

GOVERNMENT OF INDIA  
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY  
**RAJYA SABHA**  
**UNSTARRED QUESTION NO. 247**  
TO BE ANSWERED ON 21.07.2023

**CHECK ON ONLINE GAMBLING**

**247. SMT. MAHUA MAJI:**

Will the Minister of Electronics and Information Technology be pleased to state:

- (a) whether Government has taken any initiative to check online gambling involving money transactions;
- (b) if so, the number of online gambling games that have been shortlisted so far; and
- (c) the details of action taken in this regard during the last three months?

**ANSWER**

MINISTER OF STATE FOR ELECTRONICS AND INFORMATION TECHNOLOGY  
(SHRI RAJEEV CHANDRASEKHAR)

(a) to (c): With regard to the risk to users from online gaming, it is informed that the policies of the Central Government are aimed at ensuring an Open, Safe and Trusted and Accountable Internet for its users. To help achieve this aim, the Central Government, in exercise of powers conferred by the Information Technology Act, 2000, has made amendment to the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021. These rules cast specific obligation on intermediaries to observe due diligence and provide that if they fail to observe such due diligence, they shall no longer be exempted from their liability under law for third-party information or data or communication link hosted by them. Such due diligence includes that an intermediary shall make reasonable efforts to cause its user not to host, display, publish, transmit or share any information that relates to or encourages gambling, or violates any law for the time being in force. Further, the intermediary shall not host, store or publish such information, on a voluntary basis on violation of the above, and on actual knowledge upon receipt of a grievance or court order or notice from the appropriate government or its agency.

Under the amended rules, intermediaries shall also make reasonable efforts to not host, publish or advertise online real money game or other online game that is not verified as a permissible online game by self-regulatory body. To be verified and declared as permissible online real money game such online real money game shall be free from wagering on outcome and information that causes user harm.

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