

# HOUSE . . . . . No. 5258

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## The Commonwealth of Massachusetts

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HOUSE OF REPRESENTATIVES, March 18, 2026.

The committee on Economic Development and Emerging Technologies, to whom was referred the petition (accompanied by bill, House, No. 4037) of Adam J. Scanlon relative to problem gambling, reports recommending that the accompanying bill (House, No. 5258) ought to pass.

For the committee,

CAROLE A. FIOLA.

**HOUSE . . . . . No. 5258**

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**The Commonwealth of Massachusetts**

**In the One Hundred and Ninety-Fourth General Court  
(2025-2026)**

An Act relative to problem gambling.

*Be it enacted by the Senate and House of Representatives in General Court assembled, and by the authority of the same, as follows:*

1           SECTION 1. Said section 24 of said chapter 10, as so appearing, is hereby further  
2 amended by adding the following subsection:-

3           (i) The commission shall include the standardized disclaimer, established pursuant to  
4 subsection (z) of section 3 of chapter 23K, in all its advertisements for lottery products.

5           SECTION 2. Chapter 12 of the General Laws is hereby amended by inserting after  
6 section 11M1/2 the following section:-

7           Section 11M3/4. (a) The attorney general shall establish a list of self-excluded persons  
8 from fantasy contests, established pursuant to section 11M1/2. A person may request such  
9 person's name to be placed on the list of self-excluded persons by filing a statement with the  
10 attorney general acknowledging that the person is a problem gambler and by agreeing that,  
11 during any period of voluntary exclusion, the person shall not collect any winnings or recover  
12 any losses resulting from any fantasy contests, established pursuant to said section 11M1/2. The  
13 attorney general shall adopt further regulations for the self-excluded persons list including

14 procedures for placement, removal and transmittal of such list to persons or entities that offer  
15 fantasy contests, established pursuant to said section 11M1/2. The attorney general may fine a  
16 person or entity that offers fantasy contests, established pursuant to said section 11M1/2, if the  
17 person or entity that offers fantasy contests knowingly or recklessly fails to exclude or eject from  
18 its premises any person placed on the list of self-excluded persons.

19 (b) Persons or entities that offer fantasy contests, established pursuant to section 11M1/2,  
20 shall not market to persons on any excluded persons list and shall deny access to  
21 complimentaries, check cashing privileges, club programs and other similar benefits to persons  
22 on the self-excluded persons list. Notwithstanding any other general or special law to the  
23 contrary, the self-excluded persons list shall not be open to public inspection. Nothing in this  
24 section, however, shall prohibit a person or entity that offers fantasy contests, established  
25 pursuant to said section 11M1/2, from disclosing the identity of persons on the self-excluded  
26 persons list under this section to affiliated persons or entities that offer fantasy contests in this  
27 commonwealth or other jurisdictions for the limited purpose of assisting in the proper  
28 administration of responsible gaming programs operated by affiliated persons or entities that  
29 offer fantasy contests, established pursuant to said section 11M1/2.

30 (c) A person who is prohibited from participating in fantasy contests, established  
31 pursuant to section 11M1/2, shall not collect any winnings or recover losses arising as a result of  
32 prohibited fantasy contest winnings obtained by a person who is prohibited from fantasy  
33 contests, and such winnings shall be deposited into the Public Health Trust Fund, established  
34 pursuant to section 58 of chapter 23K.

35 (d) The attorney general shall further allow an individual to voluntarily place himself on  
36 the list of self-excluded persons established by the Massachusetts gaming commission pursuant  
37 to subsection (f) of section 45 of chapter 23K, and on the list of self-excluded persons  
38 established by the Massachusetts gaming commission pursuant to paragraph (2) of subsection (c)  
39 of section 13 of chapter 23N , at the same time and in the same manner in which they request to  
40 be added to the list of self-excluded list of persons, established pursuant to this section.

41 (e) The attorney general shall establish regulations, pursuant to chapter 30A, and  
42 procedures to implement this section.

