

CERTIFICATION OF ENROLLMENT  
**ENGROSSED SUBSTITUTE HOUSE BILL 1009**

58th Legislature  
2003 Regular Session

Passed by the House March 18, 2003  
Yeas 81 Nays 16

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**Speaker of the House of Representatives**

Passed by the Senate April 17, 2003  
Yeas 42 Nays 7

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**President of the Senate**

Approved

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**Governor of the State of Washington**

CERTIFICATE

I, Cynthia Zehnder, Chief Clerk of the House of Representatives of the State of Washington, do hereby certify that the attached is **ENGROSSED SUBSTITUTE HOUSE BILL 1009** as passed by the House of Representatives and the Senate on the dates hereon set forth.

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**Chief Clerk**

FILED

**Secretary of State  
State of Washington**

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**ENGROSSED SUBSTITUTE HOUSE BILL 1009**

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Passed Legislature - 2003 Regular Session

**State of Washington**

**58th Legislature**

**2003 Regular Session**

**By** House Committee on Juvenile Justice & Family Law (originally sponsored by Representatives Dickerson, Delvin, Skinner, Kagi, Chase, Wood, Sommers, Miloscia, Conway, Cody, O'Brien, Kenney, Schual-Berke, McDermott and Lovick)

READ FIRST TIME 02/04/2003.

1       AN ACT Relating to video and computer games depicting violence  
2 against public law enforcement officers; amending RCW 7.80.120; adding  
3 a new section to chapter 9.91 RCW; creating a new section; and  
4 prescribing penalties.

5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

6       NEW SECTION.   **Sec. 1.** The legislature finds that there has been an  
7 increase in studies showing a correlation between exposure to violent  
8 video and computer games and various forms of hostile and antisocial  
9 behavior. The entertainment software industry's ratings and content  
10 descriptors of video and computer games reflect that some video and  
11 computer games are suitable only for adults due to graphic depictions  
12 of sex and/or violence. Furthermore, some video and computer games  
13 focus on violence specifically against public law enforcement officers  
14 such as police and fire fighters. The legislature encourages retailers  
15 and parents to utilize the rating system.

16       In addition, the legislature finds there is a compelling interest  
17 to curb hostile and antisocial behavior in Washington's youth and to  
18 foster respect for public law enforcement officers.

1        NEW SECTION.    **Sec. 2.**    A new section is added to chapter 9.91 RCW  
2 to read as follows:

3        (1) A person who sells, rents, or permits to be sold or rented, any  
4 video or computer game they know to be a violent video or computer game  
5 to any minor has committed a class 1 civil infraction as provided in  
6 RCW 7.80.120.

7        (2) "Minor" means a person under seventeen years of age.

8        (3) "Person" means a retailer engaged in the business of selling or  
9 renting video or computer games including any individual, partnership,  
10 corporation, or association who is subject to the tax on retailers  
11 under RCW 82.04.250.

12        (4) "Violent video or computer game" means a video or computer game  
13 that contains realistic or photographic-like depictions of aggressive  
14 conflict in which the player kills, injures, or otherwise causes  
15 physical harm to a human form in the game who is depicted, by dress or  
16 other recognizable symbols, as a public law enforcement officer.

17        **Sec. 3.**    RCW 7.80.120 and 1997 c 159 s 2 are each amended to read  
18 as follows:

19        (1) A person found to have committed a civil infraction shall be  
20 assessed a monetary penalty.

21        (a) The maximum penalty and the default amount for a class 1 civil  
22 infraction shall be two hundred fifty dollars, not including statutory  
23 assessments, except for an infraction of state law involving tobacco  
24 products as specified in RCW 70.93.060(4) and an infraction of state  
25 law involving violent video or computer games under section 2 of this  
26 act, in which case the maximum penalty and default amount is five  
27 hundred dollars;

28        (b) The maximum penalty and the default amount for a class 2 civil  
29 infraction shall be one hundred twenty-five dollars, not including  
30 statutory assessments;

31        (c) The maximum penalty and the default amount for a class 3 civil  
32 infraction shall be fifty dollars, not including statutory assessments;  
33 and

34        (d) The maximum penalty and the default amount for a class 4 civil  
35 infraction shall be twenty-five dollars, not including statutory  
36 assessments.

1           (2) The supreme court shall prescribe by rule the conditions under  
2 which local courts may exercise discretion in assessing fines for civil  
3 infractions.

4           (3) Whenever a monetary penalty is imposed by a court under this  
5 chapter it is immediately payable. If the person is unable to pay at  
6 that time the court may grant an extension of the period in which the  
7 penalty may be paid. If the penalty is not paid on or before the time  
8 established for payment, the court may proceed to collect the penalty  
9 in the same manner as other civil judgments and may notify the  
10 prosecuting authority of the failure to pay.

11          (4) The court may also order a person found to have committed a  
12 civil infraction to make restitution.

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