

Government of India
Ministry of Electronics and Information Technology

NOTICE

Subject: Inviting feedback/comments of stakeholders on the Draft of “The Promotion and Regulation of Online Gaming Rules, 2025”- reg.

Dated: 2nd October, 2025

The Ministry of Electronics and Information Technology (MeitY) invites feedback/comments on the draft **Promotion and Regulation of Online Gaming Rules, 2025**

The Government of India has enacted the **Promotion and Regulation of Online Gaming Act, 2025** (“**PROG Act**”) with the objective of promoting innovation in e-sports and online social gaming, while ensuring a safe, responsible and accountable online gaming ecosystem in the country. The Act provides for recognition and promotion of e-sports and online social games, establishment of the Online Gaming Authority of India, a transparent framework for registration of online games, a grievance redressal mechanism for users, and safeguards against prohibited online money games and associated harms. The Gazette Notification of the PROG Act (dated 22.08.2025) and its Corrigenda (dated 28.08.2025) are available at:

<https://www.meity.gov.in/static/uploads/2025/08/dd5d971e6e54b3949f57cee34c8e5026.pdf>

2. Pursuant to section 19 of the PROG Act, the **Promotion and Regulation of Online Gaming Rules, 2025** (“the Draft Rules”) has been drafted, which provides for the procedural framework to operationalise the PROG Act. These Draft Rules provide for the regulatory framework for recognition, categorisation & registration of online games, promotion of online social games & e-sports, powers and functions of the Online Gaming Authority of India, suspension/ cancellation of registration, imposition of penalties against non-compliance, grievance redressal, etc.

3. Comments are invited from the public on the Draft Rules. The draft rules along with an explanatory note of the rules in plain and simple language to facilitate ease of understanding are available on Ministry’s website at <https://www.meity.gov.in/documents/act-and-policies/promotion-and-regulation-of-online-gaming-act-2025-and-its-corrigenda-kTMxQjMtQWa?pageTitle=Promotion-and-Regulation-of-Online-Gaming-Act,-2025-and-its-Corrigenda>

4. The submissions will be held in fiduciary capacity in MeitY and shall not be disclosed to any one at any stage, enabling persons to submit feedback/comments freely without any hesitation.

5. The feedback/comments on the draft rules in a rule wise manner may be submitted by email to **ogrules.consultation@meity.gov.in** in MS Word or PDF format by 31st October, 2025.

[TO BE PUBLISHED IN THE GAZETTE OF INDIA, EXTRAORDINARY, PART II,
SECTION 3, SUB-SECTION (i)]

GOVERNMENT OF INDIA

MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY

NOTIFICATION

New Delhi, the ____ October, 2025.

The Promotion and Regulation of Online Gaming Rules, 2025

G.S.R. __ (E).—In exercise of the powers conferred under section 19 of the Promotion and Regulation of Online Gaming Act, 2025 (32 of 2025), the Central Government hereby makes the following rules, namely:—

PART I

PRELIMINARY

1. Short Title and Commencement.—(1) These rules may be called the Promotion and Regulation of Online Gaming Rules, 2025.

(2) They shall come into force on such date as the Central Government may, by notification in the Official Gazette, appoint.

2. Definitions.—(1) In these rules, unless the context otherwise requires,—

- (a) “Act” means the Promotion and Regulation of Online Gaming Act, 2025 (32 of 2025);
- (b) “Applicant” means any online game service provider, through any person authorised by it in this regard, seeking registration of an e-sport or online social game under the Act;
- (c) “Appellate Authority” means the Secretary to Government of India in the Ministry of Electronics and Information Technology;
- (d) “Central Government” means, unless otherwise specified,—
 - (i) for the purposes of Part II of these rules, the Ministry of Youth Affairs and Sports or the Ministry of Information and Broadcasting, as the case may be;
 - (ii) for all other parts of these rules, the Ministry of Electronics and Information Technology;
- (e) “Certificate of Registration” means the Certificate of Registration issued by the Authority in relation to an online social game or an e-sport under rule 16, as the case may be;

(f) “Grievance” means any complaint or representation made by any user to an online game service provider, either in writing or through digital or electronic means, regarding any act, omission, service, decision, or practice relating to the offering or availability of online social games or e-sports;

(g) “Grievance Appellate Committee” means the Grievance Appellate Committees established under rule 3A of the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 under the Information Technology Act, 2000 (21 of 2000);

(h) “material change” means any change in the manner of offering a registered online social game or e-sport, including a modification in features of the online game or its revenue model, which is reasonably likely to change the nature of such online social game or e-sport as an online money game or where there is any change in the manner in which money or anything recognised as equivalent or convertible to money is transacted for the online game;

(i) “online game service provider” means any person who alone or jointly with others, offers, operates, organises, manages or makes available one or more online games.

(2) Words and expressions used and not defined in these rules but defined in the Act and rules made thereunder shall have the same meaning as assigned to them in the Act and the said rules, as the case may be.

PART II

PROMOTION OF E-SPORT AND ONLINE SOCIAL GAMES

3. Recognition and Promotion of e-sport.— (1) Subject to sub-rule (2), the provisions relating to recognition and promotion of e-sport under section 3 of the Act, shall be administered by the Central Government through the Ministry of Youth Affairs and Sports, which may involve suitable measures as may be considered necessary for the purpose.

(2) The registration of e-sport for the purposes of sub-section (1) of section 3 of the Act shall be done by the Authority in accordance with rule 15.

4. Promotion and development of online social games.—(1) Subject to sub-rule (2), the provisions relating to promotion of online social games under sub-section (2) of section 4 of the Act shall be administered by the Central Government through the Ministry of Information and Broadcasting, which may involve suitable measures as may be considered necessary for the purpose.

(2) The registration of online social games for the purposes of sub-section (1) of section 4 and clause (a) of sub-section (2) of section 4 of the Act shall be done by the Authority in accordance with rule 14.

(3) An online social game may be offered or made available without a registration under Part IV.

(4) The Central Government, through the Ministry of Information and Broadcasting, may issue codes of practice or guidelines in relation to the categorisation of online social games for

recreational, educational, skill development, or such other purposes so as to ensure safe and age-appropriate social gaming content.

PART III

AUTHORITY ON ONLINE GAMING

5. Establishment of the Authority.—(1) With effect from such date as the Central Government may by notification in the Official Gazette appoint, there shall be established an Authority to be called the Online Gaming Authority of India.

(2) The Authority shall be a body corporate by the name aforesaid, having perpetual succession and a common seal, with power, subject to the provisions of this Act, to acquire, hold and dispose of property, both movable and immovable, and to contract and shall, by the said name, sue or be sued.

(3) The head office of the Authority shall be in the National Capital Region.

(4) The Authority may function as a digital office which, without prejudice to its power to summon and enforce the attendance of any person and examine her on oath, may adopt techno-legal measures to conduct proceedings in a manner that does not require the physical presence of any individual.

6. Composition and qualifications for appointment of Chairperson and Members.—(1) The Authority shall consist of the following Members, to be appointed by the Central Government, namely:—

(a) a Chairperson, *ex officio* in the rank of the Additional Secretary, Ministry of Electronics and Information Technology or in the absence of an Additional Secretary, such other officer not below the rank of Joint Secretary designated by the Secretary, Ministry of Electronics and Information Technology;

(b) three Members, who shall be Members *ex officio*, in the rank of a Joint Secretary to the Government of India, to respectively represent the Ministries or Departments of the Central Government dealing with,—

- (i) information and broadcasting;
- (ii) youth affairs and sports;
- (iii) financial services; and

(c) two other Members *ex officio*, not below the rank of Director to the Government of India, out of which at least one Member shall have special knowledge of and experience in law.

(2) The Central Government shall appoint a Secretary to the Authority, who shall not be below the rank of Director to the Government of India, and who shall discharge such functions as may be assigned to her by the Authority.

(3) The Chairperson may call upon such experts as deemed necessary to assist the Authority in the discharge of its functions.

(4) The Central Government shall provide for allowances payable to non-official experts as per norms laid down by the Ministry of Finance.

7. Proceedings of the Authority.—(1) The Authority shall observe such procedure in relation to the manner of performing its functions and transaction of business at its meetings, whether conducted digitally or physically, and authenticate its orders, directions and documents and instruments in the following manner, namely:—

- (a) the Chairperson shall fix the date, time and place of meetings of the Authority, approve the items of agenda therefor, and cause notice specifying the same to be issued under her signature or that of such other Member as the Chairperson may authorise by general or special order in writing;
- (b) meetings of the Authority shall be chaired by the Chairperson and, in her absence, by the senior-most Member from the Members present during the meeting;
- (c) save as otherwise provided under these rules, one-third of the functional strength shall be the quorum for its meetings;
- (d) save as otherwise provided under these rules, all questions which come up before any meeting of the Authority shall be decided by a majority of the votes of Members present and voting, and, in the event of an equality of votes, the Chairperson, or in her absence, the person chairing, shall have a second or casting vote;
- (e) if a Member has any personal interest in any item of business to be transacted at a meeting of the Authority, she shall not participate in or vote on the same, and in such a case, the decision on such item shall be taken by a majority of the votes of other Members present and voting;
- (f) in case an emergent situation warrants immediate action by the Authority and it is not feasible to call a meeting of the Authority, the Chairperson may, while recording the reasons in writing, take such action as may be necessary, which shall be communicated within seven days to all Members and laid before the Authority for ratification at its next meeting;
- (g) save as otherwise provided under these rules, if the Chairperson so directs, an item of business or issue which requires a decision of the Authority may be referred to Members by circulation and such item may be decided with the approval of majority of the Members;
- (h) the Chairperson or any Member of the Authority, or any Member authorised by her by a general or special order in writing, may, under her signature, authenticate its order, direction or instrument.

(2) No act or proceeding of the Authority shall be invalid merely by reason of,—

- (a) any vacancy in or any defect in the constitution of the Authority;
- (b) any defect in the appointment of a person acting as the Chairperson or other Member of the Authority; or
- (c) any irregularity in the procedure of the Authority, which does not affect the merits of the case.

8. Terms and conditions of appointment and service of officers and employees of the Authority.—The Central Government may, by general or special order, provide such officers

and employees drawn by deputation from Ministries and Departments of the Central Government as deemed necessary for the efficient discharge of the functions of the Authority.

9. Powers of the Chairperson.—The Chairperson of the Authority shall exercise the following powers, namely,—

- (a) general superintendence and giving direction in respect of all administrative matters of the Authority;
- (b) authorise any officer of the Authority to scrutinise any application, intimation, complaint, reference or correspondence addressed to the Authority;
- (c) authorise performance of any of the functions of the Authority and conduct any of its proceedings, by an individual Member or groups of Members and to allocate proceedings among them.

