The Danish Gambling Authority's Certification Programme for betting and online casino

Requirements for games – Online betting – SCP.07.01.EN.1.1

Contents

Objectives of the requirements for games

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Requirements for games shall ensure that the games and game platform have functions to support several significant considerations in the Danish Gambling Act by for instance setting requirements for the execution and presentation of the games.

This document contains both test requirements and inspection requirements. From each requirement it is shown if the requirement is to be tested. These requirements are marked with: **[TEST].** If this marker is not shown, then the requirement is to be inspected. Please notice there are different requirements for the accreditation of testing organisations dependent on whether a requirement shall be tested or inspected. See section 2.2.1 Requirements for testing organisations.

1.1   Version

The Danish Gambling Authority continuously revises the certification programme for betting and online casino. The latest version is accessible at The Danish Gambling Authority's website.

Version 1.0 of 2025.01.01
- First version of 'Requirements for games: Online betting'. The document contains game specific requirements, which are moved from the previous test- and inspection standards.

Version 1.1 of 2026.03.18
- The document is updated, since it is no longer a requirement to have games tested and inspected annually. Section 2.1.1 and 2.1.2 is changed. The former section 2.1.3 about the option to postpone a certification is deleted, since this is no longer relevant.

When a new version of the certification programme is released, The Danish Gambling Authority will, if necessary, publish guidelines for a transition period and validity of already completed tests.

It must be emphasised that only the Danish version is legally binding. The English version holds the status of guidance only.

1.2   Applicability

This document is applicable for the supply of online betting games (§ 24a in the Danish Gambling Act) to operators with a licence to offer online betting in Denmark. The document is also applicable for licence holders who supply online betting to their own offer of games (§ 11 in the Danish Gambling Act).

Frequency and testing organisations

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2.1   Certification frequency

Game suppliers, who supply a betting platform, and licence holders, who offer betting on their own betting platform, are responsible for ensuring that their betting platform is always certified in accordance with the requirements in this document.

2.1.1   First test and inspection of a betting platform and upload of certificate

A betting platform used for offering online betting shall be tested and inspected before the platform can be used on the Danish market.

The standard report for SCP.07.01 shall be used as documentation for the test and inspection. The standard report constitutes a game certificate and may cover 1 or more betting platforms. It shall appear from the certificate, which betting platforms it covers.

Information about the betting platform and game certificate shall be uploaded to the Danish Gambling Authority's games register before the platform can be used on the Danish market. Se guidance on upload at the Danish Gambling Authority's website.

2.1.2   Renewed test and inspection of a betting platform and upload of certificate

Game suppliers or licence holders, who have their own betting platform shall ensure that renewed test and inspection of their betting platform is completed, if changes are made to the platform's defined component(s) classified in accordance with the document "SCP.06.00 – Change Management Programme".

This means that renewed test and inspection of the betting platform is not required unless changes are made to the platform.

When renewed test and inspection of the betting platform is done, previous tests and inspections of unchanged components may be used as a basis for re-certification of requirements, which the unchanged components relates to, if it can be documented, that the components are unchanged. This can for instance be done by comparison of hash-values generated by the testing organisation or by use of validation software. Thus, the testing organization may limit the re-certication to test and inspection of the requirements affected by the change.

The standard report for SCP.07.01 shall be used as documentation for the renewed test and inspection of the betting platform in connection with changes to its components. In case of renewed test and inspection all requirements shall continue to be filled in in the standard report. Each requirement can thus be passed either by renewed test and inspection or by providing documentation for previous test and inspection.

The standard report constitutes a game certificate and may cover 1 or more betting platforms. It must appear from the certificate, which betting platforms it covers.

The new game certificate, shall be uploaded to the Danish Gambling Authority's games register, and connected to the relevant betting platform. See guidance on upload on the Danish Gambling Authority's website.

2.2   Accredited testing organisations

To ensure that the necessary qualifications are in place when the test and inspection is completed the testing organisation and their staff shall fulfil the requirements in this section.

