Legislative Council—No 44

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South Australia

Classification (Publications, Films and Computer Games) (Types of Classifications) Amendment Bill 2004

A BILL FOR

An Act to amend the Classification (Publications, Films and Computer Games) Act 1995.

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The Parliament of South Australia enacts as follows:

Part 1—Preliminary

1—Short title

This Act may be cited as the *Classification (Publications, Films and Computer Games) (Types of Classifications) Amendment Act 2004.*

5 **2—Commencement**

This Act will come into operation on a day to be fixed by proclamation.

3—Amendment provisions

In this Act, a provision under a heading referring to the amendment of a specified Act amends the Act so specified.

Part 2—Amendment of Classification (Publications, Films and Computer Games) Act 1995

4—Amendment of section 15—Types of classifications

(1) Section 15(1)—delete "(Refused Classification)" and substitute:

Refused Classification

- (2) Section 15(2) and (3)—delete subsections (2) and (3) and substitute:
 - (2) The following are the different types of classifications for films in ascending order:
 - (a) **G** General
 - (b) **PG** Parental Guidance
 - (c) M Mature
 - (d) MA 15+ Mature Accompanied
 - (e) R 18+ Restricted
 - (f) X 18+ Restricted
 - (g) **RC** Refused Classification.
 - (3) The following are the different types of classifications for computer games in ascending order:
 - (a) **G** General
 - (b) **PG** Parental Guidance
 - (c) M Mature
 - (d) MA 15+ Mature Accompanied
 - (e) **RC** Refused Classification.
 - (4) In subsections (1), (2) and (3), text that is not in bold is included by way of explanation and does not form part of the classification.

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5—Amendment of section 30—Exhibition of RC and X 18+ films

Section 30—delete "X" wherever occurring and substitute in each case:

X 18+

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6—Amendment of section 31—Prohibition of exhibition of R 18+ or MA 15+ films in certain places

Section 31—delete "R or MA" and substitute:

R 18+ or MA 15+

7—Amendment of section 32—Attendance of minor at certain films—offence by parents etc

Section 32—delete "X or R" wherever occurring and substitute in each case:

X 18+ or R 18+

8—Amendment of section 33—Attendance of minor at certain films—offence by minor

Section 33—delete "X or R" and substitute:

X 18+ or R 18+

9—Amendment of section 34—Private exhibition of certain films in presence of minor

(1) Section 34(1)—delete "X" wherever occurring and substitute in each case:

X 18 +

(2) Section 34(2)—delete "R" and substitute:

R 18+

10—Amendment of section 35—Attendance of minor at R 18+ film—offence by exhibitor

Section 35(1)—delete " R" and substitute:

R 18+

11—Amendment of section 36—Attendance of minor at MA 15+ film—offence by exhibitor

Section 36(1)—delete "MA" and substitute:

MA 15+

12—Amendment of section 38—Sale of RC and X 18+ films

Section 38—delete "X" wherever occurring and substitute in each case:

X 18 +

13—Amendment of section 41—Keeping unclassified or RC or X 18+ films with other films

Section 41(1)—delete " X" and substitute: X 18+

5 14—Amendment of section 42—Sale or delivery of certain films to minors

- (1) Section 42(1)—delete "X" wherever occurring and substitute in each case:
 - X 18+
- (2) Section 42(2)—delete "R" and substitute:

R 18+

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(3) Section 42(5)—delete "X or R" and substitute:

X 18+ or R 18+

(4) Section 42(6)—delete "MA" and substitute:

MA 15+

15—Amendment of section 44—Leaving films in certain places

- (1) Section 44(1)—delete "X" wherever occurring and substitute in each case: X 18+
 - (2) Section 44(2)—delete "R or MA" wherever occurring and substitute in each case: R 18+ or MA 15+

16—Amendment of section 45—Possession or copying of film for purpose of sale or exhibition

Section 45(1)—delete "X" wherever occurring and substitute in each case: X 18+

17—Amendment of section 57—MA 15+ computer games

Section 57—delete "MA (15+)" and substitute:

MA 15+

18—Amendment of section 58—Demonstration of unclassified, RC and MA 15+ computer games