10. Powers and functions of the Authority.—(1) The Authority shall exercise and perform the following powers and functions, namely,—

- (a) determine, either on receipt of an application from an online game service provider or *suo moto*, whether an online game is an online money game or otherwise in accordance with rule 13;
- (b) upon such determination, recognise, categorise and register online games in accordance with Part IV;
- (c) maintain and publish a National Online Social Games and E-sports Registry containing such details of all registered online social games and e-sports as deemed necessary by the Authority and a list of online games determined as online money games by the Authority in accordance with these rules;
- (d) inquire into any complaint relating to an online game that is prejudicial to the interests of users;
- (e) issue directions, orders to persons offering, organising or facilitating any online game, advertisements relating to online game and financial transactions or authorisation of funds towards payment for any online gaming;
- (f) issue guidelines or codes of practice in relation to offering online social games and e-sports in consultation with the concerned Ministry or Department in the Central Government dealing with the matter, as the case may be;
- (g) impose penalties as provided under the Act in the event of any non-compliance with any direction or order issued by the Central Government or the Authority or the agency under sub-section (3) of section 8 of the Act, in accordance with Part VI;
- (h) cancel or suspend registration of any online social game or e-sport in accordance with rule 18 or rule 19;
- (i) entertain appeals from the decision of the Grievance Appellate Committee or references made to it by the Grievance Appellate Committee in accordance with sub-rules (6) to (9) of rule 23;

(j) coordinate with financial institutions, law enforcement agencies and other agencies of the Central or State Government, authorities or regulators for effective enforcement of the Act;

(k) issue advisories to further the objective of the Act;

(l) such other functions as the Central Government may vest on it from time to time.

(2) The Authority may, on a representation made to it by a person affected by a direction issued under sub-section (3) of section 8 of the Act, or on a reference made to it by the Central Government, or upon receipt of an order from a court of competent jurisdiction modify, suspend for such time as deemed necessary or cancel such direction and, while doing so, impose such conditions as it may deem fit, subject to which the modification, suspension or cancellation shall have effect.

(3) For the purposes of discharging its functions under the Act, the Authority shall have the same powers as are vested in a civil court under the Code of Civil Procedure, 1908 (5 of 1908), in respect of matters relating to,—

(a) summoning and enforcing the attendance of any person and examining her on oath;

(b) receiving evidence on affidavit;

(c) requiring the discovery and production of documents;

(d) inspecting any data, book, document, register, books of account or any other document; and

(e) issuing commissions for the examination of witnesses or documents.

(4) While discharging functions under the Act, the Authority shall be deemed to be a civil court for the purposes of sections 215 and Chapter XXVIII of the Bharatiya Nagarik Suraksha Sanhita, 2023 (46 of 2023) and every proceeding before the Authority shall be deemed to be a judicial proceeding within the meaning of sections 229 and 267 and for the purposes of section 233 of the Bharatiya Nyaya Sanhita, 2023 (45 of 2023).

11. Appeals from the decision of the Authority.—(1) An appeal from the decision of the Authority in relation to the determination of an online game, registration of an online social game or e-sport, cancellation of a Certificate of Registration, or imposition of a penalty under section 12 of the Act shall lie with the Appellate Authority.

(2) Every appeal under sub-rule (1) shall be made before the Appellate Authority, within thirty days from the date on which the decision of the Authority is provided to the applicant in writing.

(3) The Appellate Authority shall, after giving the appellant a reasonable opportunity for making a representation in the matter, pass such orders thereon as it thinks fit after due consideration of the representation, including an order confirming, modifying or setting aside the decision or order appealed against.

(4) The Appellate Authority shall send a copy of every order made by her to the appellant and to the Authority.

(5) The Appellate Authority may, for the purpose of examining the legality or propriety or correctness, of any decision, or order of the Authority, on its own motion or otherwise, call for the records relevant to disposing of such appeal and make such orders as it thinks fit.

(6) While discharging functions under this rule, the Appellate Authority shall not be bound by the procedure laid down by the Code of Civil Procedure, 1908 (5 of 1908) but shall be guided by the principles of natural justice.

(7) While discharging functions under the Act, the Appellate Authority shall have the same powers of the Authority as under sub-rule (3) of rule 10 and be deemed to be a civil court, and every proceeding before her shall be deemed to be a judicial proceeding as under sub-rule (4) of rule 10.

(8) The appeal filed before the Appellate Authority, under sub-rule (1) shall be dealt with by her expeditiously and an endeavour shall be made by her to dispose of the appeal finally within thirty days from the date of receipt of the appeal.

PART IV

DETERMINATION, RECOGNITION, CATEGORISATION AND REGISTRATION

12. Application.— (1) Any online game service provider intending to seek recognition and registration of an online game as an online social game may, of its own volition, make an application to the Authority in such digital form and along with such supporting details as may be published by the Authority from time to time on its website.

(2) Any online game service provider intending to provide an e-sport, shall make an application to the Authority in such digital form and along with such supporting details as may be published by the Authority from time to time on its website.

(3) The Authority shall seek such details from an applicant as deemed necessary for the purpose of registering an online social game under rule 14 or an e-sport under rule 15, including any or all of the following, as the case may be,—

- (a) name and contact details of the applicant, including relevant statutory registrations applicable to such applicant;
- (b) name and detailed description of the online game intended to be registered;
- (c) category under which the applicant intends the online game to be categorised for the purposes of section 4 of the Act, including for recreational and educational purposes.;
- (d) age group to whom the online game is intended to be offered;
- (e) revenue model, including revenue generation through advertisements, subscription or one-time access fee or any other revenue model that does not involve receipt of payments in the nature of a stake or wager;
- (f) user safety features;
- (g) internal grievance redressal mechanism; and
- (h) such other details as may be deemed necessary by the Authority for this purpose.

(4) Every applicant shall provide an undertaking in such digital form as published on the website of the Authority confirming that the applicant shall not undertake any activity which is prohibited under any law for the time being in force, including the Act.

- (5) The Authority may require the online game service provider to furnish such additional information as the Authority may call for at any time during the pendency of the application.
- (6) Upon satisfying itself on the basis of the details provided by the applicant and any other additional information, the Authority shall process the application for determination under rule 13.
- (7) Where the Authority is of the opinion that the details provided by the applicant at the time of submitting the application are not in correct form or manner, it may require the applicant, in writing, to furnish such details again within the timeline specified in such notice and such timeline shall be in addition to the ninety days under rule 14 or rule 15.
- (8) An application may be returned by the Authority, by order in writing with reasons thereof, including where the applicant has failed to provide adequate details necessary to make a determination under rule 13 or where the details provided by her are incomplete.
- (9) Upon expiry of the validity of the registration, an online game service provider of online social game may, and of an e-sport shall, make a fresh application in accordance with this rule for renewal.

13. Determination of an online game.—(1) For the purposes of clause (a) of sub-section (2) of section 8 of the Act, the Authority may *suo moto* or on the basis of an application made to it under rule 12, make a determination whether an online game is an online money game or otherwise, having due regard to all or any of the following parameters, as the case may be, namely,—

- (a) whether the online game involves any element of money or other stakes by whatever name called, including payment of fees, deposit of money or other stakes, or making any purchase during game play at any point of time in the online game and such money is in the nature of a stake or wager;
 - (b) whether the payment of fees or deposits made by users is used as consideration for participating in the online game or is used as stake or wager or a consideration for winning;
 - (c) whether participation in the online game by a user is contingent on or a precondition for participation on a prior deposit of money or other stakes by such user;
 - (d) whether the online game for which payment of fees or deposits made by users provides for winnings, rewards, or payouts in the form of money or other enrichment which is redeemable, convertible to or can be encashed as money, at any point of time in the online game;
 - (e) such other relevant factors as may be deemed necessary by the Authority for such determination.
- (2) The Authority may require the online game service provider to furnish such information as it considers necessary for making the determination under sub-rule (1).
- (3) A determination whether an online game may qualify as an e-sport shall be made only with the Member representing the Ministry of Youth Affairs and Sports being present in the meeting and concurring, and in doing so,—

- (a) the Authority shall assess whether the online game meets the conditions under clause (c) of sub-section (1) of section 2 of the Act and if conditions, including the recognition of e-sports under the National Sports Governance Act, 2025 (25 of 2025) are met, the application shall be taken up for processing for registration as an e sport; and
- (b) where the Authority is satisfied, that all conditions clause (c) of sub-section (1) of section 2 of the Act, except sub-clause (iii) of clause (c) of sub-section (1) of section 2 of the Act are being met, it shall require the applicant to first obtain recognition under the National Sports Governance Act, 2025 (25 of 2025).

(4) Upon making a determination under sub-rule (1) that an online game is an online money game, the Authority shall,—

- (a) direct the online game service provider to cease offering the game immediately;
- (b) prohibit advertising, promotion, or facilitation of the game;
- (c) initiate such further action as may be prescribed under the Act, including action under section 14; and
- (d) publish on its website a list of online money games and such other associated details as deemed necessary relating to the online money game.

(5) The Authority may furnish the details of the online money games to the Central Government and such other officer or officers authorised under this Act and any other law for the time being in force.

(6) An online game which is determined to be an online money game in accordance with this rule shall not be recognised as an e-sport under the National Sports Governance Act, 2025 (25 of 2025).

(7) Where the determination under this rule was initiated *suo moto* by the Authority, the Authority may, after making a determination,—

- (a) in case of an online social game, inform the online game service provider that such online social game may apply for registration under rule 12;
- (b) where the Authority is satisfied in accordance with sub-rule (3) that the online game may be an e-sport, direct the online game service provider that such online game first obtain recognition under the National Sports Governance Act, 2025 (25 of 2025) as e-sport and thereafter apply for registration with the Authority in accordance with rule 12.

(8) Where the determination under this rule was initiated upon receipt of an application under rule 12, the Authority may, after making a determination,—

- (a) in case of an online social game, recognise and register the online social game in accordance with rule 14 and issue a Certificate of Registration to the online game service provider in accordance with rule 16;
- (b) where the Authority is satisfied in accordance with sub-rule (3) that it may be an e-sport and after evidence of the recognition of the e-sport under the National Sports Governance Act, 2025 (25 of 2025) is provided, register the e-sport with the Authority in accordance with rule 15 and issue a Certificate of Registration to the online game service provider in accordance with rule 16.

14. Recognition and registration of online social games.—(1) Upon receipt of an application under sub-rule (1) of rule 12 and where a determination has been made under sub-rule (8) of

rule 13 that the online game is an online social game, the Authority shall register such online social game within a reasonable time not exceeding ninety days from the date on which the application was first made under sub-rule (1) of rule 12.

