

cGaming Eligibility and Use of Proceeds Updates – December 2025

These updates are being made to the *cGaming Eligibility and Use of Proceeds Guidelines* to provide positive change and give municipalities additional flexibility with charitable organizations participating in the cGaming initiative. These are now updated in the master document and are effective immediately.

- Addition of Code of Conduct policy to the *Policies and Standards for cGaming* to provide a standard of conduct for all participating organizations with reference to interactions, communications, and responsibilities with respect to municipalities.
- Clarity added in Evaluating Eligibility of Proposed Use of Proceeds

1.4.3 EVALUATING ELIGIBILITY OF PROPOSED USE OF PROCEEDS

When an application is approved, the application for the permit forms part of the permit itself. If the permitting authority does not approve all the requested uses of proceeds, the approved uses of proceeds, and any restrictions must be specified on the permit when it is issued. Permittees wishing to use proceeds for any purpose not approved on their current active permit or from prior permit periods, must request a permit amendment and receive approval before using the proceeds for those purposes.

- Clarity added in Uses in Ontario.

2.2 USES IN ONTARIO

When issuing permits, the permitting authority shall not give preferential treatment to groups based solely on their service area within municipal boundaries or a specific geographic region. The cGaming initiative is to the benefit of residents of Ontario, and the opportunity should be extended to all eligible organizations regardless of location.

- Addition of preapproval requirement for donations.

2.3.1 DONATING

The permitting authority must pre-approve organizations/programs to receive funds. Donations by all organizations must be assessed and approved by the permitting authority in advance. Evidence of donation is required; the permitting authority may request receipts from the recipient to ensure they align with the approved use of proceeds.

- Addition to Volunteer/Staff Training to include Charitable Gaming conferences.

2.3.4 VOLUNTEER/STAFF TRAINING

Charitable Gaming conferences and events are open to participating cGaming organizations, and all reasonable related expenses may be approved as eligible use of proceeds. These conferences and events are designed to benefit the entire cGaming community, offering charitable organizations a valuable opportunity to network and gain knowledge and insights into the charitable gaming sector.

- Additional clarity added to building funds to avoid conflict when leased from the municipality or situated on municipally owned land.

2.3.8 BUILDING FUNDS

APPROVAL PROCESS

If the building is located on or leased from the Municipality, the use of proceeds must be pre-approved.

- Additional section added for Capital Acquisitions.

2.3.9 CAPITAL ASSET ACQUISITIONS

The permitting authority may approve eligible capital asset purchases provided they are required for direct delivery of programs or services related to the mandate of the organization. Where the capital asset is not used solely for eligible purposes, the maximum amount of cGaming proceeds approved for the capital asset and related costs must be established in advance by the municipality and can be proportional to the percentage of time the asset is used to provide public charitable benefit. If the applicant organization wishes to use cGaming proceeds for the purchase of a capital asset, it must submit the following information to the permitting authority for review prior to, or with the permit application:

- *an explanation of the capital asset acquisition and the amount of net cGaming proceeds to be used;*
- *an explanation of how the use of cGaming proceeds for the purchase will affect the organization's service delivery and why the purchase of the asset is required for the direct delivery of its charitable objects or purpose;*
- *a plan of how the assets will be disbursed in case of the organization's dissolution or sale of the capital asset; and*
- *vehicle purchases must be registered in the organizations name; proof of ownership and vehicle registration must be provided to the permitting authority.*

SELLING OF CAPITAL ASSETS PURCHASED WITH cGAMING FUNDS

The organization must first notify the permitting authority of the intent to sell any asset purchased with cGaming funds. When the asset is sold, the organization must calculate the value of the cGaming funds contributed to the purchase of the asset and must refund the proceeds back to the cGaming bank account or, in the case of dissolution, direct that amount of money to other charitable organizations in the community.

- Addition of the section above impacts the numbering convention for section 2.3 – changes are outlined below.

2.3.9 AMENDMENTS TO APPROVED USE OF PROCEEDS changes to 2.3.10 AMENDMENTS TO APPROVED USE OF PROCEEDS

2.3.10 ACCUMULATING CGAMING PROCEEDS changes to 2.3.11 ACCUMULATING CGAMING PROCEEDS

2.3.11 GIFT CARDS changes to 2.3.12 GIFT CARDS

- Clarity added in Amendments to Approved Use of Proceeds; approval changed from original application to current active permit.

2.3.10 AMENDMENTS TO APPROVED USE OF PROCEEDS

An organization may not use cGaming proceeds for any purpose that was not approved on the current active permit, unless it obtains prior written authorization from the permitting authority.

- Addition of the purchase of uniforms/nametags used for volunteer participation at the Charitable Gaming Centres to General Use of Proceeds.

