struggle to expand beyond its core audience of video game fans.

"The key issue with broadening e-Sports appeal is that the very things that make it exciting to current audiences may very well be off-putting for many other audiences," Steve Bailey, senior games analyst for IHS Technology, told CNBC via email.

"The tournament-like pitch of excitement is driven by combative, reflex-dependent showdowns. Ditto the culture of controversy and stardom that surrounds it all."

Despite these obstacles, experts remained optimistic about esports potential as a betting vertical.

"There is no reason why e-sports should not become a meaningful and profitable part of a sportsbook's portfolio," said Pilling.

"E-sports tournaments are competitive, exciting, fast-paced events, with a live crowd creating atmosphere, just as at a 'traditional' sports event like a football match."

NCRG Conference on Gambling and Addiction



17th Annual NCRG Conference on Gambling and Addiction Sept. 25-26, 2016

Congress Center at The Venetian and Palazzo in Las Vegas

About the Conference

The National Center for Responsible Gaming (NCRG) is pleased to invite you to the **17th NCRG Conference on Gambling and Addiction**, the premier annual forum on gambling disorder and responsible gaming. Healthcare providers, researchers, public health professionals, gaming regulators and gaming industry professionals will convene in Las Vegas to learn about the latest research on gambling disorder, responsible gaming and addiction from leaders in the field, while exchanging ideas with attendees from all over the world.

Featuring one of the most diverse audiences of all gambling conferences, the NCRG Conference on Gambling and Addiction strives to meet the varied needs and interests of attendees by offering the following:

- Talks by the [leading innovators](#) in the field of addiction and gambling disorder
- A [special track](#) designed to help gaming regulators and the gaming industry develop safe, effective and evidence-based responsible gaming programs and regulations
- Up to [13.5 continuing education hours](#) accepted by the American Psychological Association, NAADAC, NBCC and other certifying agencies for healthcare providers
- A [pre-conference workshop for clinicians](#) led by the nationally known developer of *Seeking Safety*, the model program for addressing addiction and trauma
- A [poster session](#) providing researchers and students the opportunity to showcase their new research on gambling disorder

Once again, the NCRG Conference on Gambling and Addiction boasts the highest quality programming relevant to all stakeholders in the gambling field. We hope you can join us in September!

This Year's Keynote Speakers



[Mark L. Willenbring, MD, DFAPA](#)

Founder and CEO, Alltyr™ Inc.
Moving Towards 21st Century Addiction Treatment



[Stacey A. Tovino, JD, PhD](#)

William S. Boyd School of Law, University of Nevada, Las Vegas
Report Card on Affordable Care Act and Parity: Implications for Gambling Disorder



[Judson Brewer, MD, PhD](#)

University of Massachusetts Medical School
Mindfulness, Addiction and Gambling