(2) Where the Authority has made a determination on a *suo moto* basis that an online game is an online social game under clause (a) of sub-rule (7) of rule 13, and the provider of such game has made an application for registration under sub-rule (1) of rule 12, the Authority shall recognise and register the online social game.

15. Registration of e-sports.—(1) Where an application from an online game service provider is received under sub-rule (2) of rule 12 or in accordance with clause (b) of sub-rule (7) of rule 13, the Authority shall register the e-sport upon providing a proof of recognition of e-sport under the National Sports Governance Act, 2025 (25 of 2025) within a reasonable time not exceeding ninety days from the date on which the application was first made under sub-rule (2) of rule 12.

(2) Any time taken to obtain recognition under the National Sports Governance Act, 2025 (25 of 2025) in accordance with clause (b) of sub-rule (7) of rule 13 shall be excluded from the ninety-days under sub-rule (1).

PART V

CERTIFICATE OF REGISTRATION

16. Certificate of Registration of online social games or e-sport.—(1) Upon registering an online game as an online social game under rule 14 or e-sport under rule 15, the Authority shall issue a certificate of registration to the online game service provider with a unique registration number in relation to such online social game or e-sport.

(2) The Certificate of Registration issued under sub-rule (1) shall be valid and subsisting for such period up to five years as chosen by the online game service provider at the time of making an application, unless suspended or cancelled earlier under these rules.

(3) An online social game or e-sport shall not be represented, advertised, or offered as a registered online social game or e-sport without a valid Certificate of Registration.

(4) An online game service provider to whom a Certificate of Registration is granted under this rule may surrender the Certificate of Registration before the expiry of its validity in accordance with rule 20.

(5) The Authority shall maintain and publish a list of online social games and e-sports registered under these rules in the National Online Social Games and E-sports Registry, along with the names of their online game service provider and associated details.

17. Material change in nature of the online game.— (1) Any time after the receipt of a Certificate of Registration, the online game service provider shall inform the Authority, in such form and manner as the Authority may provide,—

- (a) in case of an e-sports, of any material change in the registered e-sport or change in the status of recognition of such e-sport under the National Sports Governance Act, 2025 (25 of 2025);
- (b) in case of an online social game, of any material change in the registered online social game.

18. Cancellation of Certificate of Registration of an online social game or e-sport.—

(1) A Certificate of Registration issued under rule 16 shall be liable to be cancelled where,—

- (a) there has been a material change in the online social game or e-sport for which the Certificate of Registration was granted which would make it an online money game; or
- (b) there has been repeated or continued violations of directions applicable to it under sub-section (3) of section 8 of the Act; or
- (c) in case of an e-sport, the online game service provider has failed to provide information confirming the validity of recognition under the National Sports Governance Act, 2025 within such timeline as specified by the Authority;
- (d) there has been a violation of the provisions of the Act or rules made thereunder or any other law for the time being in force relating to online social games or e-sports.

(2) The Authority may, *suo moto* or upon receipt of a complaint in relation to a registered online social game or e-sport alleging all or any of the grounds under sub-rule (1), —

- (a) where it is *prima facie* satisfied that there is adequate information with it that any or all grounds under sub-rule (1) are being met, initiate inquiry under sub-rule (4); or
- (b) where it requires further information to make an assessment, issue a notice to the concerned online game service provider setting out the grounds and, in case of complaint, enclose a copy thereof and allow the online game service provider with an opportunity to make a representation and submit such details as may be necessary in relation to the grounds within fifteen days from the receipt of the notice.

(3) Where notice is issued under clause (b) of sub-rule (2), the Authority shall, consider the representation and submission made by the online game service provider along with the complaint or non-compliance identified by the Authority *suo moto*, and,—

- (a) where no grounds for cancellation under sub-rule (1) are being made out, dismiss the complaint or, where cancellation was initiated *suo moto*, terminate proceedings; or
- (b) where it is satisfied that a *prima facie* case is made out, initiate an inquiry providing the concerned online game service provider with an opportunity of being heard and may include a fresh determination under rule 13.

(4) An inquiry under clause (a) of sub-rule (2) or clause (b) of sub-rule (3) shall begin within a reasonable time not exceeding fifteen days from the date of receipt of complaint under sub-rule (1) or representation or submission of details under clause (b) of sub-rule (2) and shall be concluded within a reasonable time and in any case within ninety days from such date.

(5) For the purposes of an inquiry under this rule, the Authority may require the person making the complaint, the online game service provider, or any person providing any service to the

online game service provider, to furnish such information as the Authority considers necessary during the inquiry in such form and manner as the Authority may from time to time publish on its website.

(6) Where an inquiry is initiated under clause (a) of sub-rule (2) or clause (b) of sub-rule (3), the Authority may, upon the conclusion of such inquiry, by order in writing,—

- (a) where no grounds for cancellation under sub-rule (1) are being made out, terminate the proceedings under this rule and where applicable, dismiss the complaint;
- (b) where there is non-compliance under the Act not covered under Chapter III of the Act, direct the online game service provider to remedy such non-compliance and demonstrate compliance to the satisfaction of the Authority; or
- (c) where it determines that the registered online social game or e-sport has undergone a material change and qualifies as an online money game, it shall,—
 - (i) cancel the Certificate of Registration;
 - (ii) initiate any or all of the actions as under sub-rule (4) of rule 13; and
 - (iii) direct the online game service provider, or any other person providing any service to the online game service provider in relation to such online game, including banks, financial institutions, or any other person facilitating financial transactions or authorisation of funds to do any act or refrain from doing any act in the user interest.

(7) Where the registration of an online social game or e-sport is cancelled under these rules, the online game service provider of such e-sport or online social game shall,—

- (a) not be eligible to avail of the support or incentives for promotion and development of e-sport or online social game envisaged under sub-section (2) of section 3 of the Act or sub-section (2) of section 4 of the Act; and
- (b) be liable for action under the Act or the National Sports Governance Act, 2025 (25 of 2025), as may be applicable.

19. Suspension of Certificate of Registration of an online social game or e-sport.—

(1) The Authority may, *suo moto* or upon receipt of a complaint in relation to a registered online social game or e-sport, suspend the registration of an online social game or an esport, by order in writing, where,—

- (a) an inquiry is contemplated under clause (a) of sub-rule (2) of rule 18;
- (b) a direction has been issued under clause (b) of sub-rule (6) of rule 18, which suspension shall remain effective till such time she remedies the non-compliance to the satisfaction of the Authority, and in case of non-compliance with the direction seeking compliance, she may be liable to penalty under section 12 of the Act;
- (c) the online game service provider has made a false or incorrect statement in or in relation to the application for registration under rule 12;
- (d) the online game service provider has failed to pay a penalty imposed under the Act or under the National Sports Governance Act, 2025 (25 of 2025), as applicable;
- (e) the online game service provider has not complied with the directions, orders, codes of practice or guidelines issued under the Act or under the National Sports Governance Act, 2025 (25 of 2025), as applicable;

- (f) in case of an e-sport, the online game service provider has failed to provide information confirming the validity of recognition under the National Sports Governance Act, 2025 within a reasonable time; or
 - (g) there has been a violation of the provisions of the Act or rules made thereunder or any other law for the time being in force relating to online social games or e-sports.
- (2) Where a suspension order has been issued on any ground under clause (a) or clause (b) of sub-rule (1), the Authority shall review such order of suspension periodically and in any case every thirty days from the date of issuance of the suspension order was first issued and, —
- (a) where suspension order is issued in relation to clause (a) of sub-rule (1), it shall ensure that inquiry under clause (a) of sub-rule (2) of rule 18 is initiated without undue delay; or
 - (b) where suspension order is issued in relation to clause (b) of sub-rule (1), ensure that non-compliance is remedied within the timeline so directed and in case of repeated or continued non-compliance, it may proceed for cancellation as under clause (b) of sub-rule (1) of rule 18.
- (3) Prior to suspending a Certificate of Registration on any ground under clauses (c) to (g) of sub-rule (1), the Authority shall,—
- (a) issue a notice to the concerned online game service provider;
 - (b) provide the online game service provider with grounds for which the Authority believes the Certificate of Registration may be suspended in case of a *suo moto* proceedings or provide her with a copy of the complaint in case of receipt of a complaint;
 - (c) allow the online game service provider with an opportunity to make a representation and submit such details as may be necessary in relation to the grounds within fifteen days from the receipt of the notice under clause (a) in such form and manner as the Authority may from time to time publish on its website.
- (4) Upon receipt of the representation and submissions from the online game service provider under clause (c) of sub-rule (3), the Authority shall, consider the representation so made by the online game service provider, along with the complaint or non-compliance identified by the Authority *suo moto* and such other further information as the Authority may require the online game service provider, complainant or any person providing any service to the online game service provider to furnish, and —
- (a) where necessary, it may suspend the Certificate of Registration by order in writing; or
 - (b) where no grounds under clause (c) to (g) of sub-rule (1) are being made out, terminate proceedings under sub-rule (3);
 - (c) where there is non-compliance under the Act not covered under Chapter III of the Act, direct the online game service provider to remedy such non-compliance and demonstrate compliance to the satisfaction of the Authority, which suspension shall remain valid till such time the non-compliance is remedied to the satisfaction of the

Authority and in case of continued non-compliance, proceedings under rule 18 may be initiated.

20. Surrender of Certificate of Registration.— (1) Any online game service provider to whom a Certificate of Registration has been issued under rule 16 may surrender its license for any or all online social games or e-sports for which such Certificate of Registration has been issued by making an application to the Authority in such digital form as the Authority may publish on its website.

(2) A surrender of a Certificate of Registration under this rule shall not affect any liability or obligation accrued or proceedings initiated against the concerned online game service provider under the Act prior to the date of acceptance of such surrender.

PART VI

IMPOSITION OF PENALTY

21. Scope and manner of holding inquiry for imposition of penalty under section 12.—

(1) The Authority shall exercise jurisdiction in respect of the non-compliance as under section 12 of the Act.

(2) The Authority shall, *suo moto* or upon receipt of a complaint made to it from any person in the manner and upon payment of such fee as published on its website, issue a notice containing particulars of the alleged non-compliance together with all the documents to the online game service provider for the proceedings, fixing a date and time for further proceedings, which shall be digital in nature unless physical presence is deemed necessary.

(3) On the date so fixed, the Authority shall explain to such person or persons to whom notice is issued about the contravention alleged to have been committed in relation to any direction or order made under sub-section (3) of section 8 of the Act and,—

(a) where the online game service provider admits to such non-compliance, the Authority shall record the admission, direct her to remedy the non-compliance and may impose a penalty as she thinks fit in accordance with the provisions of the Act and rules made thereunder; or

(b) the online game service provider may show cause why an inquiry should not be held in the alleged non-compliance or that why the notice alleging the non-compliance should be dismissed.