43 (f) Persons or entities that offer fantasy contests, established pursuant to section 11M1/2,  
44 shall not engage in marketing or advertising that: (i) markets to persons on any excluded persons  
45 list, established pursuant to this section, in any form, including but not limited to marketing by  
46 mail, by app notifications, by digital ads or by ads contracted to display in other companies'  
47 advertisements; provided, that a person or entity that offers fantasy contests, established pursuant  
48 to section 11M1/2, shall use all technological means available, including but not limited to  
49 microtargeting via cookies, Internet Protocol addresses and other digital fingerprints, to prevent  
50 their ads from being served to individuals on any excluded persons list, established pursuant to  
51 this section; provided further, that the attorney general shall promulgate regulations, pursuant to  
52 chapter 30A, including penalties for noncompliance, for the implementation of this section; (ii) is  
53 deemed by the attorney general to appeal to a person less than 21 years of age; or (iii) occurs via  
54 means of television, radio, internet, billboard or print publication unless at least 85 per cent of  
55 the audience is reasonably expected to be 21 years of age or older, as determined by reliable, up-  
56 to-date audience composition data. The penalty for an infraction of this subsection shall be  
57 determined by the attorney general, pursuant to its power to promulgate regulations for the

58 implementation, administration and enforcement of this chapter, in accordance with what the  
59 commission deems necessary to achieve compliance with this subsection.

60 (g) Persons or entities that offer fantasy contests, established pursuant to section 11M1/2,  
61 shall include the standardized disclaimer, established pursuant to subsection (z) of section 3 of  
62 chapter 23K, in all advertising and marketing for all such fantasy contests.

63

64 SECTION 3. Section 3 of chapter 23K of the General Laws, as appearing in the 2022  
65 Official Edition, is hereby amended by adding the following subsection:-

66 (z) The commission, in consultation with the department of public health's office of  
67 problem gambling services, the state lottery commission, established pursuant to section 23 of  
68 chapter 10 and the attorney general, shall establish a single standardized disclaimer that: (i)  
69 warns of the risks of gambling, sports betting and playing the lottery; (ii) contains a single phone  
70 number for the MA Gambling Helpline; and (iii) provides means to locate other resources made  
71 available by the state to help with problem gambling and gambling addiction. The commission  
72 shall promulgate regulations, pursuant to chapter 30A, to require its licensees and its licensees'  
73 contractors to use the standardized disclaimer in all advertising.

74 SECTION 4. Said chapter 23K is hereby amended by striking out section 29 and  
75 inserting in place thereof the following section:-

76 Section 29. (a) A gaming establishment offering a cashless wagering system shall allow  
77 individuals to monitor and impose betting limits and loss limits on their cashless wagering. The  
78 gaming establishment shall allow individuals to set betting limits and loss limits on their cashless

79 wagering including, but not limited to, per bet limits, hourly limits, daily limits, weekly limits  
80 and monthly limits. An individual may lower limits and increase limits; provided, however, that  
81 the individual shall not increase betting limits more than once in a 24-hour period.

82 (b) The gaming establishment shall issue to each patron who has been issued a rewards  
83 card or who participates in a cashless wagering system by the gaming establishment a monthly  
84 statement, mailed to the patron at the patron's physical mailing address, which shall include the  
85 patron's total bets, wins and losses; provided, however, that a patron shall be given the  
86 opportunity to decline receiving a monthly statement at the time the rewards card is issued or  
87 during initial participation in a cashless wagering system; provided further, that a patron may  
88 later opt out of receiving monthly statements by providing a written request to cease monthly  
89 statements to the gaming establishment.

90 (c) The gaming establishment shall issue to each patron who has been issued a rewards  
91 card or who participates in a cashless wagering system by the gaming establishment an electronic  
92 daily statement, sent to their email address collected when the rewards card was issued or when  
93 the player was enrolled in cashless wagering system, and sent to their smartphone via  
94 notification from the gaming establishment's app if downloaded by the patron, with the default  
95 setting of the app set to allow this notification; this electronic statement shall include the patron's  
96 total bets, wins and losses; provided however, that a patron shall be given the opportunity to  
97 decline to receive the electronic daily statement by email or turn off the notification at the time  
98 the rewards card is issued or during initial participation in a cashless wagering system; provided  
99 further, that a patron may later opt out of receiving the electronic weekly statement by email  
100 through use of a link to unsubscribe from the statement in the email, and that a patron may also  
101 later turn off the daily statement notification from the gaming establishment's app.

102 (d) A gaming licensee who has implemented such a program or system shall annually  
103 report to the commission the amount of money spent and lost by patrons who have been issued a  
104 rewards card or who participated in a cashless wagering system, aggregated by zip code. Activity  
105 under this section shall be monitored by the commission. Individuals on the list of excluded  
106 persons shall not be permitted to participate in a cashless wagering system.

