Entertainment Software Association v. Hatch U.S. District Court, District of Minnesota (No. 06-CV-2268 (JMR/FLN)

Text of Minnesota Senate File 785:

S.F. No. 785, 2nd Engrossment - 84th Legislative Session (2005-2006) Posted on May 22, 2006

1.1 A bill for an act 1.2 relating to crime prevention; prohibiting children under the age of 17 from 1.3 renting or purchasing certain video games; providing penalties; proposing coding 1.4 for new law in Minnesota Statutes, chapter 3251. 1.5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA: 1.6 Section 1. [3251.07] RESTRICTED VIDEO GAMES; PROHIBITIONS. Subdivision 1. Definition. As used in this section, 1.7 "restricted video game" means a video game rated AO or M by the Entertainment Software 1.8 Rating Board. 1.9 Subd. 2. Prohibited acts; penalty. A person under the age of 17 may not knowingly 1.10 rent or purchase a restricted video game. A person who violates this subdivision is subject to a civil penalty of not more than \$25. 1.11 Subd. 3. Posted sign required. A person or entity 1.12 engaged in the retail business of 1.13 selling or renting video games from a location or structure with access to the public shall 1.14 post a sign in a location that is clearly visible to consumers. The sign must display the 1.15 following language in 30-point font or larger: "A person under the age of 17 is prohibited 1.16 from renting or purchasing a video game rated AO or M. Violators may be subject to a 1.17 \$25 penalty." 1.18 EFFECTIVE DATE. This section is effective August 1, 2006,

and applies to
1.19 violations committed on or after that date.