

GOVERNMENT OF INDIA
MINISTRY OF WOMEN AND CHILD DEVELOPMENT

LOK SABHA
UNSTARRED QUESTION NO. 5615
TO BE ANSWERED ON 27.03.2026

IMPACT OF ONLINE GAMING ON CHILDREN

5615. SHRI.PRABHAKAR REDDY VEMIREDDY:
SHRI MAGUNTA SREENIVASULU REDDY:
SHRI PUTTA MAHESH KUMAR:
SHRI G M HARISH BALAYOGI:

Will the Minister of WOMEN AND CHILD DEVELOPMENT be pleased to state:

- (a) whether the Government has undertaken any study/survey regarding the impact of online gaming on children, especially those under the age of 13;
- (b) if so, the details regarding the impact of the same on children along with steps undertaken to address issues of gaming addiction among children;
- (c) whether the Government has considered setting up centres for deaddiction from gaming for young adults, especially children;
- (d) if so, the details thereof including list of centres proposed, sanctioned and set up along with the fund allocated, released/utilised during the last five years in the country, State-wise including Andhra Pradesh;
- (e) whether the Government has undertaken any steps to increase awareness of the dangers of online gaming and its addiction among children; and
- (f) if so, the details thereof and if not, the reasons therefor?

ANSWER

MINISTER OF STATE IN THE MINISTRY OF WOMEN AND CHILD DEVELOPMENT
(SHRIMATI SAVITRI THAKUR)

(a) and (b): The Government is cognizant of the risks posed by online gaming and potential harms like addiction. The policies of the Central Government are aimed at ensuring an Open, Safe and Trusted and Accountable Internet for its users.

To address various socio-economic concerns in online games like addiction, the Central Government, after extensive consultations with relevant stakeholders, has notified the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 ("IT Rules, 2021") in exercise of the powers given under the IT Act. The IT Rules, 2021 cast specific due diligence obligations on intermediaries, including social media intermediaries,

with respect to the information that is not to be hosted, displayed, uploaded, published, transmitted, stored or shared on the platforms. Intermediaries are required not to host, store or publish any information violative of any law for the time being in force. Intermediaries are required to ensure their accountability that includes their expeditious action towards removal of the unlawful information categorised under the IT Rules, 2021 or on the basis of grievances received against any information that, among other things, is harmful to child or that is relating or encouraging money laundering or gambling.

Government has introduced GST at the rate of 28% in online gaming from 1st October, 2023. The supplier of online money gaming shall obtain a single registration under the Simplified Registration Scheme referred to in the Integrated Good and Services Tax Act, 2017 (“IGST Act”).

The suppliers of offshore online money gaming are also being regulated under the IGST Act. The Directorate General of GST Intelligence Headquarters (“DGGI”) is empowered as appropriate government/agency under the IT Act and the IGST Act to direct intermediaries to block unregistered offshore online money gaming platforms violating the IGST Act.

Further, the IT Act has provisions to issue blocking orders to intermediaries for blocking access to specific information/ link in the interest of sovereignty and integrity, defence of India, security of the State, friendly relations with foreign States or public order or for preventing to the incitement to the commission of any cognizable offence relating to above following the due process as envisaged in the Information Technology (Procedure and Safeguards for Blocking for Access of Information for Public) Rules, 2009.

Additionally, the Ministry of Electronics & Information Technology has issued 1410 blocking directions related to online betting/gambling/gaming websites (including mobile applications) between the year 2022- 25 (till February, 2025).

(c) and (d) “Betting and gambling” is a State subject under entry 34 of the List II (State List) of the Seventh Schedule of the Indian Constitution and State legislations define betting and gambling related offences. Therefore, as per the provisions of article 246 read with article 162 of the Constitution, State Legislatures have power to legislate on matters related to betting and gambling, including online gaming.

Further, “Police” and “Public Order” are State subjects as per the Seventh Schedule of the Constitution of India. The States/UTs are primarily responsible for the prevention, detection, investigation and prosecution of crimes including for action on offences related to online gaming through their Law Enforcement Agencies (LEAs).

(e) and (f) The Ministry of Information and Broadcasting (MIB) has issued 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 (ASCI) be complied with and that the advertisements broadcast on television adhere to the same. The guidelines includes that no gaming advertisement may depict any person under the age of 18 years, or who appears to be under the age of 18, engaged in playing game of online gaming for real money winnings, or suggest that such persons can play these games, and that every gaming advertisement must carry the disclaimer in line with ASCI code in print/static media as well as audio/video forms indicating that this game involves an element of financial risk and may be addictive. MIB has also issued advisories prohibiting advertisements (including surrogate) of betting and gambling platforms.

Further, the Ministry of Education has issued an advisory for parents & teachers on 27th September, 2021 on overcoming online gaming downsides. Subsequently, the Ministry of Education on 10th December, 2021 has issued an advisory to Parents, Teachers on Children's safe online gaming. The advisory has indicated that playing online games leads to a serious gaming addiction which has been considered as a gaming disorder. It has further warned that playing online games with no restriction and self-limits leads many players to become addicted and are eventually diagnosed with gaming disorder. Advisory to parents and teachers has been recommended for wider circular and educating them for necessary action ensuring effective use in overcoming all online gaming downsides with the associated mental and physical stress to children.

The Ministry of Home Affairs (MHA) has established the Indian Cyber Crime Coordination Centre ("I4C") to provide a framework and eco-system for LEAs to deal with cyber-crimes in a comprehensive and coordinated manner.

MHA has also launched the National Cyber Crime Reporting Portal (<https://cybercrime.gov.in>) to enable the public to report all types of cyber-crimes. Cyber crime incidents reported on this portal are routed to the respective State/UT law enforcement agency for further handling as per the provisions of law. The portal has distinct mechanisms for registering complaints related to financial frauds.

A tollfree Helpline number '1930' has also been operationalised to get assistance in lodging online complaints.
