

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
LOK SABHA
UNSTARRED QUESTION NO. 210
TO BE ANSWERED ON 07.12.2022

ONLINE GAMING INDUSTRY

210. SHRI LORHO S. PFOZE:

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

- (a) whether the Government has any plan to regulate online gaming industry and if so, the details thereof and the steps taken by the Government in this regard;
- (b) whether the Government has constituted the Inter-Ministerial Task Force (IMTF) to examine the issues faced by the Online Gaming industries;
- (c) if so, the details thereof along with the proceedings and deliberations of the IMTF and the likely time of submission of its report;
- (d) whether the Government has devised any criterion to differentiate between games of skill and games of chance; and
- (e) if so, the details thereof and if not, the reasons therefor?

ANSWER

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

(a) to (c): In the context of rapid growth in online games, its significant contribution in the growth of the digital economy and lack of appropriate regulatory framework for online games, the Ministry of Electronics and Information Technology undertook inter-ministerial consultations with a view to consider issues related to online gaming in their totality. As a result of the consultations, need was felt to constitute an IMTF to formulate a strategic policy framework document. Accordingly, the Ministry constituted the IMTF, comprising Chief Executive Officer, NITI Aayog and the Secretaries of the Ministries/Departments of Home Affairs, Sports, Information and Broadcasting, Revenue, Promotion of Industry and Internal Trade, Legal Affairs, Electronics and Information Technology and Consumer Affairs. The IMTF held a number of consultations/meetings, including with industry stakeholders and State Governments and has submitted its report.

(d) and (e): The term “game of skill” has been used in the Public Gambling Act, 1867, but has not been defined in that Act. Under the Constitution, “Betting and gambling” is a State List subject and a number of State legislatures have either enacted State legislation on gambling or amended the older Public Gambling Act, 1867. A number of State enactments also refer to the terms “game of skill” and “game of chance”. Thus, these terms have been used in the context of the law on gambling, which is a State List subject.
