

## **IC 4-33-4.5**

### **Chapter 4.5. Gaming Commission Gaming Agents**

#### **IC 4-33-4.5-1**

##### **Police powers and duties**

Sec. 1. (a) A gaming agent is vested with full police powers and duties to enforce this article.

(b) A gaming agent may issue a summons for an infraction or a misdemeanor violation if the defendant promises to appear by signing the summons. A defendant who signs a summons issued under this subsection but fails to appear is subject to the penalties provided by IC 35-44-3-6.5. Upon the defendant's failure to appear, the court shall issue a warrant for the arrest of the defendant.

(c) In addition to the powers and duties vested under subsection (a), a gaming agent may act as an officer for the arrest of offenders who violate the laws of Indiana if the gaming agent reasonably believes that a crime has been, is being, or is about to be committed or attempted in the gaming agent's presence.

*As added by P.L.170-2005, SEC.6.*

#### **IC 4-33-4.5-2**

##### **Surety bonds**

Sec. 2. Each gaming agent shall execute a surety bond in the amount of one thousand dollars (\$1,000), with surety approved by the commission, and an oath of office, both of which must be filed with the executive director.

*As added by P.L.170-2005, SEC.6.*

#### **IC 4-33-4.5-3**

##### **Compensable injury to, injury to the health of, or death of a gaming agent**

Sec. 3. (a) The injury to, injury to the health of, or death of a gaming agent is compensable under the appropriate provisions of IC 22-3-2 through IC 22-3-7 if the injury, injury to the health of, or death arises out of and in the course of the performance of the agent's duties as a gaming agent.

(b) For purposes of subsection (a) and IC 22-3-2 through IC 22-3-7, a gaming agent is conclusively presumed to have accepted the compensation provisions included in the parts of the Indiana Code referred to in this subsection.

*As added by P.L.170-2005, SEC.6.*

#### **IC 4-33-4.5-4**

##### **Retirement of a gaming agent with at least 20 years of service**

Sec. 4. An eligible gaming agent who retires with at least twenty (20) years of service as a gaming agent:

- (1) may retain the agent's service weapon;
- (2) may receive, in recognition of the agent's service to the commission and to the public, a badge that indicates that the agent is retired; and

(3) shall be issued by the commission an identification card stating the agent's name and rank, signifying that the agent is retired, and noting the agent's authority to retain the service weapon.

*As added by P.L.170-2005, SEC.6.*

**IC 4-33-4.5-5**

**Salary matrix**

Sec. 5. The commission shall create a matrix for salary ranges for gaming agents, which must be reviewed and approved by the budget agency before implementation.

*As added by P.L.170-2005, SEC.6.*