Part 2 Chapter 10: GAMING EMPLOYEES

Rule 10.1 Work Permits Required.

(a) No person shall be employed as a gaming employee unless such person is the holder of a valid work permit issued by the Commission.

(b) Every licensee, shall, before employing any person in connection with the licensed gaming operation, ascertain that such person holds a valid work permit issued in accordance with this regulation, and shall cause his employment records to reflect such fact. No work permit shall be effective for more than three (3) years from the date of issue. A permit may be issued for a period of less than three (3) years within the discretion of the Executive Director. A work permit expires unless renewed within ten (10) days after a change of place of employment, or if the holder is unemployed as a gaming employee within the jurisdiction of the Mississippi Gaming Commission for more than ninety (90) days. Complete renewal applications must be received by the Mississippi Gaming Commission at least thirty (30) sixty (60) days prior to the date of expiration of an employee's existing work permit.

(c) Every gaming employee shall keep his work permit on his person and available for inspection at all times when actively engaged in the conduct of gaming operations.

(d) Each work permit holder shall report any arrest or conviction to the Mississippi Gaming Commission within ten (10) days after such conviction or arrest.

(e) Each employee of a holding company, intermediary company or affiliated company of a licensee who is directly or indirectly engaged in the administration or supervision of the gaming operations or physical security activities of such licensee and performs such duties at any time on the premises of the licensee shall obtain a work permit.

(f) Each employee of a holding company, intermediary company or affiliated company, contract employee, agent, attorney, accountant or other representative performing services, other than maintenance, for the licensee must hold a valid work permit or finding of suitability in order to enter surveillance, soft count, hard count or any cage area.

(Adopted: 09/25/1991; Amended: 10/22/1998; Amended: 02/19/2003.)