2.2.1   Requirements for testing organisations

Test of games and the game platform shall be conducted as accredited testing by a lab, who is accredited after ISO/IEC 17025 or ISO/IEC 17065 referring to The Danish Gambling Authority's Certification Programme for betting and online casino SCP.07.01.DK. It appears from each requirement if it is to be tested. "Test" meaning whether the functionality in question works as intended. These requirements are marked with: [TEST].

Inspection of games and the game platform shall be conducted as accredited inspection by an inspection body, who is accredited as type A after ISO/IEC 17020 for inspection or ISO/IEC 17065 referring to The Danish Gambling Authority's Certification Programme for betting and online casino SCP.07.01.DK.

Accreditation shall be done by DANAK (the Danish Accreditation Fund) or a similar accreditation body, who is co-signer of EA's (European co-operation for Accreditation) multilateral agreement on reciprocal recognition regarding testing, or for labs outside EA's jurisdiction, by an accreditation body, who is co-signer of ILAC's (the International Laboratory Accreditation Cooperation) multilateral agreement on reciprocal recognition regarding testing.

Link to the testing organisation's accreditation shall be provided in the game certificate.

2.2.2   Requirements for personnel who performs the test and inspection

Test and inspection shall be carried out by staff with sufficient qualifications cf. section 6 in ISO/IEC 17020, section 6 in ISO/IEC 17025 or section 6 in ISO/IEC 17065, which means that the accredited testing organisation shall hire and educate sufficiently qualified, competent, and experienced personnel.

2.2.3   Supervision and attest of the standard report (game certificate)

The performing of test and inspection shall be supervised cf. the requirements for supervision in section 2.3 in the general requirements. It is the supervisers responsibility to sign the standard report, and thereby warrant that testing has been completed in an appropriate professional manner.

Written presentation

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3.1   Written information, game rules and instructions

3.1.1   General

1	All written information, game rules and instructions shall be true and unambiguous.
2	Written information, game rules and instructions shall be in Danish and be both grammatically and syntactically correct. Guidance: This does not prevent translation of written instructions into other languages.
3	The basic language is Danish (if several languages are used). Exception: If games are offered at Greenland, the basic language can be Greenlandic.
4	All written information, game rules and instructions must be the same in all language versions and must be displayed in the language chosen by the customer.

3.1.2   Game rules and instructions

1	All games must have associated game rules and instructions for all aspects of the game.
2	The game platform must ensure that the rules and instructions (including restrictions on gaming and how the customer plays) are easily accessible from all gaming sites related to the game.
3	Game rules and instructions must be available to the customer through the same media and on the same device used to play the game.
4	Game rules and instructions shall be available without it being necessary to place a stake.
5	Game rules and instructions shall be available during the entire game. Guidance: Playing instructions shall be visible and readily accessible in all situations.
6	The game rules must contain adequate information about all features thereby increasing the chances of winning and the winning sizes in the individual game.

3.2   Stakes and winnings

3.2.1   Information about stakes and winnings

1	The game platform shall clearly display the bet denomination or currency of the game.
2	The game platform shall clearly display the customer's possible stake, actual stake and, if relevant, a conversion from currency to bet denomination (in a manner that makes it easy to infer the rate of exchange).
3	The game platform shall display the players possible winnings.
4	The game platform shall clearly display the maximum stake.
5	The game platform shall clearly display the minimum stake.

Visuel presentation

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4.1　Graphics

4.1.1　General

1	The game platform shall ensure that the balance of the gambling account is shown or readily accessible from all game pages.
2	The game platform shall show the customer the amount of the stake he or she is placing, including the game unit stake and the total stake.

4.1.2　Results

1	The game platform shall clearly and unambiguously display the outcome of the bet.

General game functions

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5.1   Game execution

5.1.1   General

1	Bets must at all times be settled in accordance with the applicable game rules.
2	The game platform shall ensure that the player makes an active choice to place a bet. Guidance: It is not permitted to force customers to place a bet, just by clicking on an outcome in the menu.
3	The game platform shall ensure that all instructions derived from the customer's actions are based on informed consent. Guidance: Repeated clicks on an action button, eg "buy bet", must not be queued, so the player buys the bet several times. The customer must have a reasonable time to find out about the consequences of the customer's action.