107 (e) A gaming establishment shall ask each patron who has been issued a rewards card or  
108 who participates in a cashless wagering system by the gaming establishment at the time they are  
109 issued the rewards card or enrolled in the cashless wagering system to set a spending limit for a  
110 daily, weekly or monthly basis and enroll in a play management program approved by the  
111 commission, including but not limited to Play-My-Way, or to opt-out of such a play management  
112 program.

113 (f) A gaming establishment shall issue to each patron who has been issued a rewards card  
114 or who participates in a cashless wagering system by the gaming establishment a hard, paper  
115 copy or a digital copy of a brochure that contains all information and resources made available  
116 by the state and the commission to help with problem gambling, including but not limited to  
117 Gamesense, PlayMyWay, and Voluntary Self-Exclusion.

118

119 SECTION 5. Subsection (f) of section 45 of said chapter 23K, as appearing in the 2022  
120 Official Edition, is hereby amended by inserting after the third sentence the following 2  
121 sentences:- The commission shall allow any individual to place themselves on the list of self-  
122 excluded persons established by the attorney general pursuant to section 11M3/4 of chapter 12 at  
123 the same time and in the same manner in which they request to be added to the list of self-

124 excluded list of persons, established pursuant to this section. The commission shall provide for  
125 an online method and a phone method, in addition to any other method it finds reasonable and  
126 necessary, for persons to place themselves on the list of self-excluded persons.

127 SECTION 6. Said section 45 of said chapter 23K, as so appearing, is hereby further  
128 amended by striking out subsection (g) and inserting in place thereof the following subsection:-

129 (g) Gaming establishments shall not market to persons on any excluded persons list,  
130 established pursuant to this section, in any form, including but not limited to marketing by mail,  
131 by app notifications, by digital ads or by ads contracted to display in other companies’  
132 advertisements. Gaming establishments shall use all technological means available, including  
133 but not limited to microtargeting via cookies, Internet Protocol addresses and other digital  
134 fingerprints, to prevent their ads from being served to individuals on any excluded persons list,  
135 established pursuant to this section. Gaming establishments shall deny access to  
136 complimentaries, check cashing privileges, club programs and other similar benefits to persons  
137 on the self-excluded persons list. The Massachusetts gaming commission shall promulgate  
138 regulations, pursuant to chapter 30A, including penalties for noncompliance, for the  
139 implementation of this section.

140 SECTION 7. Section 58 of said chapter 23K, as so appearing, is hereby amended by  
141 adding the following sentence:- Annually, the department of public health shall submit to the  
142 speaker of the house, the president of the senate, the joint committee on public health and the  
143 joint committee on economic development and emerging technologies a report on its treatment  
144 programs and advertising funded by the fund, including but not limited to: (i) names and  
145 descriptions of the treatment programs funded by the fund and the amounts they receive; (ii) the

146 number of individuals served by each treatment program funded by the fund, including whether  
147 they are new clients or continuing clients in the programs; and (iii) demographic information of  
148 those served by treatment programs funded by the fund, including but not limited to the variables  
149 of sex, age, race, ethnicity, income, education and geography. This report shall also include a  
150 summary of advertising expenditure, which shall include but not be limited: (i) the number of  
151 completed advertising campaigns; (ii) mediums used for advertising; (iii) the content of  
152 advertisements; (iv) the targeted demographics; and (v) available data related to the number of  
153 people reached.

154 SECTION 8. Said chapter 23K is hereby amended by adding the following section:-

155 Section 72. (a) A licensee under chapter 23K or chapter 23N shall not engage in  
156 advertising, marketing or branding, or enter into contracts to create brand sponsorships or  
157 celebrity endorsements, that are deemed by the commission to appeal to a person less than 21  
158 years of age. A licensee under chapter 23K or chapter 23N shall not engage in advertising,  
159 marketing and branding by means of television, radio, internet, billboard or print publication  
160 unless at least 85 per cent of the audience is reasonably expected to be 21 years of age or older,  
161 as determined by reliable, up-to-date audience composition data. The penalty for an infraction of  
162 this subsection shall be determined by the commission, pursuant to its power to promulgate  
163 regulations for the implementation, administration and enforcement of this chapter, in  
164 accordance with what the commission deems necessary to achieve compliance with this  
165 subsection.