(4) The Authority, on the basis of the notice, other documents, and submissions, shall form an opinion as to whether there is sufficient cause for holding an inquiry or the notice should be dismissed and accordingly shall either by order dismiss the notice, or determine to hear the matter.

(5) If the online game service provider fails, neglects or refuses to appear, or present herself as required by sub-rule (3), before the Authority, the Authority shall proceed with the inquiry in their absence after recording the reasons for doing so.

(6) At any time or on receipt of a report of non-compliance from an aggrieved person, any Government agency, court of competent jurisdiction, or *suo moto*, the Authority, may get the

matter investigated through an authorised officer or class of officers of the Authority notified under section 15 of the Act.

(7) The Authority shall hear and decide each complaint within ninety days.

(8) If, upon consideration of the evidence produced before the Authority along with other records and submissions, the Authority is satisfied that the person offering the online social game or e-sport, as the case may be, has become liable to action under section 12 of the Act, the Authority may, by order in writing, specify the particulars as may be necessary for compliance with the order, and may, as the case may be,—

- (a) impose such penalty as deemed fit;
- (b) suspend or cancel the Certificate of Registration issued to the concerned online game service provider, where applicable, or
- (c) prohibit the online game service provider from offering, facilitating or promoting such games for such period specified in the order.

(9) While adjudging the action under sub-rule (8) or quantum of penalty, the Authority shall have due regard to the following factors, namely:—

- (a) the amount of gain of unfair advantage, wherever quantifiable, made as a result of the non-compliance;
- (b) the amount of loss caused to any person as a result of the non-compliance;
- (c) the repetitive nature of the non-compliance;
- (d) the gravity and duration of the non-compliance;
- (e) number of users affected, and the level of harm suffered by them;
- (f) whether the online game service provider or the person to whom the non-compliance relates took any action to mitigate the effects and consequences of such non-compliance;
- (g) whether the penalty being imposed is proportionate and effective, having regard to achieving compliance and deterring non-compliance with the provisions of the Act;
- (h) any other matter that may be relevant in the context of harm caused or likely to be caused to the user and the non-compliance.

(10) The Authority shall make available a copy of the order to the online game service provider or the complainant.

22. Recovery of penalty.—(1) The amount of any penalty imposed under these rules, if not paid, may be recovered as if it were an arrear of land revenue.

(2) The penalties collected under this Act shall be credited to the Consolidated Fund of India.

PART VII

GRIEVANCE REDRESSAL MECHANISM

23. Grievance redressal.—(1) Every online game service provider offering a registered online social game or e-sport, as the case may be, shall establish and maintain a functional grievance redressal mechanism for redressal of grievances from any user in relation to the online social games or e-sport offered by it.

(2) The Authority may issue guidelines or codes of practice regarding the grievance redressal mechanism relating to registered online social games and registered e-sport.

(3) Notwithstanding anything contained in the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 notified under the Information Technology Act, 2000 (21 of 2000) where an aggrieved user is dissatisfied with the resolution of their grievance by online game service provider, or where no resolution is provided within a specified time period, the aggrieved user may approach the Grievance Appellate Committee within a period of thirty days from the date on which the online game service provider has conveyed their decision in relation to the grievance or in case of non-redressal of grievances within the specified timeline, as the case may be in such form and manner as the Authority may from time to time publish on its website.

(4) The Grievance Appellate Committee shall deal with such an appeal expeditiously and shall make an endeavour to resolve the appeal finally within a period of thirty days from the date of receipt of the appeal.

(5) The Grievance Appellate Committee may, after giving parties an opportunity of being heard, issue appropriate orders, including corrective or remedial measures in relation to the grievances and where the Grievance Appellate Committee is of the opinion that the online game service provider has failed to comply with any directions issued by the Central Government or the Authority under sub-section (3) of section 8 of the Act, it may refer such non-compliance to the Authority for appropriate action for section 12 of the Act.

(6) Any user dissatisfied with the resolution of their appeal by the Grievance Appellate Committee may approach the Authority within a period of thirty days from the date on which the Grievance Appellate Committee has issued the order in such form and manner as the Authority may from time to time publish on its website.

(7) The Authority shall deal with such an appeal under sub-rule (6) expeditiously and shall make an endeavour to resolve the appeal finally within a period of thirty days from the date of receipt of the appeal.

(8) The Authority may, after giving parties an opportunity of being heard, issue appropriate directions, including corrective or remedial measures, and may impose penalties for non-compliance under the Act.

(9) The Authority shall establish and maintain a mechanism for the resolution of appeals from an order of the Grievance Appellate Committee under these rules.

PART VIII

MISCLELLANOUS

24. Repayment of user funds collected before the commencement of the Act.— (1) Any funds relating to online games due to be returned to users for which she was eligible prior to the enforcement of the Act and which are in the possession or custody of banks, financial institutions, or any other person facilitating financial transactions or authorisation of funds

prior to the enforcement of the Act may be remitted to the users and such remittance shall not amount to facilitation of transactions or authorisation of funds towards payment for any online money gaming service under section 7 of the Act.

(2) This rule shall cease to have effect on the expiration of one hundred and eighty days from the date of enforcement of the Act.

25. Preparation and furnishing of annual report.—(1) The Authority shall, as soon as may be, after the completion of each financial year, prepare an annual report giving a true and full account of its activities performed in the year.

(2) The Authority shall forward the annual report to the Central Government within a period of one hundred and eighty days immediately following the close of the year for which it has been prepared after adoption at a meeting of the Authority, be signed by the members and authenticated by the Authority.

EXPLANATORY NOTE FOR RULES UNDER THE PROG ACT

Introduction

The Promotion and Regulation of Online Gaming Act 2025 ("PROG Act") provides a uniform national framework for structured growth of the online gaming sector through legitimate formats of e-sports and online social games, while prohibiting exploitative and harmful online money games. It establishes the Online Gaming Authority of India ("Authority") to oversee determination whether an online game is an online money game or otherwise, recognition & registration of e-sports and online social game, compliance, grievance redressal, and enforcement.

The Ministry of Electronics and Information Technology (MeitY) has now prepared the Draft Promotion and Regulation of Online Gaming Rules, 2025 ("Draft Rules"). These Draft Rules have been framed under section 19 of the PROG Act, which received the President's assent and was notified in the Gazette of India on 22nd August, 2025.

The Draft Rules provide enabling provisions to encourage structured growth of legitimate e-sports and social gaming ecosystems; lays down a framework for determination of an online game as online money game or otherwise; prescribes the framework for recognition, categorization and registration of legitimate e-sports and online social games; mandates maintenance of National Online Social Games and E-sports Registry ; provides a transparent, digital and accountable regulatory framework and provides a strong grievance redressal mechanism to safeguard users.

The Draft Rules are organised into eight Parts, setting out a comprehensive promotion and regulatory framework. A detailed chapter wise summary is provided below

Chapter-wise Summary of the Draft Rules

1. PART I: PRELIMINARY

This part states the timeline on which the Draft Rules shall come into force, on a date appointed by the Central Government. It provides key definitions for terms like "Act," "Applicant," "Grievance," and "online game service provider," and further clarifies which government ministry acts as the "Central Government" under different Rules..

2. PART II: PROMOTION OF E-SPORT AND ONLINE SOCIAL GAMES

This part outlines the roles of different ministries in promoting e-sport or online social gaming, with the Ministry of Youth Affairs and Sports responsible for e-sports and the Ministry of Information and Broadcasting for promotion of online social games. The Ministry of Information and Broadcasting may also issue guidelines for categorizing social games to ensure age-appropriate content and in relation to categorisation of online social games for recreational, educational, skill development purposes. Registration for both e-sports and social games is managed by the Online Gaming Authority of India. It has been clarified that an online social game can be offered

without a registration under Part IV, thus making registration for online social games voluntary.

3. PART III: AUTHORITY ON ONLINE GAMING

This part details the establishment of the Authority as a corporate body with powers similar to a civil court to conduct inquiries and summon individuals. The Authority may operate as a digital office. The Authority is composed of a Chairperson and five other ex officio members from various government ministries and is empowered to determine if a game is an "online money game," register games, issue directions, and impose penalties. Decisions made by the Authority can be appealed to the Appellate Authority within thirty days.

4. PART IV: DETERMINATION, RECOGNITION, CATEGORISATION AND REGISTRATION

This part describes the detailed application process for obtaining registration with the Authority, which will be completely in digital form for online game service providers seeking registration for an online social game or e-sport, requiring details such as the game's description, target age group, and revenue model. The Authority determines if a game is a prohibited "online money game" and will order it to cease operations if it is. For an e-sport to be registered, it must first be recognized under the National Sports Governance Act, 2025. There is time-bound decision-making for registering online games with the Authority (generally 90 days).

5. PART V: CERTIFICATE OF REGISTRATION

This part covers the Certificate of Registration issued by the Authority, which is valid for up to five years unless suspended or cancelled. Online gaming service providers must inform the Authority of any "material change" that could alter a game's nature, such as a shift in its revenue model that makes it an online money game. The certificate can be cancelled or suspended through a proper due process and inquiry for reasons like a game becoming an online money game, repeated violations, or making false statements in the application. It further allows any online gaming service provider to surrender their certificate of registration.

6. PART VI: IMPOSITION OF PENALTY

This part outlines the process for imposing penalties for non-compliance under section 12 of the PROG Act, which the Authority can initiate on its own or based on a complaint. After an inquiry, if a provider is found liable, the Authority may impose a penalty, suspend or cancel the registration, or prohibit the game. The penalty amount considers factors like the gain made from non-compliance, loss caused to users, and the repetitive nature of the violation.

7. PART VII: GRIEVANCE REDRESSAL MECHANISM

This part establishes a three-tiered system for resolving user complaints, starting with the registered online game service provider's internal mechanism. If a user is

dissatisfied, they can appeal first to the Grievance Appellate Committee (established under rule 3A of the IT Intermediary Rules, 2021) and then to the Authority. The Authority's decision is the final step in this process, and it can issue directions and impose penalties to ensure compliance.

8. PART VIII: MISCELLANEOUS

This final part addresses administrative matters, including a transitional provision allowing for the repayment of user funds collected before the PROG Act's enforcement for a period of 180 days. It also mandates that the Authority must prepare and submit an annual report of its activities to the Central Government.

