

GOVERNMENT OF INDIA  
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY  
**LOK SABHA**  
**UNSTARRED QUESTION NO. 627**  
TO BE ANSWERED ON: 06.12.2023

**ONLINE GAMBLING**

**627. SHRIMATI SANGEETA AZAD:  
DR. SANJEEV KUMAR SINGARI:**

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

- (a) whether the Government is cognizant of instances where individuals have resorted to suicide following financial losses in online gambling and reported harassment by companies in this sector;
- (b) if so, the details thereof including the total number of suicides recorded in the past year under such circumstances;
- (c) whether the Government has taken any actions by issuing notices against companies engaged in online gambling and illegal betting and if so, the details thereof;
- (d) whether the Government has plans to enact stringent legislation aimed at preventing online gambling and illegal betting; and
- (e) if so, the details thereof along with details of any proposed legislation in this regard?

**ANSWER**

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

(a) to (e): The policies of the Government are aimed at ensuring that the Internet in Open, India is Safe & Trusted and Accountable to all Users. The Internet technology and Internet used to be seen as force for good, but in recent years, technology is also exploited for causing user harms and criminality. The number of Internet users in India are expected to increase from 88 crores today to 120 crore users by 2026.

Data related to crimes, including cybercrimes, are maintained by the National Crime Records Bureau (NCRB), based on data reported by State Police and other law enforcement agencies. As per information provided by NCRB, no specific data on the incident of suicides after losing money in online gambling and harassment by companies, is reported to or maintained by it. State- and Union-territory-wise details of cases registered under the sub-category "Abetment to suicide (online)" within the category of "Cybercrimes" is at Annex.

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 Ministry, within a fortnight, prepared the draft amendments to the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Amendment Rules, 2021 ("IT Rules, 2021") in exercise of the powers given under the Information Technology Act, 2000 and commenced public consultations on the same on 2<sup>nd</sup> January, 2023. After extensive consultations with relevant stakeholders including National Commission For Protection of Child Rights (NCPCR), children,

teacher, users of online games, online gaming companies, other concerned Ministries, etc., the 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 to ensure an Open, Safe & Trusted and Accountable Internet for Users.

These rules layout a comprehensive regulatory framework for Online Gaming Eco-system and address the twin challenges of catalyzing and expanding online gaming innovation and at the same time protecting citizens from the potential risks and harms posed by the prohibited online games. Under the new rules, only permissible online games are allowed to be available on the Internet in India. To be verified and declared as permissible online real money game, such online real money game shall not involve wagering on outcome, information causing user harm, gaming addiction, financial loss, financial fraud, etc. These rules protect citizens from illegal wagering by prohibiting those online games that involve wagering on outcome, including their advertisements or any type of presence online. The Government has zero tolerance towards any form of online games which involve wagering on outcome.

Further, the Ministry of Information and Broadcasting has issued an advisory, advising the print and electronic media to refrain from publishing advertisements of online betting platforms, and online and social media, including online advertisement intermediaries and publishers, not to display such advertisements in India or target such advertisements towards Indian audience. The Ministry has also issued an advisory to all private satellite television channels on 'Advertisements on Online Games, Fantasy Sports, etc.', advising all broadcasters that the guidelines issued by the Advertising Standards Council of India be complied with and that the advertisements broadcast on television adhere to the same.

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**Annexure**

**Cases registered under the sub-category “Abetment of suicide”,  
within the category “cybercrimes”**

<b>S. No.</b>	<b>State/Union territory</b>	<b>2019</b>	<b>2020</b>	<b>2021</b>
1	Andhra Pradesh	0	0	1
2	Arunachal Pradesh	0	0	0
3	Assam	0	0	0
4	Bihar	0	0	0
5	Chhattisgarh	0	0	0
6	Goa	1	0	0
7	Gujarat	2	2	2
8	Haryana	0	2	0
9	Himachal Pradesh	0	0	0
10	Jharkhand	0	0	0
11	Karnataka	0	0	0
12	Kerala	0	0	1
13	Madhya Pradesh	0	2	3
14	Maharashtra	3	3	3
15	Manipur	0	0	0
16	Meghalaya	0	0	0
17	Mizoram	0	0	0
18	Nagaland	0	0	0
19	Odisha	0	0	0
20	Punjab	0	0	0
21	Rajasthan	0	0	0
22	Sikkim	0	0	0
23	Tamil Nadu	0	0	0
24	Telangana	0	0	0
25	Tripura	0	0	0
26	Uttar Pradesh	0	0	0
27	Uttarakhand	0	0	0
28	West Bengal	1	1	0
29	Andaman and Nicobar Islands	0	0	0
30	Chandigarh	0	0	0
31	Dadra and Nagar Haveli and Daman and Diu	0	0	0
32	Delhi	0	0	0
33	Jammu and Kashmir	0	0	0
34	Ladakh		0	0
35	Lakshadweep	0	0	0
36	Puducherry	0	0	0
	<b>Total</b>	<b>7</b>	<b>10</b>	<b>10</b>

Source: *National Crime Records Bureau*

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