

Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

EIGHTEENTH CONGRESS
First Regular Session

HOUSE BILL NO. 4069



Introduced by Representative Alfred Delos Santos

EXPLANATORY NOTE

Video games as an industry and an activity have progressed alongside our society's technological capabilities. From classic pixel games such as Pong and Tetris, to today's triple A (AAA) titles such as Final Fantasy XV and Assassin's Creed. The quality of today's video games has indeed come a long way. Parallel to our technological progress is the number of people who play these games. With computers more accessible than ever, a large number of individuals across age brackets have turned to video games as one form of recreational activity.

Recently, the term E-Sports has been ingrained into the mainstream consciousness. What was seen as merely a recreation became a global phenomenon with the advent of games such as League of Legends, DOTA 2, Overwatch, and the like. The E-Sports scene had grown so large and prevalent that prize pools for events such as *The International* reach upwards of millions and millions of pesos. The rise of competitive video games has also caught on with major sporting events. In fact, the 2019 Southeast Asian Games will feature six video game titles as medal events for the games.

In a global competitive sport that tests reflexes, spatial awareness, amongst others - Filipinos have not been far behind. Philippine teams show the potential to go up the rankings in the worldwide E-Sports scene. That is why the State should offer its support towards this up-and-coming sporting events so we can proudly show the world just what the Filipino is capable of.


ALFRED C. DELOS SANTOS

Representative, Ang Probinsyano Party List

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AN ACT
MANDATING THE PHILIPPINE SPORTS COMMISSION TO RECOGNIZE E-SPORTS AND FOR OTHER PURPOSES

Be it enacted by the Senate and House of Representatives of the Philippines in Congress assembled:

1 SECTION 1. *Short Title.* – This Act shall be known as the “E-Sports Act.”

2
3 SECTION 2. *Definition.* – As used in this Act:

4 a) E-Sports – refer to mainstream competitive video games which feature
5 multi-player features between professional players, individually or
6 organized as teams. These include but are not limited to the following
7 genres of video games: multiplayer online battle arena, first-person
8 shooter, battle royale, fighting games, and real-time strategy games.

9
10 b) E-Sports Facilities – refers to facilities that are primarily used for the
11 training and practice for E-Sports games.

12
13 SECTION 3. *Creation of Training Facilities for E-Sports.* – The Philippine
14 Sports Commission (PSC) is hereby mandated to facilitate the creation of
15 appropriate training and practice facilities for E-Sports. The PSC shall submit to
16 the President a comprehensive program of action 90 days from the effectivity of this
17 Act.

18 To this end, the Philippine Sports Commission shall seek the participation of
19 the E-Sports National Association of the Philippines (ESNAP) along with other
20 private individuals and organizations in Philippine E-Sports in crafting the
21 comprehensive program of action and to attain the objectives of this Act.

22 For every 30 days after the submission of the comprehensive program of
23 action, the Philippine Sports Commission shall make regular reports to the
24 President regarding the progress and status of the training and practice facilities
25 for E-Sports. Once the comprehensive program of action has been completed, the
26 Philippine Sports Commission shall turnover control and management of such
27 facilities over to ESNAP.

28
29 SECTION 4. *Appropriations.* – The funds necessary for the initial and
30 continuous implementation of this Act shall be included in the annual General
31 Appropriations Act.

1 SECTION 5. *Repealing Clause.* – All laws, decrees, executive orders, and
2 proclamations, rules and regulations or parts thereof inconsistent with this Act, are
3 hereby amended or modified accordingly.
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5 SECTION 6. *Separability Clause.* – If any provision of this Act is held invalid
6 or unconstitutional, the remaining parts or provisions not affected shall remain in
7 full force and effect.
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9 SECTION 7. *Effectivity.* – This Act shall take effect fifteen (15) days after its
10 publication in the Official Gazette or in a newspaper of general circulation.
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12 Approved,
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