

The background is a solid red color. In the top left corner, there are white silhouettes of a group of people of various heights, with a white square below them. In the top right corner, there is a large, faint, semi-transparent silhouette of a person's head and shoulders.

Legislative Changes Related to Gambling in Croatia and their Policy Impact

*Promoting the Mental Health of Children and Youth by Addressing the
Risks of Online Gambling and Gaming
Launch conference*

*28 – 29 January 2025
Rome, Italy*

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Content



Emerging Trends



Guiding Documents for Gaming and Gambling Regulation



Changes in Regulatory Framework

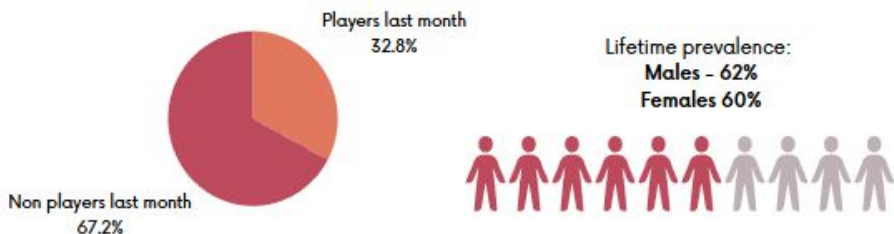
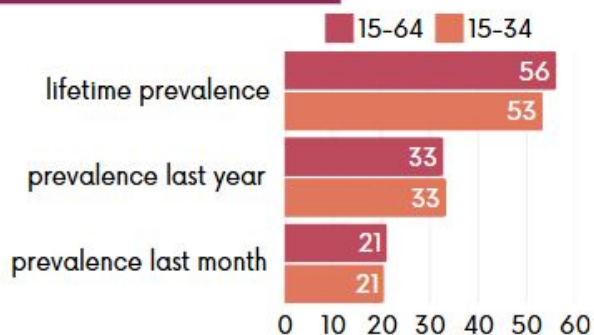


Emerging Trends in Croatia concerning gaming and gambling



PREVALENCE OF GAMBLING AND GAMING

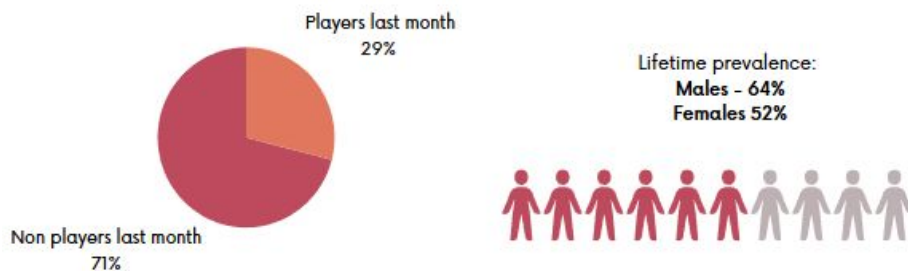
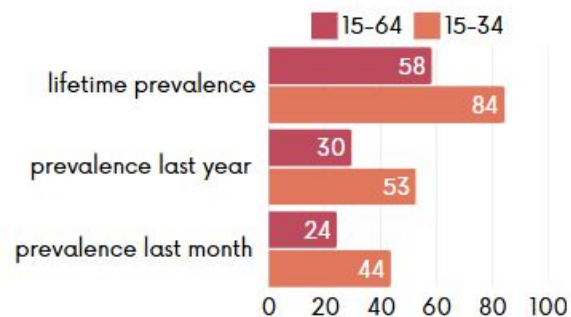
GAMBLING



Most commonly played gambling games - Eurojackpot (9.8%), lottery (7.8%), and betting games (6.6%)

Problematic gambling with negative consequences and a potential loss of control was present in **1.7% of adults (younger adults 2%)**. A moderate level of problems leading to some negative consequences was reported by **3.1% of adults (younger adults 4.4%)**.

GAMING



Most commonly played games - casual games (7.9%), followed by sports games (3.8%), strategy games (2.5%), adventure/action games (2.5%), and shooting games (2.5%)."

Problematic video gaming was present in **0.2% of adult participants**. Among **younger adults**, a slightly higher percentage engaged in **problematic video gaming (0.4%)**."

European School Survey on Alcohol and Other Drugs (ESPAD) – 2019.

63

Playing video games on weekdays.

69

Playing video games on weekends.

0,30 h

The average number of hours spent playing video games on weekdays.

Gaming prevalence (% students)

22

Gambling in the last 12 months.

8,7

Online gambling

76

Sports betting

44

Lottery games

Gambling prevalence (% students)

The type of gambling game played most frequently in the last 12 months.

