

**GOVERNMENT OF INDIA
MINISTRY OF INFORMATION AND BROADCASTING**

**LOK SABHA
UNSTARRED QUESTION NO. 1063
TO BE ANSWERED ON 08/02/2022**

REGULATION OF ONLINE FANTASY SPORTS

1063. MS. S. JOTHIMANI:

Will the Minister of INFORMATION & BROADCASTING

be pleased to state:

- (a) whether the Government intends to frame a specialized policy for regulation of online fantasy sports in the country;
- (b) if so, the details thereof and if not, the reasons therefor;
- (c) whether the Government has issued any advisories on advertisements of fantasy sports, and if so, the details thereof;
- (d) whether the Government has differentiated between games of skills and games of chance in advisories pertaining to fantasy sports, if so, the details thereof and if not, the reasons therefor; and
- (e) whether the Government felt the need for a legal and policy framework to distinguish between games of skills and games of chance?

ANSWER

**MINISTER OF INFORMATION AND BROADCASTING; AND MINISTER
OF YOUTH AFFAIRS AND SPORTS, (SHRI ANURAG SINGH THAKUR)**

**(a) & (b): NITI Aayog has prepared a draft discussion paper
“Guiding Principles for the Uniform National-Level Regulation of
Online Fantasy Sports Platforms in India”.**

(c) to (e): The Ministry of Information and Broadcasting has issued an advisory on 04.12.2020 to private satellite TV channels to comply with the guidelines of Advertising Standards Council of India (ASCI) on advertisements relating to online gaming and for carrying certain disclaimers, etc. to protect consumers and inform them regarding financial risk and other factors involved in online gaming.

The Advertisement Code laid down under the Cable Television Networks Rules 1994, inter alia, provides that the advertisements have to conform to the laws of the country. Betting and gambling comes under List II of the 7th Schedule of the Constitution of India for which States are competent to enact laws. Games of chance, which are in the nature of gambling, are prohibited under the various statutes of the States.
