

GOVERNMENT OF INDIA  
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY  
**RAJYA SABHA**  
**UNSTARRED QUESTION NO. 2331**  
TO BE ANSWERED ON 05.08.2022

**LEGISLATION TO BAN ONLINE GAMBLING GAMES**

**2331. SHRI KANAKAMEDALA RAVINDRA KUMAR:**  
**DR. KANIMOSHI NVN SOMU:**

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

- (a) whether Government has taken note of the fact that there has been substantial increase in the number of instances of suicide across the country on account of mounting debt due to online rummy games;
- (b) if so, the details thereof;
- (c) whether Government has any proposal to bring in a legislation to partially or completely ban online gambling including rummy games which are posing serious threat to the life and property of the users;
- (d) if so, the details thereof; and
- (e) if not, the reasons therefor?

**ANSWER**

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

(a) to (e): 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. Data related to crimes including Cyber Crimes are maintained by the National Crime Records Bureau (NCRB) of Ministry of Home Affairs. As per NCRB data, a total of two suicides were reported in the year 2018 to 2020 one each in Andhra Pradesh and Madhya Pradesh.

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