

GOVERNMENT OF INDIA  
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY  
**LOK SABHA**  
**UNSTARRED QUESTION NO. 2948**  
TO BE ANSWERED ON 03.08.2022

**BAN ON ONLINE GAMES**

**2948. SHRI MAHABALI SINGH:**

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

- (a) whether the Government proposes to ban online gambling/betting in the country;
- (b) if so, the details thereof; and
- (c) the steps taken/being taken by the Government to prevent crimes occurring due to rise in spread of online gambling/betting?

**ANSWER**

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

(a) to (c): All forms of gambling and betting come under the purview of State Governments and they have enacted their laws to deal with the same within their jurisdictions under List-II of the Seventh Schedule of the Indian Constitution. Betting and gambling is illegal in most parts of the country.

Online gaming platforms are intermediaries and they have to follow the due diligence as prescribed in the Information Technology (IT) Act, 2000 and the Rules thereunder. MeitY regulates all the intermediaries as per the IT Act and the Rules therein. Online gaming platforms are treated as illegal when game of chance is involved in those platforms.

‘Police’ and ‘Public Order’ are State subjects as per the Seventh Schedule of the Constitution of India. States/UTs are primarily responsible for the prevention, detection, investigation and prosecution of crimes through their Law Enforcement Agencies (LEAs). The Law Enforcement Agencies (LEAs) at Centre and States take appropriate legal action as per provisions of law and when appropriate.

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