166 SECTION 9. Said chapter 23K is hereby amended by adding the following section:-

167           Section 73. Notwithstanding any general or special law or rule or regulation to the  
168 contrary, a gaming establishment shall supply the Massachusetts gaming commission with  
169 customer tracking data collected or generated by loyalty programs, player tracking software,  
170 player card systems, online gambling transactions or any other information system. The  
171 commission shall contract with an experienced nonprofit research entity to develop an  
172 anonymizing system that automatically removes from the data: (a) personally identifying  
173 information, including player name, street address, bank or credit information and the last 4  
174 digits of a player's zip code, in compliance with section 2 of chapter 93H of the General Laws;  
175 and (b) game identifying information, including game name and device manufacturing company,  
176 in protection of corporate intellectual property. The data shall retain information on player  
177 characteristics including, but not limited to, gender, age and region of residence, player behavior  
178 including, but not limited to, frequency of play, length of play, speed of play, denomination of  
179 play, amounts wagered and, if applicable, number of lines or hands played and characteristics of  
180 games played including, but not limited to, reel configuration, return-to-player or RTP, volatility  
181 index and denomination. The commission shall convey the anonymized data to a research facility  
182 which shall make the data available to qualified researchers for the purposes of: (1) conducting  
183 analyses that improve understanding of how gambling addiction develops and progresses; (2)  
184 developing evidence-based harm minimization strategies; and (3) developing evidence-based  
185 systems to monitor, detect and intervene in high-risk gambling. The commission shall request  
186 reports on researcher analyses of the behavioral data, which could provide informed  
187 recommendations to the general court relative to more effective regulation of gambling  
188 operations. The commission may directly initiate studies assessing the effectiveness of any

189 specific measures, programs or interventions which the commonwealth has implemented in  
190 gaming operations, and which might be illuminated through the behavioral data in question.

191 SECTION 10. Section 4 of chapter 23N of the General Laws, as appearing in the 2022  
192 Official Edition, is hereby amended by striking out, in line 22, the word “and”.

193 SECTION 11. Subsection (d) of said section 4 of said chapter 23N, as so appearing, is  
194 hereby further amended by adding the following paragraph:-

195 (4) (i) Notwithstanding any general or special law or rule or regulation to the contrary, a  
196 sports wagering operator shall supply the commission with customer tracking data collected or  
197 generated by loyalty programs, player tracking software, player card systems, online gambling  
198 transactions or any other information system. Not later than June 30, 2027 or six months after the  
199 bill takes effect, whichever is sooner, the commission shall contract with an experienced  
200 nonprofit research entity to develop an anonymizing system that automatically removes from the  
201 data: (A) personally identifying information, including player name, street address, bank or  
202 credit information and the last 4 digits of a player’s ZIP+4 code, in compliance with section 2 of  
203 chapter 93H; and (B) game identifying information, including game name and device  
204 manufacturing company, in protection of corporate intellectual property. The data shall retain  
205 information on player characteristics including, but not limited to, gender, age and region of  
206 residence, player behavior including, but not limited to, frequency of play, length of play, speed  
207 of play, denomination of play, amounts wagered and, if applicable, number of lines or hands  
208 played and characteristics of games played including, but not limited to, reel configuration,  
209 return-to-player or RTP, volatility index and denomination. The commission shall convey the  
210 anonymized data to a research facility, which shall make the data available to qualified

211 researchers for the purposes of: (1) conducting analyses that improve understanding of how  
212 gambling addiction develops and progresses; (2) developing evidence-based harm minimization  
213 strategies; and (3) developing evidence-based systems to monitor, detect and intervene in high-  
214 risk gambling. The commission shall request reports on research analyses of the behavioral data,  
215 which could provide informed recommendation to the general court relative to more effective  
216 regulation of gambling operations. The commission may directly initiate studies assessing the  
217 effectiveness of any specific measures, programs or interventions that the commonwealth has  
218 implemented in gaming operations and which might be illuminated through the behavioral data  
219 in question.

220 (ii) The commission shall make a concerted, good faith effort to implement such  
221 evidence-based harm minimization strategies and evidence-based systems to monitor, detect and  
222 intervene in high-risk gambling, and to act on the recommendations made in reports and studies  
223 produced pursuant to this section. The commission shall also deliver all such reports, studies and  
224 recommendations to the joint committee on economic development and emerging technologies.