¹The Promotion and Regulation of Online Gaming Act, 2025

Act No. 32 of 2025

(President's assent & Gazette Notification, dated 22.08.2025, followed by Corrigenda dated 28.08.2025)

THE PROMOTION AND REGULATION OF ONLINE GAMING ACT, 2025

ARRANGEMENT OF SECTIONS

CHAPTER I PRELIMINARY

SECTIONS

1. Short title, extent and commencement.
2. Definitions.

CHAPTER II DEVELOPMENT AND RECOGNITION

3. Recognition and promotion of e-sport.
4. Recognition and development of online social games.

CHAPTER III PROHIBITION

5. Prohibition of online money game and online money gaming service.
6. Prohibition of advertisement related to online money game.
7. Prohibition of transfer of fund.

CHAPTER IV AUTHORITY ON ONLINE GAMING

8. Establishment of an Authority

CHAPTER V OFFENCES AND PENALTIES

9. Penalty for contravention.
10. Cognizance of offences.
11. Offences by companies.
12. Non-compliance by any other person.

CHAPTER VI MISCELLANEOUS

13. Compliance with direction of Central Government.
14. Blocking of online money gaming service.
15. Power to investigate offences.
16. Search and seizure of property.
17. Protection of action taken in good faith.
18. Act not in derogation of any other law.
19. Power of Central Government to make rules.
20. Power to remove difficulties.

¹ *Vide* Act No. 32 of 2025, dated 22.9.2025, published in the Gazette of India, Extra., Pt. II, Sec. 1, dated 22.9.2025.

THE PROMOTION AND REGULATION OF ONLINE GAMING ACT, 2025

ACT NO. 32 OF 2025

An Act to promote and regulate the online gaming sector including e-sports, educational games and social gaming; to provide for the appointment of an Authority for coordinated policy support, strategic development and regulatory oversight of the sector; to prohibit the offering, operation, facilitation, advertisement, ²promotion and participation in online money games through any computer resource, mobile device or the internet, particularly where such activities operate across State borders or from foreign jurisdictions; to protect individuals, especially youth and vulnerable populations, from the adverse social, economic, psychological and privacy-related impacts of such games; to ensure the responsible use of digital technologies; to maintain public order and protect public health; to safeguard the integrity of financial systems and the security and sovereignty of the State; to establish a uniform national-level legal framework in the public interest; and for matters connected therewith or incidental thereto.

WHEREAS the online gaming sector has rapidly evolved into one of the most dynamic and fastest-growing segments of the digital and creative economy, offering significant opportunities for innovation, cognitive development, employment generation, technological advancement and global competitiveness;

AND WHEREAS India possesses a large and growing pool of young professionals with technological capabilities and rapidly expanding domestic market, which together enable the country to assume a leadership role in the global online gaming value chain;

AND WHEREAS the online gaming ecosystem comprises diverse segments, including e-sports, casual and social games, educational games and online money games, and is currently operating in the absence of a dedicated institutional and legal framework necessary for strategic coordination, capacity building, common infrastructure, research and responsible innovation;

AND WHEREAS the lack of a coherent and enabling legal framework has hindered the sector's structured development and the promotion of responsible gaming practices, requiring urgent policy intervention and support mechanisms;

AND WHEREAS the parallel proliferation of online money games accessible through mobile phones, computers and the internet, and offering monetary returns against user deposits has led to serious social, financial, psychological and public health harms, particularly among young individuals and economically disadvantaged groups;

AND WHEREAS such games often use manipulative design features, addictive algorithms, bots and undisclosed agents, undermining fairness, transparency and user protection, while promoting compulsive behaviour leading to financial ruin;

AND WHEREAS platforms offering online gaming system are often aggressively marketed through pervasive advertising campaigns, including celebrity and influencer endorsements, thereby amplifying their reach and impact especially among the youth and vulnerable groups;

AND WHEREAS the unchecked expansion of online money gaming services has been linked to unlawful activities including financial fraud, money-laundering, tax evasion, and in some cases, the financing of terrorism, thereby posing threats to national security, public order and the integrity of the State;

AND WHEREAS considering the deleterious and negative impact of online money games on the individuals, families, society and the nation and given the technical aspects including the very nature of the electronic medium used for online money games, the algorithms applied and the national and transnational networks involved therein;

² *Vide* Corrigenda to Act No. 32 of 2025, dated 28.8.2025, published in the Gazette of India, Extra., Pt. II, Sec. 1, dated 28.8.2025, in the long title of Act No. 32 of 2025, dated 22.8.2025, for "ptomotion", read "promotion".

AND WHEREAS many such services operate from offshore jurisdictions, bypassing domestic laws, undermining state-level regulations, and presenting significant enforcement challenges in terms of extra-territorial jurisdiction and inter-State inconsistencies;

AND WHEREAS it is expedient in the public interest for the Union Government to assume legislative competence over the online gaming sector to ensure the creation of a secure, structured and innovation-friendly digital environment, while addressing the associated risks to public health, consumer safety, public morality and financial sovereignty;

AND WHEREAS it is necessary to clearly delineate and categorise the various forms of online games and to provide a tailored legal framework to govern each sub-sector of the industry appropriately.

BE it enacted by Parliament in the Seventy-sixth Year of the Republic of India as follows:—

CHAPTER I PRELIMINARY

1. Short title, extent and commencement.—(1) This Act may be called the Promotion and Regulation of Online Gaming Act, 2025.

(2) It extends to the whole of India and also applies to online money gaming service offered within the territory of India or operated from outside the territory of India.

(3) It shall come into force on such date as the Central Government may, by notification in the Official Gazette, appoint.

2. Definitions.— (1) In this Act, unless the context otherwise requires,—

(a) “advertisement” shall have the meaning as assigned to it in the Consumer Protection Act, 2019;

(b) “Authority” means an Authority constituted under section 8;

(c) “e-sport” means an online game which—

- (i) is played as part of multi-sports events;
- (ii) involves organised competitive events between individuals or teams, conducted in multiplayer formats governed by predefined rules;
- (iii) is duly recognised under the National Sports Governance Act, 2025, and registered with the Authority or agency under section 3;
- (iv) has outcome determined solely by factors such as physical dexterity, mental agility, strategic thinking or other similar skills of users as players;
- (v) may include payment of registration or participation fees solely for the purpose of entering the competition or covering administrative costs and may include performance-based prize money ³for the player; and
- (vi) shall not involve the placing of bets, wagers or any other stakes by any person, whether or not such person is a participant, including any winning out of such bets, wagers or any other stakes;

(d) “internet” means the combination of computer facilities and electromagnetic transmission media, and related equipment and software, comprising the interconnected

³ *Vide* Corrigenda to Act No. 32 of 2025, dated 28.8.2025, published in the Gazette of India, Extra., Pt. II, Sec. 1, dated 28.8.2025, in page 3 of Act No. 32 of 2025, dated 22.8.2025, line 21, for “by”, read “for”.

worldwide network of computer networks that transmits information based on a protocol for controlling such transmission;

(e) “notification” means a notification published in the Official Gazette and the term “notify” shall be construed accordingly;

(f) “online game” means any game, which is played on an electronic or a digital device and is managed and operated as a software through the internet or any other kind of technology facilitating electronic communication;

(g) “online money game” means an online game, irrespective of whether such game is based on skill, chance, or both, played by a user by paying fees, depositing money or other stakes in expectation of winning which entails monetary and other enrichment in return of money or other stakes; but shall not include any e-sports;

(h) “online money gaming service” means a service offered by a person for entering or playing the online money game;

(i) “online social game” means an online game which—

- (i) does not involve staking of money or other stakes or participation with the expectation of winning by way of monetary gain in return of money or other stakes;
- (ii) may allow access through payment of a subscription fee or one-time access fee, provided that such payment is not in the nature of a stake or wager;
- (iii) is offered solely for entertainment, recreation or skill-development purposes; and
- (iv) is not an online money game or e-sport;

(j) “other stakes” means anything recognised as equivalent or convertible to money and includes credits, coins, token or objects or any other similar thing, by whatever name called and whether it is real or virtual, which is purchased by paying money directly or by indirect means or as part of, or in relation to, an online game;

(k) “person” includes—

- (i) an individual;
- (ii) a Hindu undivided family;
- (iii) a company;
- (iv) a firm;
- (v) an association of persons or a body of individuals, whether incorporated or not;
- (vi) the State; and (vii) every artificial juristic person, not falling within any of the preceding sub-clauses;

(l) “prescribed” means prescribed by rules made under this Act;

(m) “user” means any person who accesses or avails online game.

(2) Words and expressions used but not defined in this Act but defined in the Information Technology Act, 2000 and rules made thereunder shall have the same meaning as respectively assigned to them in that Act and the said rules.

CHAPTER II DEVELOPMENT AND RECOGNITION

3. Recognition and promotion of e-sport.—(1) The Central Government shall take steps as it considers necessary to recognise and register e-sports with the Authority or agency, as the case may be, as a legitimate form of competitive sport in India and to promote and develop e-sports.

(2) Without prejudice to the generality of sub-section (1), such steps may include—

- (a) formation of guidelines and standards for the organisation and conduct of e-sports events;
- (b) establishment of training academies, research centres and other institutions dedicated to advancement of e-sports;
- (c) introduction of incentive schemes, awareness campaigns and public outreach programmes to encourage innovation and establishment of new enterprises to create e-sport technology platforms;
- (d) coordination with State Governments and recognised sporting federations for integration of e-sports within broader sporting policy initiatives; and
- (e) such other measures which are necessary to promote the sector, as may be prescribed.

4. Recognition and development of online social games.— (1) The Central Government shall take steps as it considers necessary to recognise, categorise and register online social games with the Authority or agency, as the case may be, and facilitate the development and availability of online social games for recreational and educational purposes.

(2) Without prejudice to the generality of sub-section (1), such steps may include—

- (a) creation of mechanism for the registration of online social games;
- (b) creation of platforms or programmes to support the development and distribution of online social games;
- (c) supporting initiatives aimed at increasing public access to safe and age-appropriate social gaming content;
- (d) undertaking awareness programmes to highlight the positive use of social games for recreation, skill-development and digital literacy;
- (e) coordination with State Governments and educational or recreational institutions for promotion of social gaming as part of broader digital engagement strategies; and
- (f) such other measures which are necessary to promote the sector, as may be prescribed.

CHAPTER III

PROHIBITION

5. Prohibition of online money game and online money gaming service.—No person shall offer, aid, abet, induce or otherwise indulge or engage in the offering of online money game and online money gaming service.

6. Prohibition of advertisement related to online money game.—No person shall make, cause to be made, aid, abet, induce, or otherwise be involved in the making or causing to be made any advertisement, in any media including electronic means of communication, which directly or indirectly promotes or induces any person to play any online money game or indulge in any activity promoting online money⁴game.

7. Prohibition of transfer of fund.— No bank, financial institution, or any other person facilitating financial transactions or authorisation of funds shall engage in, permit, aid, abet, induce or otherwise facilitate any transaction or authorisation of funds towards payment for any online money gaming service.

