

GOVERNMENT OF INDIA  
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY  
**RAJYA SABHA**  
**UNSTARRED QUESTION NO. 1513**  
TO BE ANSWERED ON: 15.12.2023

**REGULATION OF ONLINE GAMING**

**1513. SHRI S. SELVAGANABATHY:**

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

- (a) whether the youth of the country are getting addicted to online gaming apps mainly due to the advertisements to earn crores of rupees by playing such games at home;
- (b) if so, the details thereof;
- (c) whether various cases in this regard are being registered in various police stations daily and if so, the details thereof;
- (d) the details of the rules under which these gaming apps have been sanctioned by Government;
- (e) whether any initiative is being taken by Government in this direction in view of the future of the youth; and
- (f) if so, the details thereof?

**ANSWER**

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

(a) to (f): The policies of the Government of India are aimed at ensuring that internet in India is open, safe, trusted and accountable to all users. The Government is aware of the possible risks and challenges associated with the online games. With regard to the risk to users from online games, the Ministry of Electronics and IT ('MeitY') was allocated the matters related to online gaming on 23<sup>rd</sup> December, 2022 through amendments to the Government of India (Allocation of Business) Rules, 1961. The policy of the Government in respect of the online gaming sector is aimed at putting in place adequate checks and balances and safeguards against harms. To address concerns related to online gaming, amendment to the IT Rules, 2021 were notified on 6<sup>th</sup> April, 2023. These rules enforce greater accountability on online gaming and social media intermediaries in respect of online games. These rules cast specific legal obligations on online gaming intermediaries, including other intermediaries, social media intermediaries or platforms in relation to online games. In case of failure to follow such legal obligations as provided in the IT Rules, 2021, by intermediaries, they shall lose their safe harbour protection under section 79 of the IT Act and shall be liable for consequential action or prosecution as provided under any law for the time being in force including the IT Act and the Indian Penal Code.

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