2.3.13 VOLUNTEER UNIFORMS

Organizations may request use of proceeds for the purchase of uniforms, which specifically support the dress code component that is a requirement of volunteer participation at the Charitable Gaming site. All requested purchases must be reasonable and customary in nature, reflecting standard market practices and costs. Municipalities reserve the right to request quotes or cost estimates from the organization to verify pricing and ensure appropriate use of funds. All requests for uniform purchases must fall in line with the uniform requirements in the Policies and Standards for cGaming and are subject to municipal approval prior to any purchases.

- Additional clarity added to scholarships and bursaries, to align with current requirements under the Canada Revenue Agency.

3.2 ADVANCEMENT OF EDUCATION BURSARIES AND SCHOLARSHIPS

cGaming proceeds may be used to establish or support scholarship or bursary funds for educational purposes, under the following conditions:

- *the establishment or support of such a fund is integral to the organization's mandate;*
 - *the fund is listed as a qualified donee with Canada Revenue Agency;*
 - *the scholarships or bursaries are designed to allow a significant number of students in the community to apply; and*
 - *scholarships or bursaries are used for an educational program that leads to a recognized degree, diploma or certificate.*
- Changes to Youth Sports Eligibility Guidelines

3.4 (C) AMATEUR & RECREATIONAL SPORTS ORGANIZATIONS

ELIGIBILITY GUIDELINES

Three types of groups are eligible in this category:

- 1. Youth amateur sports organizations, where 100% of individuals are under the age of 21.*
- 2. Amateur sports organizations whose purposes or objects are to provide organized sports opportunities for individuals with a physical, mental or developmental disability, regardless of age.*
- 3. Adult amateur sports organizations, where the athletes represent Ontario or Canada in the Olympics, the Pan-American Games or Commonwealth Games as the result of:*
 - *winning previous, sanctioned competitions; and*
 - *meeting the guidelines of their governing sport bodies.*

ELIGIBLE YOUTH AMATEUR SPORTS ORGANIZATIONS

ELIGIBILITY GUIDELINES

For the purposes of cGaming, the term "youth" refers to anyone under the age of 21. All (100%) of individuals benefiting from programs offered by organizations in this category must be under 21 years of age at the start of the sporting season. Municipalities reserve the right to request additional documentation to ensure a group's nonprofit eligibility. Adult teams, leagues and for-profit teams and leagues are not eligible.

To be eligible in this category, an organization must meet all the basic eligibility criteria set out in this chapter and must demonstrate that it is:

- *dedicated primarily to supporting amateur athletes under 21, which must be substantiated by a list of players' names and their birthdates; and*
- *an association or club that governs numerous individual competitors, teams, ages or expertise levels (individual teams involving a narrow age group and a small number of participants are too narrowly focused to be eligible for permits or to receive funds or donations derived from cGaming proceeds).*

ELIGIBLE ORGANIZATIONS

Examples of the types of organizations that may be eligible in this category include:

- *local sports leagues and associations that serve youth; and*
- *non-profit sports clubs, which support a community-oriented program for youth under the age of 21 years.*

ONTARIO AND NATIONAL ASSOCIATIONS FOR REPRESENTATIVE TEAMS

Ontario associations for representative teams, such as the Ontario Hockey Association and the Ontario Amateur Softball Association, are eligible to apply for permits for individual teams, provided that:

- *the individual team is a non-profit organization;*
- *all (100%) of the team's signed players are under the age of 21 at the start of the association's season;*
- *each application is made by the association on behalf of the team;*
- *the association supports the permit application with an original letter confirming that the team is a non-profit organization in good standing with the association; and*
- *the use of cGaming proceeds is restricted to the direct delivery of the program to the players/team.*

TRAVEL/TRANSPORTATION COSTS

cGaming proceeds may be used for travel and transportation costs for sanctioned out-of-town tournaments or competitions. These costs may include meals, accommodation, airline tickets, bus rental and other reasonable expenses incurred by the players, and a reasonable number of coaches and chaperones for any youth participants. Please note that third-party commercial receipts must be provided for travel. Mileage costs for personal vehicles are not permitted.

The organization must provide the following information with its permit application:

- *documents showing that the applicant organization complies with the eligibility requirements;*
 - *a letter from the appropriate sport's governing body, sanctioning the tournament/competition;*
 - *a copy of the tournament itinerary, including the dates and time of the scheduled games/ competitions; and*
 - *a membership list and a list of participants, noting their birthdates (approved use of proceeds will be restricted to those under 21).*
- Changes to the categories in Community Service Organizations

3.4 (F) COMMUNITY SERVICE ORGANIZATIONS

ELIGIBILITY GUIDELINES

Community service organizations are primarily established to provide funds to other organizations that carry out charitable activities for the benefit of the community. To be considered eligible for a cGaming permit, a community service organization must have a purpose or object that allows them to make donations to other organizations. A community service organization must include a statement of how it intends to use the proceeds with its permit application.

Community service organizations are divided into two categories:

- *service clubs; and*
- *the Royal Canadian Legion.*