CHAPTER IV

AUTHORITY ON ONLINE GAMING

⁴ *Vide* Corrigenda to Act No. 32 of 2025, dated 28.8.2025, published in the Gazette of India, Extra., Pt. II, Sec. 1, dated 28.8.2025, in page 5 of Act No. 32 of 2025, dated 22.8.2025, line 27, for “gaming”, read “game”.

8. Establishment of an Authority.—(1) The Central Government may, by notification, constitute an Authority consisting of a Chairperson and such number of other Members or designate any existing Authority or Authorities or any agency to assist it in performing any of the functions under this Act.

(2) The Central Government may vest the Authority or agency, as the case may be, with all or any of the following powers, namely:—

- (a) to determine, on the receipt of an application from any person offering an online game or on *suo motu* basis, whether a particular online game is an online money game or otherwise, after making such inquiry as it deems necessary;
- (b) to recognise, categorise and register online games in such manner as may be prescribed; and
- (c) such other powers and functions as may be prescribed.

(3) Every person offering, organising or facilitating any online game shall comply with the directions, orders, guidelines or codes of practice issued by the Central Government or the Authority or agency in discharge of their functions under this Act.

(4) The Central Government may prescribe the following, namely:—

- (a) composition and qualification for appointment of Chairperson and Members;
- (b) salary, allowances payable to them and their term of office;
- (c) disqualification for appointment and continuation as Chairperson and Members;
- (d) resignation by Members and filling of vacancy;
- (e) proceedings of the Authority;
- (f) officers and employees of the Authority;
- (g) powers to be exercised by the Chairperson;
- (h) handling of complaints and grievances related to online games including manner of inquiry; and
- (i) any other matter to further the objective of this Act.

(5) The Authority or agency, as the case may be, may respond to the complaints relating to online games which are prejudicial to the interests of users, forwarded either in writing or in electronic mode.

CHAPTER V OFFENCES AND PENALTIES

9. Penalty for contravention.—(1) Any person who offers online money gaming service in contravention of section 5 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(2) Any person who makes or causes to make advertisement in any media, in contravention of section 6, shall be punished with imprisonment for a term which may extend to two years or with fine which may extend to fifty lakh rupees or with both.

(3) Any person who engages in any transaction or authorisation of funds in contravention of section 7 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(4) If any person convicted of an offence under sub-section (1) or sub-section (3) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than three years, but may extend to five years and shall also be liable to fine which shall not be less than one crore rupees, but may extend to two crore rupees.

(5) If any person convicted of an offence under sub-section (2) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than two years, but may extend to three years and shall also be liable to fine which shall not be less than fifty lakh rupees, but may extend to one crore rupees.

10. Cognizance of offences.—Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, offences under section 5 and section 7 shall be cognizable and non-bailable.

11. Offences by companies.— (1) Where an offence has been committed by a company, every person who, at the time the offence was committed was in charge of, and was responsible to, the company for the conduct of that part of the business of the company as well as the company, shall be liable to be proceeded against and punished accordingly.

(2) Nothing contained in sub-section (1) shall render any such person liable to be proceeded against and punished accordingly under this Act, if he proves that the offence was committed without his knowledge or that he had exercised all due diligence to prevent the commission of such offence.

(3) Notwithstanding anything contained in sub-section (1), where an offence under this Act has been committed by a company and it is proved that the offence has been committed with the consent or connivance of, or is attributable to any neglect on the part of any director, manager, secretary or other officer of the company, such director, manager, secretary or other officer shall be deemed to be guilty of the offence and shall be liable to be proceeded against and punished accordingly:

Provided that nothing in this sub-section shall hold an independent director or a non-executive director of a company who is not involved in the actual decision making, liable for such offence.

Explanation.—For the purposes of this section, the expressions—

(a) “company” means a body corporate, and includes—

(i) a firm; and

(ii) an association of persons or a body of individuals whether incorporated or not; and

(b) “director”, in relation to—

(i) a firm, means a partner in the firm;

(ii) any association of persons or a body of individuals, means any member controlling its affairs thereof.

12. Non-compliance by any other person.— (1) Any person who fails to comply with any direction or order issued by the Central Government or the Authority or agency under sub-section (3) of section 8 shall be liable to penalty which may extend to ten lakh rupees or may include suspension or cancellation of registration, and prohibition from offering, facilitating or promoting such games for such period as may be determined by the Central Government or the Authority.

(2) No action under sub-section (1) shall be taken without giving an opportunity of being heard.

CHAPTER VI

MISCELLANEOUS

13. Compliance with direction of Central Government.— Every person shall comply with any direction issued by the Central Government in relation to online money gaming services.

14. Blocking of online money gaming service.— In case of failure to comply with the provisions of section 5, section 6 and section 7, notwithstanding anything contained in this Act or in section 69A of the Information Technology Act, 2000, any information generated, transmitted, received or hosted in any

computer resource in relation to online money gaming service shall be liable to be blocked for access by the public in such manner as provided in that Act.

15. Power to investigate offences.—Notwithstanding anything contained in this Act or in any other law for the time being in force, the Central Government may, by notification, authorise any officer or class of officers of the Central Government, Authority or State Government to exercise the powers of investigation in respect of offences under this Act.

16. Search and seizure of property.—(1) Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, any officer authorised under section 15 may enter any place, whether physical or digital, and search and arrest without warrant any person found therein who is reasonably suspected of having committed or of committing or of being about to commit any offence under this Act.

(2) Where any person is arrested under sub-section (1) by an officer other than a police officer as referred to in sub-section (1), such officer shall, without unnecessary delay, take or send the person arrested before a magistrate having jurisdiction in the case or before the officer-in-charge of a police station.

(3) The provisions of the Bharatiya Nagarik Suraksha Sanhita, 2023 shall, subject to the provisions of this section, apply, so far as may be, in relation to any entry, search or arrest made under this section.

Explanation.—For the purposes of this section, “any place” shall include any premises, building, vehicle, computer resource, virtual digital space, electronic records or electronic storage device and the officer may, if necessary, gain access to such computer resource, virtual digital space, electronic records or electronic storage device by overriding any access control or security code, where such code thereof is not available.

17. Protection of action taken in good faith.—No suit, prosecution or other legal proceedings shall lie against the Central Government or the Authority or any officer of the Central Government or any member, officer or other employees of the Authority for anything which is done in good faith or intended to be done under this Act or the rules made thereunder.

18. Act not in derogation of any other law.—The provisions of this Act shall be in addition to, and not in derogation of the provisions of any other law for the time being in force and in case of any inconsistency of this Act with any other Act, the provisions of this Act shall, to the extent of such inconsistency, have overriding effect over any such Act.

19. Power of Central Government to make rules.—(1) The Central Government may, by notification, make rules to carry out the provisions of this Act.

(2) Without prejudice to the generality of the foregoing powers, such rules may provide for all or any of the following matters, namely:—

- (a) such other measures as may be necessary to promote the sector relating to e-sports under clause (e) of sub-section (2) of section 3;
- (b) such other measures as may be necessary to promote the sector relating to online social gaming under clause (f) of sub-section (2) of section 4;
- (c) the manner of recognising, categorising and registering online games under clause (b) of sub-section (2) of section 8;
- (d) such other powers and functions relating to powers of the Authority or agency under clause (c) of sub-section (2) of section 8;
- (e) any other matter which is required to be, or may be, prescribed, or in respect of which provision is to be or may be made by rules.

(3) Every rule made by the Central Government shall be laid, as soon as may be after it is made, before each House of Parliament, while it is in session, for a total period of thirty days which may be comprised in one session or in two or more successive sessions, and if, before the expiry of the session immediately following the session or the successive sessions aforesaid, both Houses agree in making any modification in the rule, or both Houses agree that the rule should not be made, the rule shall thereafter have effect only in such modified form or be of no effect, as the case may be; so, however, that any such modification or annulment shall be without prejudice to the validity of anything previously done under that rule.

20. Power to remove difficulties.—(1) If any difficulty arises in giving effect to any provisions of this Act, the Central Government may, by order published in the Official Gazette, make such provisions not inconsistent with the provisions of this Act as may be necessary or expedient for removing the difficulty.

(2) No order under sub-section (1) shall be made after the expiry of a period of two years from the date of the commencement of this Act.

(3) Every order made under this section shall, as soon as may be after it is made, be laid before each House of Parliament.



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असाधारण

EXTRAORDINARY

भाग II — खण्ड 1

PART II — Section 1

प्राधिकार से प्रकाशित

PUBLISHED BY AUTHORITY

सं० 37]	नई दिल्ली, शुक्रवार, अगस्त 22, 2025/श्रावण 30, 1947 (शक)
No. 37]	NEW DELHI, FRIDAY, AUGUST 22, 2025/SHRAVANA 30, 1947 (Saka)

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MINISTRY OF LAW AND JUSTICE
(Legislative Department)

New Delhi, the 22nd August, 2025/Shravana 30, 1947 (Saka)

The following Act of Parliament received the assent of the President on the 22nd August, 2025 and is hereby published for general information:—

THE PROMOTION AND REGULATION OF ONLINE GAMING
ACT, 2025

No. 32 OF 2025

[22nd August, 2025.]

An Act to promote and regulate the online gaming sector including e-sports, educational games and social gaming; to provide for the appointment of an Authority for coordinated policy support, strategic development and regulatory oversight of the sector; to prohibit the offering, operation, facilitation, advertisement, promotion and participation in online money games through any computer resource, mobile device or the internet, particularly where such activities operate across State borders or from foreign jurisdictions; to protect individuals, especially youth and vulnerable populations, from the adverse social, economic, psychological and privacy-related impacts of such games; to ensure the responsible use of digital technologies; to maintain public order and protect public health; to safeguard the integrity of financial systems and the security and sovereignty of the State; to establish a uniform national-level legal framework in the public interest; and for matters connected therewith or incidental thereto.

