

GOVERNMENT OF INDIA  
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY  
**LOK SABHA**  
**UNSTARRED QUESTION NO. 2338**  
TO BE ANSWERED ON 21.12.2022

**RULES FOR ONLINE GAMING SECTOR**

**2338. SHRI DEVJI M. PATEL: SHRI RAJ KUMAR CHAHAR:  
SHRI N. REDDEPPA: SHRI SUDHAKAR TUKARAM SHRANGARE:  
SHRI DILIP SAIKIA:**

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

- (a) whether the Government has formulated any rules and regulations for online gaming sector;
- (b) if so, the details thereof and if not, the reasons therefor;
- (c) the steps taken by the Government to administer the content and other regulations of the gaming platforms by enacting new rules under the IT Act; and
- (d) the total number of companies/entities engaged in online gaming with their details and their earnings from such gambling; and
- (e) the statutory tools Government has used or may use to curb this increasing menace of online gambling?

**ANSWER**

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

(a) to (e):The policies of the Government are aimed at ensuring an Open, Safe and Trusted and Accountable Internet for its users. With the expansion of the Internet and more and more Indians coming online, the potential for Indians being exposed to online game, offered by online gaming platform intermediaries including online games that have information that is harmful or violates any law, has also increased. The Government is aware of the possible risks and challenges associated with online games that have such information.

To help achieve the aim of making Internet Open, Safe and Trusted and Accountable, the Central Government, in exercise of powers conferred by the Information Technology Act, 2000, has made the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021. These rules cast specific obligation on intermediaries, including intermediaries offering online games, to observe diligence and provides that if they fail to observe such diligence, they shall no longer be exempt from their liability under law for third-party information or data or communication link hosted by them. Such diligence includes the following:

- (i) To make reasonable efforts to cause its user not to host, display, publish, transmit or share any information that is harmful to child, causes incitement to the commission of any cognizable offence, relates to encourages gambling, or violates any law for the time being in force;
- (ii) To not host, store or publish unlawful information prohibited under law for the time being in force, 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;
- (iii) To have in place a grievance redressal machinery, and resolve complaints of violation of the rules within 72 hours of being reported;
- (iv) To provide, upon receipt of an order from a lawfully authorised government agency, information or assistance for prevention, detection, investigation or prosecution under law.

Information regarding the number and details of earning of companies/entities engaged in online gaming is not maintained by the Central Government.

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