Section 58(2)—delete "MA (15+)" wherever occurring and substitute in each case: MA 15+

30 19—Amendment of section 62—Sale or delivery of certain computer games to minors

Section 62(2)—delete "MA (15+)" and substitute: MA 15+

20—Amendment of section 63—Power to demand particulars and expel unaccompanied minors under 15

Section 63(4)—delete "MA (15+)" and substitute:

MA 15+

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21—Amendment of section 64—Leaving computer games in certain places

Section 64(2)—delete "MA (15+)" wherever occurring and substitute in each case: MA 15+

22—Amendment of section 67—Certain films, publications and computer games not to be advertised

Section 67(1)(b)—delete "X" and substitute: X 18+

23—Amendment of section 68—Screening of advertisements with feature films

- (1) Section 68, table—delete " MA " wherever occurring and substitute in each case: MA 15+
- (2) Section 68, table—delete "R" wherever occurring and substitute in each case: R 18+

24—Amendment of section 69—Liability of occupier for certain advertisements

- (1) Section 69—delete "R" wherever occurring and substitute in each case: R 18+
- (2) Section 69—delete "MA" wherever occurring and substitute in each case:

 MA 15+

25—Amendment of section 70—Sale of feature films with advertisements

- (1) Section 70, table—delete " MA " wherever occurring and substitute in each case: MA 15+
- (2) Section 70, table—delete "R" wherever occurring and substitute in each case: R 18+

26—Amendment of section 71—Advertisements with computer games

- (1) Section 71, table—delete "G(8+)" wherever occurring and substitute in each case: PG
- (2) Section 71, table—delete "M(15+)" wherever occurring and substitute in each case:
- (3) Section 71, table—delete "MA(15+)" wherever occurring and substitute in each case: MA 15+

27—Amendment of section 75A—Interpretation

(1) Section 75A, definition of *matter unsuitable for minors*—delete "R" wherever occurring and substitute in each case:

R 18+

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(2) 75A, definition of *objectionable matter*—delete "X" wherever occurring and substitute in each case:

X 18 +

28—Amendment of section 80B—Forfeiture of other seized films, publications and computer games

Section 80B(7)(a)(i)—delete "X" and substitute:

X 18 +

29—Amendment of section 83A—Proof of classification by consent

Section 83A(2)—delete "X" and substitute:

X 18 +

30—Amendment of section 84—Protection for classified material against prosecutions under indecency etc laws

Section 84—delete "X" wherever occurring and substitute in each case:

X 18 +

31—Amendment of section 88—Publication to prescribed person or body

Section 88(a)—delete "X, R or MA" and substitute:

X 18+, R 18+ or MA 15+

Part 3—Transitional provisions

32—Application of Act

- (1) The amendments made by this Act apply to the doing of things on or after the commencement of this Act.
- (2) The insertion of section 15(4) by this Act does not affect the interpretation of the *Classification (Publications, Films and Computer Games) Act 1995* as in force before the inclusion of that provision.

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33—Conversion of certain pre-commencement classifications to equivalent new classifications

(1) A film that, immediately before the commencement of this Act, had a classification of a type specified in column 2 of an item in the Table, is, for the purpose of applying the *Classification (Publications, Films and Computer Games) Act 1995* after that commencement, to be taken to have, and to have had at all times before that commencement when it had that classification, the classification of the type specified opposite it in column 3 of that item.

TABLE

Film classifications		
Column 1	Column 2	Column 3
Item	Former type of classification	New type of classification
1	MA	MA 15+
2	R	R 18+
3	X	X 18+

(2) A computer game that, immediately before the commencement of this Act, had a classification of a type specified in column 2 of an item in the Table, is, for the purpose of applying the *Classification (Publications, Films and Computer Games)*Act 1995 after that commencement, to be taken to have, and to have had at all times before that commencement when it had that classification, the classification of the type specified opposite it in column 3 of that item.

TABLE

Computer game classifications		
Column 1	Column 2	Column 3
Item	Former type of classification	New type of classification
1	G (8+)	PG
2	M (15+)	M
3	MA (15+)	MA 15+