5.1.2   The games use of RNG

1	[TEST] The generation of results in games with an element of chance shall be based on a certified Random Number Generator (RNG) and related functionality (seeding, mapping, shuffling, etc.). Guidance: The generation of results regarding online betting is only allowed in connection with a tendency draw e.g. if a match is cancelled within a pool game.
2	[TEST] Functionality with an element of chance but not used for generating results shall be based on a certified Random Number Generator (RNG) and related functionality (seeding, mapping, shuffling, etc.). Guidance: E.g., it could be random generation of matches for a betting coupon
3	[TEST] When RNG output is received, for example, when a game requests the RNG for a series of case numbers, the output must be used in the order it is received.
4	[TEST] The gambling system must ensure that there is traceability between RNG extracts and the event in the game. Guidance: The licence holder shall be able to verify that the results of the RNG are the same as those found in the gambling system after the event.
5	[TEST] Random outcomes that decide games shall not be affected or controlled by anything else than number values produced in an approved manner by the verified RNG combined with the rules of the game.
6	[TEST] RNG output must be secured until used. Guidance: RNG output must not be transmitted unencrypted between RNG server and game server.
7	[TEST] RNG output which is mapped and scaled for a symbol, or an event, shall be applied immediately and in accordance with the game rules.

5.1.3   Games without stakes

1	The game platform must ensure that bets without stakes are only offered with the same pricing (odds) as a corresponding bet offered with stakes.

Special game functions

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6.1 Betting

6.1.1 General

1	The game platform shall keep an updated log of all bets provided in accordance with a licence issued by The Danish Gambling Authority.
2	As a minimum, the log (see 6.1.1.1) shall contain the following: • date and time, • possible outcomes, • the customer's stake, • the licence holder's offered odds at the time of purchase the outcome.
3	The game platform shall create analyses and reports with the purpose of disclosing match-fixing.

6.1.2 Closing of bets

1	It must be clear to the player what winnings the player will win if the player chooses to close his bet before the bet is settled.
2	If a partial closing of a bet is offered, it must be clear to the player how much the player wins, how much stake the player still has on the bet and the potential win on the continued part of the bet.

6.2 Betexchange

6.2.1 General

1	The game platform shall keep a log of all participating in betexchange.
2	The log, referred to in 6.2.1.1, shall be kept within the game suppliers game platform.
3	The gaming platform must be able to uniquely identify all customers on the betexchange. Guidance: This does not prevent any player from being anonymous to other players.
4	The game platform shall include steps to prevent the customers from playing against themselves.

6.2.2 Rules and information

1	The rules described in 3.1also apply to betexchange.
2	The rules shall contain a ban against customers playing against themselves, irrespective of whether this be through the same operator or not.
3	The rules shall prohibit collusion, etc.
4	The rules shall address how interruptions of ongoing games are handled.
5	It must be clear from the game rules if a commission is charged and with what amount / percentage of the stake. Guidance: Commission is an amount that the player pays to participate in a game on the betexchange.

6.2.3 Monitoring

1	The game platform shall have technical methods for disclosing suspicious circumstances on an ongoing basis (real-time).
2	The game platform shall be capable of analysing suspicious events and use this as a basis for generating reports.

Management of game functions

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7.1   General

7.1.1   Activation and deactivation of games

1	**[TEST]** The game platform must have a function that can disable the possibility of placing a bet on a specific event.
2	**[TEST]** The game platform must have a function that can disable the possibility of placing bets on all events.
3	Information about activation and deactivation shall be saved in a log.

7.1.2   Error handling procedures

1	The game platform shall immediately record all system errors. Cause and solution are registered when these are known.
2	The game platform shall be able to generate a report based on the data collected in accordance with 7.1.2.1.