WHEREAS the online gaming sector has rapidly evolved into one of the most dynamic and fastest-growing segments of the digital and creative economy, offering significant opportunities for innovation, cognitive development, employment generation, technological advancement and global competitiveness;

AND WHEREAS India possesses a large and growing pool of young professionals with technological capabilities and rapidly expanding domestic market, which together enable the country to assume a leadership role in the global online gaming value chain;

AND WHEREAS the online gaming ecosystem comprises diverse segments, including e-sports, casual and social games, educational games and online money games, and is currently operating in the absence of a dedicated institutional and legal framework necessary for strategic coordination, capacity building, common infrastructure, research and responsible innovation;

AND WHEREAS the lack of a coherent and enabling legal framework has hindered the sector's structured development and the promotion of responsible gaming practices, requiring urgent policy intervention and support mechanisms;

AND WHEREAS the parallel proliferation of online money games accessible through mobile phones, computers and the internet, and offering monetary returns against user deposits has led to serious social, financial, psychological and public health harms, particularly among young individuals and economically disadvantaged groups;

AND WHEREAS such games often use manipulative design features, addictive algorithms, bots and undisclosed agents, undermining fairness, transparency and user protection, while promoting compulsive behaviour leading to financial ruin;

AND WHEREAS platforms offering online gaming system are often aggressively marketed through pervasive advertising campaigns, including celebrity and influencer endorsements, thereby amplifying their reach and impact especially among the youth and vulnerable groups;

AND WHEREAS the unchecked expansion of online money gaming services has been linked to unlawful activities including financial fraud, money-laundering, tax evasion, and in some cases, the financing of terrorism, thereby posing threats to national security, public order and the integrity of the State;

AND WHEREAS considering the deleterious and negative impact of online money games on the individuals, families, society and the nation and given the technical aspects including the very nature of the electronic medium used for online money games, the algorithms applied and the national and transnational networks involved therein;

AND WHEREAS many such services operate from offshore jurisdictions, bypassing domestic laws, undermining state-level regulations, and presenting significant enforcement challenges in terms of extra-territorial jurisdiction and inter-State inconsistencies;

AND WHEREAS it is expedient in the public interest for the Union Government to assume legislative competence over the online gaming sector to ensure the creation of a secure, structured and innovation-friendly digital environment, while addressing the associated risks to public health, consumer safety, public morality and financial sovereignty;

AND WHEREAS it is necessary to clearly delineate and categorise the various forms of online games and to provide a tailored legal framework to govern each sub-sector of the industry appropriately.

BE it enacted by Parliament in the Seventy-sixth Year of the Republic of India as follows:—

CHAPTER I

PRELIMINARY

1. (1) This Act may be called the Promotion and Regulation of Online Gaming Act, 2025.

(2) It extends to the whole of India and also applies to online money gaming service offered within the territory of India or operated from outside the territory of India.

(3) It shall come into force on such date as the Central Government may, by notification in the Official Gazette, appoint.

2. (1) In this Act, unless the context otherwise requires,—

Definitions.

(a) “advertisement” shall have the meaning as assigned to it in the Consumer Protection Act, 2019;

(b) “Authority” means an Authority constituted under section 8;

(c) “e-sport” means an online game which—

(i) is played as part of multi-sports events;

(ii) involves organised competitive events between individuals or teams, conducted in multiplayer formats governed by predefined rules;

(iii) is duly recognised under the National Sports Governance Act, 2025, and registered with the Authority or agency under section 3;

(iv) has outcome determined solely by factors such as physical dexterity, mental agility, strategic thinking or other similar skills of users as players;

(v) may include payment of registration or participation fees solely for the purpose of entering the competition or covering administrative costs and may include performance-based prize money by the player; and

(vi) shall not involve the placing of bets, wagers or any other stakes by any person, whether or not such person is a participant, including any winning out of such bets, wagers or any other stakes;

(d) “internet” means the combination of computer facilities and electromagnetic transmission media, and related equipment and software, comprising the interconnected worldwide network of computer networks that transmits information based on a protocol for controlling such transmission;

(e) “notification” means a notification published in the Official Gazette and the term “notify” shall be construed accordingly;

(f) “online game” means any game, which is played on an electronic or a digital device and is managed and operated as a software through the internet or any other kind of technology facilitating electronic communication;

(g) “online money game” means an online game, irrespective of whether such game is based on skill, chance, or both, played by a user by paying fees, depositing money or other stakes in expectation of winning which entails monetary and other enrichment in return of money or other stakes; but shall not include any e-sports;

(h) “online money gaming service” means a service offered by a person for entering or playing the online money game;

(i) “online social game” means an online game which—

(i) does not involve staking of money or other stakes or participation with the expectation of winning by way of monetary gain in return of money or other stakes;

35 of 2019.

25 of 2025.

(ii) may allow access through payment of a subscription fee or one-time access fee, provided that such payment is not in the nature of a stake or wager;

(iii) is offered solely for entertainment, recreation or skill-development purposes; and

(iv) is not an online money game or e-sport;

(j) “other stakes” means anything recognised as equivalent or convertible to money and includes credits, coins, token or objects or any other similar thing, by whatever name called and whether it is real or virtual, which is purchased by paying money directly or by indirect means or as part of, or in relation to, an online game;

(k) “person” includes—

(i) an individual;

(ii) a Hindu undivided family;

(iii) a company;

(iv) a firm;

(v) an association of persons or a body of individuals, whether incorporated or not;

(vi) the State; and

(vii) every artificial juristic person, not falling within any of the preceding sub-clauses;

(l) “prescribed” means prescribed by rules made under this Act;

(m) “user” means any person who accesses or avails online game.

(2) Words and expressions used but not defined in this Act but defined in the Information Technology Act, 2000 and rules made thereunder shall have the same meaning as respectively assigned to them in that Act and the said rules.

21 of 2000.

CHAPTER II

DEVELOPMENT AND RECOGNITION

Recognition and promotion of e-sport.

3. (1) The Central Government shall take steps as it considers necessary to recognise and register e-sports with the Authority or agency, as the case may be, as a legitimate form of competitive sport in India and to promote and develop e-sports.

(2) Without prejudice to the generality of sub-section (1), such steps may include—

(a) formation of guidelines and standards for the organisation and conduct of e-sports events;

(b) establishment of training academies, research centres and other institutions dedicated to advancement of e-sports;

(c) introduction of incentive schemes, awareness campaigns and public outreach programmes to encourage innovation and establishment of new enterprises to create e-sport technology platforms;

(d) coordination with State Governments and recognised sporting federations for integration of e-sports within broader sporting policy initiatives; and

(e) such other measures which are necessary to promote the sector, as may be prescribed.

4. (1) The Central Government shall take steps as it considers necessary to recognise, categorise and register online social games with the Authority or agency, as the case may be, and facilitate the development and availability of online social games for recreational and educational purposes.

Recognition and development of online social games.

(2) Without prejudice to the generality of sub-section (1), such steps may include—

(a) creation of mechanism for the registration of online social games;

(b) creation of platforms or programmes to support the development and distribution of online social games;

(c) supporting initiatives aimed at increasing public access to safe and age-appropriate social gaming content;

(d) undertaking awareness programmes to highlight the positive use of social games for recreation, skill-development and digital literacy;

(e) coordination with State Governments and educational or recreational institutions for promotion of social gaming as part of broader digital engagement strategies; and

(f) such other measures which are necessary to promote the sector, as may be prescribed.

CHAPTER III

PROHIBITION

5. No person shall offer, aid, abet, induce or otherwise indulge or engage in the offering of online money game and online money gaming service.

Prohibition of online money game and online money gaming service.

6. No person shall make, cause to be made, aid, abet, induce, or otherwise be involved in the making or causing to be made any advertisement, in any media including electronic means of communication, which directly or indirectly promotes or induces any person to play any online money game or indulge in any activity promoting online money gaming.

Prohibition of advertisement related to online money game.

7. No bank, financial institution, or any other person facilitating financial transactions or authorisation of funds shall engage in, permit, aid, abet, induce or otherwise facilitate any transaction or authorisation of funds towards payment for any online money gaming service.

Prohibition of transfer of fund.

CHAPTER IV

AUTHORITY ON ONLINE GAMING

8. (1) The Central Government may, by notification, constitute an Authority consisting of a Chairperson and such number of other Members or designate any existing Authority or Authorities or any agency to assist it in performing any of the functions under this Act.

Establishment of an Authority.

(2) The Central Government may vest the Authority or agency, as the case may be, with all or any of the following powers, namely:—

(a) to determine, on the receipt of an application from any person offering an online game or on *suo motu* basis, whether a particular online game is an online money game or otherwise, after making such inquiry as it deems necessary;

(b) to recognise, categorise and register online games in such manner as may be prescribed; and

(c) such other powers and functions as may be prescribed.

(3) Every person offering, organising or facilitating any online game shall comply with the directions, orders, guidelines or codes of practice issued by the Central Government or the Authority or agency in discharge of their functions under this Act.

(4) The Central Government may prescribe the following, namely:—

(a) composition and qualification for appointment of Chairperson and Members;

(b) salary, allowances payable to them and their term of office;

(c) disqualification for appointment and continuation as Chairperson and Members;

(d) resignation by Members and filling of vacancy;

(e) proceedings of the Authority;

(f) officers and employees of the Authority;

(g) powers to be exercised by the Chairperson;

(h) handling of complaints and grievances related to online games including manner of inquiry; and

(i) any other matter to further the objective of this Act.

(5) The Authority or agency, as the case may be, may respond to the complaints relating to online games which are prejudicial to the interests of users, forwarded either in writing or in electronic mode.

CHAPTER V

OFFENCES AND PENALTIES

Penalty for
contravention.

9. (1) Any person who offers online money gaming service in contravention of section 5 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(2) Any person who makes or causes to make advertisement in any media, in contravention of section 6, shall be punished with imprisonment for a term which may extend to two years or with fine which may extend to fifty lakh rupees or with both.

(3) Any person who engages in any transaction or authorisation of funds in contravention of section 7 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(4) If any person convicted of an offence under sub-section (1) or sub-section (3) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than three years, but may extend to five years and shall also be liable to fine which shall not be less than one crore rupees, but may extend to two crore rupees.

(5) If any person convicted of an offence under sub-section (2) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than two years, but may extend to three years and shall also be liable to fine which shall not be less than fifty lakh rupees, but may extend to one crore rupees.

46 of 2023.

10. Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, offences under section 5 and section 7 shall be cognizable and non-bailable.

Cognizance of offences.

11. (1) Where an offence has been committed by a company, every person who, at the time the offence was committed was in charge of, and was responsible to, the company for the conduct of that part of the business of the company as well as the company, shall be liable to be proceeded against and punished accordingly.

Offences by companies.

(2) Nothing contained in sub-section (1) shall render any such person liable to be proceeded against and punished accordingly under this Act, if he proves that the offence was committed without his knowledge or that he had exercised all due diligence to prevent the commission of such offence.

(3) Notwithstanding anything contained in sub-section (1), where an offence under this Act has been committed by a company and it is proved that the offence has been committed with the consent or connivance of, or is attributable to any neglect on the part of any director, manager, secretary or other officer of the company, such director, manager, secretary or other officer shall be deemed to be guilty of the offence and shall be liable to be proceeded against and punished accordingly:

Provided that nothing in this sub-section shall hold an independent director or a non-executive director of a company who is not involved in the actual decision making, liable for such offence.

