



PRODUCT OVERVIEW · 2026

Geolocation compliance for DFS, sweepstakes and social gaming.

Know where every entry comes from. Block the ones you shouldn't take. Prove it when you're asked.

POST /v1/check

9 ms

decision	ALLOW
region	US-TX · Travis County
activity	contest_entry · paid
policy	v2026.10.02
signals	gps ✓ 25 m mocked X vpn X
check_id	chk_7f3a...e91c

A list of state codes is not a compliance program.

Most contest and sweepstakes products start the same way: an IP lookup at signup and a list of allowed states compiled into the app. It works until a payment processor or regulator asks where a specific player was when a specific transaction happened.

01

IP address is not location

Mobile carrier IPs often resolve to the wrong state, and a VPN moves a player anywhere in one tap. An IP check can neither block reliably nor prove anything afterwards.

02

Rules differ by state and format

Pick'em, salary-cap and sweepstakes play are treated differently from state to state, and some exclusions are counties. One allow-list per state can't express that.

03

Every change waits on a release

When the eligible-states list lives in your app, opening or closing a state waits on an app-store review. Policy should be data you can change the same day.

04

No record per transaction

Being asked about one entry, deposit or redemption is routine. Without a stored decision tied to it, you can describe your process but not show it was applied.

Payment processors ask the same questions regulators do. Even where location rules are light, card networks and wallets increasingly expect operators to show players were in permitted locations when money moved. The record matters as much as the block.

One API call before money moves.

Your app sends a device location with each paid entry, purchase, deposit or withdrawal. BoundsCheck runs it through the same pipeline every time and returns allow, block, step-up or review, the reasons, and a check ID to store with the transaction. Most decisions return in milliseconds.

1 Device fix Latitude, longitude, accuracy, time, timezone, platform and mock flag.	2 Boundaries Resolved to state and county with official boundaries.	3 Fraud signals Fake GPS, VPN and proxy, IP-vs-GPS distance, impossible travel.	4 Policy engine Your versioned rules for that place and contest format.	5 Decision Allow or block, reasons, and an audit record with a check ID.
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Boundaries

Official state boundaries and all 3,142 US counties, not a radius around a city centre. Add your own zones, such as tribal land.

- ✓ Point-in-polygon at state and county level
- ✓ Accuracy radius plus a safety buffer: a location that could be across a border is not approved
- ✓ Canada and Mexico also mapped

Policy engine

Rules keyed on jurisdiction and contest format, paid or free, edited in an admin panel and versioned with the name of whoever changed them.

- ✓ Checks at session start, entry, deposit, withdrawal and signup. Custom activities [ROADMAP](#)
- ✓ Formats: pick'em, salary cap, peer-to-peer and free
- ✓ State minimum age [ROADMAP](#)
- ✓ Live eligible-states list for your onboarding screens, no release needed

An untrusted location is treated as no location.

Location spoofing is cheap and common. BoundsCheck looks for the usual signs on every check, blocks by default when it can't be sure, and keeps a record that explains each decision.

Fraud signals

- ✓ Fake-GPS (mock location) flag from the device
- ✓ VPN, proxy and hosting-provider ranges on the IP address
- ✓ IP location compared with the GPS fix
- ✓ Stale fixes and timezone mismatches
- ✓ Multi-account links by device, email or phone
- ✓ Impossible travel between a player's checks

Audit trail

- ✓ Every check stored with its inputs, signals, policy version and result
- ✓ Check ID returned to store with the entry or transaction
- ✓ Searchable log of decisions and reasons
- ✓ Change log naming the admin for every change: rules, settings, zones, IP rules and reviews
- ✓ Review queue, with each outcome sent to your system by signed webhook
- ✓ Self-serve export of any date range, CSV or JSON Lines
- ✓ Decision records kept 3 years by default, up to 7

Never guessed in. A simulated, unresolvable or border-ambiguous location is never approved; a missing or stale one prompts the player to share their location. Errors answer BLOCK, and approvals expire after 15 minutes.

Monitor before you enforce. Run checks on live traffic without acting on them, and see in the decision log and review queue what would have been blocked and why. Start enforcing when you're ready.

Built for operators who set their own compliance standard.

Daily fantasy sports	Pick'em and salary-cap operators who need rules by format and state, and a record for every paid entry.
Sweepstakes and social casino	Promotional models where a short list of states and counties must be excluded from purchases and redemptions, and proven excluded.
Free-to-play and prediction	Products that are free today and want location checks in place, and months of history, before a paid tier launches.
Platforms and white-labels	One integration serving several brands, each with its own rules, records and scoped admin.

Integration

- ✓ **Server:** call BoundsCheck before an entry, purchase, deposit or withdrawal clears, and store the check ID.
- ✓ **Web:** use the browser's location API and send the fix with each check. Ready-made web script [ROADMAP](#)
- ✓ **Mobile:** add the location permission and send a small location object with paid actions. SDKs for iOS and Android [ROADMAP](#)
- ✓ **Go live:** run checks without enforcing first, then enforce on web, then on mobile once your new app version has been adopted.

```
// sent with a paid entry
"geo_fix": {
  "lat": 30.2672,
  "lng": -97.7431,
  "accuracyM": 25,
  "capturedAt": "2026-10-06T18:00:00Z",
  "timezone": "America/Chicago",
  "platform": "ios",
  "mocked": false
}
```

Terms that work for a new operator.

Location compliance shouldn't need an enterprise budget. Plans start at \$199 a month, priced by active players with every check included. Each month you're billed on whichever plan is cheapest for that month, so your bill follows your season.

No minimums

You pay your plan, not a monthly floor.

Unlimited checks

Check every entry, deposit and withdrawal.

Month to month

No annual commitment required.

Free test setup

A test environment, set up during onboarding.

Startup program. Launching a DFS, sweepstakes or free-to-play product with fewer than 2,500 active players? Your first three months on Starter or Launch are free: enough time to integrate, run checks on real traffic before enforcing, and go live. Our first customers can also lock their price for two years in exchange for a short case study.

Items marked **ROADMAP** are committed and in development. Nothing in this document is legal advice.

Tell us what you're running.

Share the states you operate in and roughly how many active players you have. We'll walk you through the product and show you what the decisions would look like on your traffic.

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