

The Promotion and Regulation of Online Gaming Bill, 2025 --Introduced

THE MINISTER OF RAILWAYS; MINISTER OF INFORMATION AND BROADCASTING; AND MINISTER OF ELECTRONICS AND INFORMATION TECHNOLOGY (SHRI ASHWINI VAISHNAW): Sir, I rise to move for leave to

introduce a Bill to promote and regulate the online gaming sector including e-ports, educational games and social gaming; to provide for the appointment of an Authority for coordinated policy support, strategic development and regulatory oversight of the sector; to prohibit the offering, operation, facilitation, advertisement, promotion and participation in online money games through any computer resource, mobile device or the internet, particularly where such activities operate across State borders or from foreign jurisdiction; to protect individuals, especially youth and vulnerable populations, from the adverse social, economic, psychological and privacy-related impacts of such games; to ensure the responsible use of digital technologies; to maintain public order and protect public health; to safeguard the integrity of financial systems and the security and sovereignty of the State; to establish a uniform, national-level legal framework in the public interest; and for matters connected therewith or incidental thereto. ? (*Interruptions*)

HON. CHAIRPERSON: Motion moved:

?That leave be granted to introduce a Bill to promote and regulate the online gaming sector including e-ports, educational games and social gaming; to provide for the appointment of an Authority for coordinated policy support, strategic development and regulatory oversight of the sector; to prohibit the offering, operation, facilitation, advertisement, promotion and participation in online money games through any computer resource, mobile device or the internet, particularly where such activities operate across State borders or from foreign jurisdiction; to protect individuals, especially youth and vulnerable populations, from the adverse social, economic, psychological and privacy-related impacts of such games; to ensure the responsible use of digital technologies; to maintain public order and protect public health; to safeguard the integrity of financial systems and the security and sovereignty of the State; to establish a uniform, national-level legal framework in the public interest; and for matters connected therewith or incidental thereto.?

? (Interruptions)

HON. CHAIRPERSON: Shri Manish Tewari.

? (Interruptions)

श्री मनीश तिवारी (चंडीगढ़): सभापति महोदय, आप पहले हाउस को ऑर्डर में लाइए, एसआईआर पर बहस कराइए । पहले एसआईआर पर बहस कराइए । ? (व्यवधान)

HON. CHAIRPERSON: Shri N. K. Premachandran.

? (Interruptions)

SHRI N. K. PREMACHANDRAN (KOLLAM): Sir, the House is not in order. ? (Interruptions)

HON. CHAIRPERSON: The question is:

?That leave be granted to introduce a Bill to promote and regulate the online gaming sector including e- ports, educational games and social gaming; to provide for the appointment of an Authority for coordinated policy support, strategic development and regulatory oversight of the sector; to prohibit the offering, operation, facilitation, advertisement, promotion and participation in online money games through any computer resource, mobile device or the internet, particularly where such activities operate across State borders or from foreign jurisdiction; to protect individuals, especially youth and vulnerable populations, from the adverse social, economic, psychological and privacy-related impacts of such games; to ensure the responsible use of digital technologies; to maintain public order and protect public health; to safeguard the integrity of financial systems and the security and sovereignty of the State; to establish a uniform, national-level legal framework in the public interest; and for matters connected therewith or incidental thereto.?

The motion was adopted.

SHRI ASHWINI VAISHNAW: Sir, I introduce the Bill.

? (Interruptions)

12.12 hrs

