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*See* 25 U.S.C. § 2710(d)(1).

#### **D. Tribal-State Compacts**

##### 1) GENERAL CONSIDERATIONS

An Indian tribe seeking to conduct class III gaming on its Indian lands must request the state wherein the lands are located to negotiate a Tribal-State compact regarding gaming activities. *See* 25 U.S.C. § 2710(d)(3)(A). Upon receiving notice of this request, the state must enter into good faith negotiations with the tribe for entry into the compact. *Id.*

##### 2) REGULATED SUBJECT MATTER

A Tribal-State compact can include, but is not limited to, the following types of provisions regarding the:

- Applicability of Indian or State Laws and Regulations

The compact can address the application of the criminal and civil laws and regulations of the Indian tribe or the state that are directly related to, and necessary for, the licensing and regulation of such activity. *See* 25 U.S.C. § 2710(d)(3)(C)(i).

- Allocation of Indian and State Jurisdiction

The compact can address the allocation of criminal and civil jurisdiction between the state and the Indian tribe necessary for the enforcement of such laws and regulations. *See* 25 U.S.C. § 2710(d)(3)(C)(ii).

- Standards of Operation

The compact can address the standards for the operation of such activity and maintenance of the gaming facility, including licensing. *See* 25 U.S.C. § 2710(d)(3)(C)(vi).

- Relevant Subject Matter

The compact can address any other subjects that are directly related to the operation of gaming activities. *See* 25 U.S.C. § 2710(d)(3)(C)(vii).

#### **E. Federal Court Jurisdiction**

##### 1) COGNIZABLE SUBJECT MATTER

The IGRA vests federal district courts with subject matter jurisdiction over certain types of cases, including causes of action initiated by: