

GOVERNMENT OF INDIA
MINISTRY OF INFORMATION & BROADCASTING
LOK SABHA
UNSTARRED QUESTION NO. 3408
TO BE ANSWERED ON 21.03.2023

GUIDELINES FOR ONLINE GAMES.

3408. SHRI PARTHIBAN S.R:

Will the Minister of INFORMATION AND BROADCASTING be pleased to state:

(a) the details of the guidelines for online games for both games of skill and chance to regulate mental health issues; and

(b) the details of the interim guidelines for website creation and game development, providing prescribed standards for platform design, in order to curtail the effects of violent and addictive gaming?

ANSWER

**THE MINISTER OF INFORMATION AND BROADCASTING; AND
MINISTER OF YOUTH AFFAIRS AND SPORTS**

(SHRI ANURAG SINGH THAKUR):

(a) to (b): “Betting and Gambling” come under Entry 34 of List-II in Seventh Schedule of Constitution of India, in respect of which States have power to legislate. Accordingly, States have enacted their laws to deal with gambling including which are available online within their jurisdictions.

There have been judicial pronouncements on distinction between games of skill and games of chance. The Supreme Court has held that games of skill refer to those games which requires a substantial degree of skill for success. Games which are predominantly based on chance are considered as ‘Gambling’ under Indian Laws. Through an amendment in Allocation of Business Rules, 1961 vide notification dated 23.12.2022 the subject “Online Gaming” has been allocated to Ministry of Electronics and Information Technology (MeiTY).