225 SECTION 12. Subsection (d) of Section 4 of chapter 23N is hereby further amended by  
226 inserting after paragraph (4) the following subsection:- (5) The commission shall promulgate  
227 regulations to require operators to either digitally or physically provide a responsible gaming  
228 module to patrons placing wagers that shall include but not be limited to: (i) key definitions  
229 related to sports wagering; (ii) the risks associated with gambling; (iii) signs of problem  
230 gambling; (iv) myths of gambling; and (v) problem gambling resources available and where to  
231 find them. The commission shall work with the Department of Public Health Office of Problem  
232 Gambling to promulgate said regulations.

233 SECTION 13. Section 11 of said chapter 23N is hereby amended by inserting, after the  
234 word “owners” in line 5, the following words:-“agents, promoters”.

235 SECTION 14. Paragraph (2) of subsection (e) of section 13 of said chapter 23N, as so  
236 appearing, is hereby amended by inserting after the second sentence the following sentence:- The  
237 commission shall provide for an online method and a phone method, in addition to any other  
238 method it finds reasonable and necessary, for persons to place themselves on the list of self-  
239 excluded persons.

240 SECTION 15. Said subsection (e) of said section 13 of said chapter 23N, as so appearing,  
241 is hereby further amended by adding the following paragraph:-

242 (4) A sports wagering operator or qualified gaming entity shall not market to persons on  
243 any excluded persons list in any form, including but not limited to marketing by mail, by app  
244 notifications, by digital ads or by ads contracted to display in other companies’ advertisements.

245 A sports wagering operator or qualified gaming entity shall use all technological means  
246 available, including but not limited to microtargeting via cookies, Internet Protocol addresses and  
247 other digital fingerprints, to prevent their ads from being served to individuals on any excluded  
248 persons list, established pursuant to this section. The commission shall promulgate regulations,  
249 pursuant to chapter 30A, including penalties for noncompliance, for the implementation of this  
250 section.

251 SECTION 16. Section 16 of said chapter 23N, as so appearing, is hereby amended by  
252 adding the following subsection:-

253 (j) To further effectuate the purposes of this chapter with respect to the investigation and  
254 enforcement of sports wagering operators and qualified gaming entities, the investigations and

255 enforcement bureau in the commission may obtain or provide pertinent information regarding  
256 applicants or licensees from or to law enforcement entities or gaming authorities or sports  
257 wagering regulatory authorities and other domestic, federal or foreign jurisdictions, including the  
258 Federal Bureau of Investigation, and may transmit such information to each other electronically.

259 SECTION 17. Chapter 23N is hereby amended by inserting, after section 20, the  
260 following section:-

261 Section 20A. The commission shall conduct a study into the feasibility of advertising  
262 restrictions for sports wagering in the commonwealth. The study by the commission shall  
263 include, but not be limited to: (i) an analysis of the feasibility of stricter sports wagering  
264 advertising restrictions; (ii) the creation of a definition for unfair or deceptive marketing in sports  
265 advertising; (iii) the establishment of a sports wagering advertising complaint helpline and  
266 database to report unfair or deceptive marketing practices; (iv) an identification of any  
267 advertising regulatory gaps; (v) an analysis of the feasibility of a whistle to whistle ban for sports  
268 wagering advertisements; (vi) an analysis of any first amendment or other legal issues with  
269 sports wagering advertising restrictions; and (vii) the assessment of penalties for violations of  
270 sports wagering advertisement regulations. As part of the study, the commission shall consult  
271 sports wagering operators; media and advertising platforms; sports leagues, teams, and venues;  
272 advertising and marketing intermediaries; regulators and government entities; and responsible  
273 gambling and public health experts. The commission shall report its findings and submit any  
274 recommendations to the clerks of the house and senate, the house and senate committees on ways  
275 and means, the joint committee on consumer protection and professional licensure and the joint  
276 committee on economic development and emerging technologies no later than December 31,  
277 2027.

278 SECTION 18. Section 23 of said chapter 23N is hereby amended by inserting, after the  
279 word “gambling”, in line 15 the following words:-“and suicide attempts, suicides, and self-harm  
280 among gamblers”.

281 SECTION 19. Section 32 of chapter 32A of the General Laws, as appearing in the 2022  
282 Official Edition, is hereby amended in line 16 by inserting after the word “screening,” the  
283 following:-“including questions relating to gambling habits and frequency,”

284 SECTION 20. Section 10Q of chapter 118E of the General Laws, as appearing in the  
285 2022 Official Edition, is hereby amended in line 16 by inserting after the word “screening”, the  
286 following:-“including questions relating to gambling habits and frequency”.