Scientific findings summarized:

GAMBLING

- Around **30% of the population gambles** on a monthly basis.
- About 40,000 adult citizens of Croatia have gambling-related problems.
- For every person with gambling disorder, there are 6 people from their surroundings affected, - **240,000 Croatian citizens are directly impacted.**
- About **10% of high school students have serious gambling-related issues**, with sports betting being the most common form of gambling.
- Costs of gamblers care account up to **35-75% of all gambling revenue in Croatia.**

GAMING

- It is estimated that more than **1.2 million people in Croatia** play video games, which makes up approximately **30-35% of the population.**
- **One-third** of them spend more than three hours a day playing video games – male adolescents are at bigger risk
- 49% of students play video games for **2 or more hours** a day.
- 35% of students in Croatia show signs of problematic internet use, while **3.4% of students show high level of problematic internet use** (ESPAD, 2019.).



Guiding Documents for Gaming and Gambling Regulation





Public health framework

- National Strategy on Addiction Policies until 2030.
- Action plan on Addiction Policies (2024 – 2026)

Regulatory framework

- Gambling Act
- Regulation on Spatial and Technical Requirements for Organizing Games of Chance in Casinos, on Slot Machines, and at Betting Shop Betting Points NN 38/10, 130/10, 69/11, 15/12, 151/14
- The Law on Audiovisual Activities (NN 61/18, 114/22).
The Electronic Media Act (NN 111/2021).

* both gaming and gambling
*gaming
*gambling



National Strategy on Addiction Policies until 2030.

The strategy is focused on all types of addictions (alcohol, tobacco, drugs, and behavioral addictions – gambling, gaming, excessive use of the internet etc.).

***Vision:** By 2030, the demand and availability of illegal addictive substances will be reduced, health protection and population safety will be improved, and health and social risks and harms associated with addictions will be minimized.*



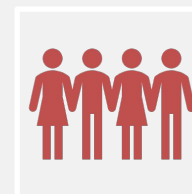
Priority scope 1:

To contribute to reducing the demand for addictive substances and the occurrence of behavioral addictions through **prevention** among children and youth, **treatment**, psychosocial support, rehabilitation, and **social reintegration** of individuals with addiction problems, as well as **reducing harms** associated with the use of addictive substances.



Priority scope 2:

Reducing the **availability** and **demand** for drugs and related crime, as well as the availability of alcohol, tobacco, related products, and gambling, contrary to legal regulations.



Priority scope 3:

Contributing to the **increase of human and institutional capacities** for implementing scientifically grounded and effective policies in the field of addiction and behavioral addiction management.

National Strategy on Addiction Policies until 2030.

Measures for socially responsible gambling



Analyzing and improving the existing legal framework to strengthen mechanisms for ensuring socially responsible gambling in the Republic of Croatia



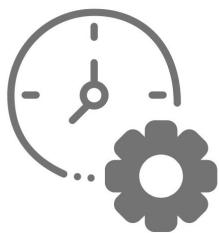
Overseeing and preventing unauthorized gambling activities in the Republic of Croatia



Strengthening cooperation and interinstitutional coordination between regulatory bodies and the health and social systems



Supervision and enforcement of legal provisions prohibiting participation in gambling for individuals under 18 years of age



Changes in Regulatory Framework



Gambling Act – legislative adjustments

(to be amended throughout 2025)



- **Identification** of players entering all gambling areas (including locations selling lottery tickets).
- Previously, identification was required only for those entering casinos and slot machine venues.

- Ban on **installing self-service betting terminals** in hospitality venues.
- Previously, they were allowed in bars, coffee shops etc.
- Casinos, slot machine venues and betting shops – allowed.





- Ban on **gambling advertisements** across online platforms, audiovisual and radio programs, and print media between **6 AM and 11 PM**, along with a ban on advertisements in public spaces.
- Previously, these restrictions applied only to media targeting youth and children.
- Ban on **streaming** online gambling activities, as well as **influencer and celebrity** involvement in gambling marketing.



- Prohibition of encouraging gambling by offering bonuses, free spins, and other benefits.





- The **exterior appearance** of casinos, slot machine clubs, and betting outlets is being regulated to prevent visibility of these locations and their gaming areas.



- **Limiting sponsorship content**– it must not contain features that encourage or associate with gambling activities.

- Introduction of a **self-exclusion registry** – a unified approach for the protection of vulnerable groups.
- The request can be submitted by healthcare institutions, social welfare institutions, or if the obligation has been imposed in a court proceeding.





Anticipated impact

- Enhanced Protection of Vulnerable Groups
- Reduced Exposure to Gambling Advertising
- Stronger Regulation and Oversight
- Shift in Gambling Industry Practices
- TSI Healthier youth project