287 SECTION 21. SECTION 20. Section 47TT of chapter 175 of the General Laws, as  
288 appearing in the 2022 Official Edition, is hereby amended in line 17 by inserting after the word  
289 “screening,” the following:-“including questions relating to gambling habits and frequency,”

290 SECTION 22. Section 4MM of chapter 176G of the General Laws, as appearing in the  
291 2022 Official Edition, is hereby amended in line 17 by inserting after the word “screening”, the  
292 following:-“including questions relating to gambling habits and frequency,”

293 SECTION 23. There is hereby established a special commission to consist of 1 member  
294 of the senate to be appointed by the president of the senate, who shall serve as co-chair, 1  
295 member of the house of representatives to be appointed by the speaker of the house of  
296 representatives, who shall serve as co-chair, the commissioner of the department of public health,  
297 the commissioner of the department of mental health, the commissioner of insurance, and the  
298 director of Medicaid, or their designees, all of whom shall serve as ex officio members, and 13  
299 persons to be appointed by the governor, 1 of whom shall be a representative from the

300 Massachusetts Gaming Commission, 1 of whom shall be a representative from the Office of  
301 Problem Gambling Services, 1 of whom shall be a representative from the Massachusetts State  
302 Lottery, 1 of whom shall be a representative from the Massachusetts Council on Gaming and  
303 Health, 1 of whom shall be a representative from the Massachusetts Psychological Association  
304 who shall be a psychologist, 1 of whom shall be a representative from the Massachusetts  
305 Behavioral Health Partnership or a managed care organization or managed care entity  
306 contracting with MassHealth, 3 of whom shall be representatives of the Massachusetts Medical  
307 Society, including a family physician and a psychiatrist, 1 of whom shall be a representative  
308 from the Massachusetts Association of Health Plans, and 3 of whom shall be representatives  
309 from commercial health insurance carriers or managed care organizations doing business in the  
310 commonwealth, is hereby established for the purpose of making an investigation and study  
311 relative to problem gambling, including, but not limited to (i) an assessment of current research  
312 on the subject and whether there exist evidence-based, best or promising practices on the  
313 prevention, detection and treatment of problem gambling; (ii) a review of current policies and  
314 practices with respect to medical screenings for problem gambling, including the frequency and  
315 location of screenings and training of personnel administering the screenings, the availability of  
316 reimbursements and issues relative to medical necessity and third-party coverage; (iii) provision  
317 of assistance to the department of public health, other state agencies and organizations in the  
318 development of professional and public educational materials and programs on problem  
319 gambling, in the development of referral lists for problem gambling treatment, building on  
320 existing resources and in the designation of authorized validated screening tools; (iv) provision  
321 of assistance to the department of public health, other state agencies and organizations relative to  
322 applications for federal funding to support efforts consistent with the mission and purpose of the

323 commission; (v) an analysis of how the coordination of problem gambling efforts can be  
324 improved between the department of public health and the Massachusetts Gaming Commission;  
325 and (vi) any other matters that the commission considers relevant to the fulfillment of its mission  
326 and purpose.

327         The commission shall provide guidance and advice to the governor, the general court and  
328 the secretary of health and human services relative to current research on problem gambling  
329 including, but not limited to, best and promising practices in the prevention, detection and  
330 treatment of problem gambling and recommended policies, including legislation, to promote  
331 greater public awareness, screening and treatment of problem gambling. The special commission  
332 may conduct public hearings, forums or meetings to gather information and to raise awareness of  
333 problem gambling, including the sponsorship of or participation in statewide or regional  
334 conferences.

335         The commission shall hold its first meeting not later than 30 days after the effective date  
336 of this act and shall meet not less frequently than monthly thereafter. The commission shall file  
337 an annual report at the end of each state fiscal year with the governor and the clerks of the house  
338 of representatives and the senate, who shall forward the same to the joint committee on public  
339 health, the joint committee on economic development and emerging technologies, and the house  
340 and senate committees on ways and means, along with recommendations, if any, together with  
341 drafts of legislation necessary to carry those recommendations into effect. The first such report  
342 shall be due not later than June 30, 2028. The special commission may file such interim reports  
343 and recommendations as it considers appropriate.