Explanation.—For the purposes of this section, the expressions—

(a) “company” means a body corporate, and includes—

(i) a firm; and

(ii) an association of persons or a body of individuals whether incorporated or not; and

(b) “director”, in relation to—

(i) a firm, means a partner in the firm;

(ii) any association of persons or a body of individuals, means any member controlling its affairs thereof.

12. (1) Any person who fails to comply with any direction or order issued by the Central Government or the Authority or agency under sub-section (3) of section 8 shall be liable to penalty which may extend to ten lakh rupees or may include suspension or cancellation of registration, and prohibition from offering, facilitating or promoting such games for such period as may be determined by the Central Government or the Authority.

Non-compliance by any other person.

(2) No action under sub-section (1) shall be taken without giving an opportunity of being heard.

CHAPTER VI

MISCELLANEOUS

13. Every person shall comply with any direction issued by the Central Government in relation to online money gaming services.

Compliance with direction of Central Government.

14. In case of failure to comply with the provisions of section 5, section 6 and section 7, notwithstanding anything contained in this Act or in section 69A of the Information Technology Act, 2000, any information generated, transmitted, received or hosted in any computer resource in relation to online money gaming service shall be liable to be blocked for access by the public in such manner as provided in that Act.

Blocking of online money gaming service.

21 of 2000.

Power to investigate offences.

15. Notwithstanding anything contained in this Act or in any other law for the time being in force, the Central Government may, by notification, authorise any officer or class of officers of the Central Government, Authority or State Government to exercise the powers of investigation in respect of offences under this Act.

Search and seizure of property.

16. (1) Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, any officer authorised under section 15 may enter any place, whether physical or digital, and search and arrest without warrant any person found therein who is reasonably suspected of having committed or of committing or of being about to commit any offence under this Act.

46 of 2023.

(2) Where any person is arrested under sub-section (1) by an officer other than a police officer as referred to in sub-section (1), such officer shall, without unnecessary delay, take or send the person arrested before a magistrate having jurisdiction in the case or before the officer-in-charge of a police station.

(3) The provisions of the Bharatiya Nagarik Suraksha Sanhita, 2023 shall, subject to the provisions of this section, apply, so far as may be, in relation to any entry, search or arrest made under this section.

46 of 2023.

Explanation.—For the purposes of this section, “any place” shall include any premises, building, vehicle, computer resource, virtual digital space, electronic records or electronic storage device and the officer may, if necessary, gain access to such computer resource, virtual digital space, electronic records or electronic storage device by overriding any access control or security code, where such code thereof is not available.

Protection of action taken in good faith.

17. No suit, prosecution or other legal proceedings shall lie against the Central Government or the Authority or any officer of the Central Government or any member, officer or other employees of the Authority for anything which is done in good faith or intended to be done under this Act or the rules made thereunder.

Act not in derogation of any other law.

18. The provisions of this Act shall be in addition to, and not in derogation of the provisions of any other law for the time being in force and in case of any inconsistency of this Act with any other Act, the provisions of this Act shall, to the extent of such inconsistency, have overriding effect over any such Act.

Power of Central Government to make rules.

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(2) Without prejudice to the generality of the foregoing powers, such rules may provide for all or any of the following matters, namely:—

(a) such other measures as may be necessary to promote the sector relating to e-sports under clause (e) of sub-section (2) of section 3;

(b) such other measures as may be necessary to promote the sector relating to online social gaming under clause (f) of sub-section (2) of section 4;

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Power to remove difficulties.

(2) No order under sub-section (1) shall be made after the expiry of a period of two years from the date of the commencement of this Act.

(3) Every order made under this section shall, as soon as may be after it is made, be laid before each House of Parliament.

DR. RAJIV MANI,
Secretary to the Govt. of India.



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WHEREAS the online gaming sector has rapidly evolved into one of the most dynamic and fastest-growing segments of the digital and creative economy, offering significant opportunities for innovation, cognitive development, employment generation, technological advancement and global competitiveness;

AND WHEREAS India possesses a large and growing pool of young professionals with technological capabilities and rapidly expanding domestic market, which together enable the country to assume a leadership role in the global online gaming value chain;

AND WHEREAS the online gaming ecosystem comprises diverse segments, including e-sports, casual and social games, educational games and online money games, and is currently operating in the absence of a dedicated institutional and legal framework necessary for strategic coordination, capacity building, common infrastructure, research and responsible innovation;

AND WHEREAS the lack of a coherent and enabling legal framework has hindered the sector's structured development and the promotion of responsible gaming practices, requiring urgent policy intervention and support mechanisms;

AND WHEREAS the parallel proliferation of online money games accessible through mobile phones, computers and the internet, and offering monetary returns against user deposits has led to serious social, financial, psychological and public health harms, particularly among young individuals and economically disadvantaged groups;

AND WHEREAS such games often use manipulative design features, addictive algorithms, bots and undisclosed agents, undermining fairness, transparency and user protection, while promoting compulsive behaviour leading to financial ruin;

AND WHEREAS platforms offering online gaming system are often aggressively marketed through pervasive advertising campaigns, including celebrity and influencer endorsements, thereby amplifying their reach and impact especially among the youth and vulnerable groups;

AND WHEREAS the unchecked expansion of online money gaming services has been linked to unlawful activities including financial fraud, money-laundering, tax evasion, and in some cases, the financing of terrorism, thereby posing threats to national security, public order and the integrity of the State;

AND WHEREAS considering the deleterious and negative impact of online money games on the individuals, families, society and the nation and given the technical aspects including the very nature of the electronic medium used for online money games, the algorithms applied and the national and transnational networks involved therein;

AND WHEREAS many such services operate from offshore jurisdictions, bypassing domestic laws, undermining state-level regulations, and presenting significant enforcement challenges in terms of extra-territorial jurisdiction and inter-State inconsistencies;

AND WHEREAS it is expedient in the public interest for the Union Government to assume legislative competence over the online gaming sector to ensure the creation of a secure, structured and innovation-friendly digital environment, while addressing the associated risks to public health, consumer safety, public morality and financial sovereignty;

AND WHEREAS it is necessary to clearly delineate and categorise the various forms of online games and to provide a tailored legal framework to govern each sub-sector of the industry appropriately.

BE it enacted by Parliament in the Seventy-sixth Year of the Republic of India as follows:—

CHAPTER I

PRELIMINARY

1. (1) This Act may be called the Promotion and Regulation of Online Gaming Act, 2025.

(2) It extends to the whole of India and also applies to online money gaming service offered within the territory of India or operated from outside the territory of India.

(3) It shall come into force on such date as the Central Government may, by notification in the Official Gazette, appoint.

2. (1) In this Act, unless the context otherwise requires,—

Definitions.

(a) “advertisement” shall have the meaning as assigned to it in the Consumer Protection Act, 2019;

(b) “Authority” means an Authority constituted under section 8;

(c) “e-sport” means an online game which—

(i) is played as part of multi-sports events;

(ii) involves organised competitive events between individuals or teams, conducted in multiplayer formats governed by predefined rules;

(iii) is duly recognised under the National Sports Governance Act, 2025, and registered with the Authority or agency under section 3;

(iv) has outcome determined solely by factors such as physical dexterity, mental agility, strategic thinking or other similar skills of users as players;

(v) may include payment of registration or participation fees solely for the purpose of entering the competition or covering administrative costs and may include performance-based prize money by the player; and

(vi) shall not involve the placing of bets, wagers or any other stakes by any person, whether or not such person is a participant, including any winning out of such bets, wagers or any other stakes;

(d) “internet” means the combination of computer facilities and electromagnetic transmission media, and related equipment and software, comprising the interconnected worldwide network of computer networks that transmits information based on a protocol for controlling such transmission;

(e) “notification” means a notification published in the Official Gazette and the term “notify” shall be construed accordingly;

(f) “online game” means any game, which is played on an electronic or a digital device and is managed and operated as a software through the internet or any other kind of technology facilitating electronic communication;

(g) “online money game” means an online game, irrespective of whether such game is based on skill, chance, or both, played by a user by paying fees, depositing money or other stakes in expectation of winning which entails monetary and other enrichment in return of money or other stakes; but shall not include any e-sports;

(h) “online money gaming service” means a service offered by a person for entering or playing the online money game;

(i) “online social game” means an online game which—

(i) does not involve staking of money or other stakes or participation with the expectation of winning by way of monetary gain in return of money or other stakes;

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(ii) may allow access through payment of a subscription fee or one-time access fee, provided that such payment is not in the nature of a stake or wager;

(iii) is offered solely for entertainment, recreation or skill-development purposes; and

(iv) is not an online money game or e-sport;

(j) “other stakes” means anything recognised as equivalent or convertible to money and includes credits, coins, token or objects or any other similar thing, by whatever name called and whether it is real or virtual, which is purchased by paying money directly or by indirect means or as part of, or in relation to, an online game;

(k) “person” includes—

(i) an individual;

(ii) a Hindu undivided family;

(iii) a company;

(iv) a firm;

(v) an association of persons or a body of individuals, whether incorporated or not;

(vi) the State; and

(vii) every artificial juristic person, not falling within any of the preceding sub-clauses;

(l) “prescribed” means prescribed by rules made under this Act;

(m) “user” means any person who accesses or avails online game.

(2) Words and expressions used but not defined in this Act but defined in the Information Technology Act, 2000 and rules made thereunder shall have the same meaning as respectively assigned to them in that Act and the said rules.

21 of 2000.

CHAPTER II

DEVELOPMENT AND RECOGNITION

Recognition and promotion of e-sport.

3. (1) The Central Government shall take steps as it considers necessary to recognise and register e-sports with the Authority or agency, as the case may be, as a legitimate form of competitive sport in India and to promote and develop e-sports.

(2) Without prejudice to the generality of sub-section (1), such steps may include—

(a) formation of guidelines and standards for the organisation and conduct of e-sports events;

(b) establishment of training academies, research centres and other institutions dedicated to advancement of e-sports;

(c) introduction of incentive schemes, awareness campaigns and public outreach programmes to encourage innovation and establishment of new enterprises to create e-sport technology platforms;

(d) coordination with State Governments and recognised sporting federations for integration of e-sports within broader sporting policy initiatives; and

(e) such other measures which are necessary to promote the sector, as may be prescribed.

4. (1) The Central Government shall take steps as it considers necessary to recognise, categorise and register online social games with the Authority or agency, as the case may be, and facilitate the development and availability of online social games for recreational and educational purposes.

Recognition and development of online social games.

(2) Without prejudice to the generality of sub-section (1), such steps may include—

- (a) creation of mechanism for the registration of online social games;
- (b) creation of platforms or programmes to support the development and distribution of online social games;
- (c) supporting initiatives aimed at increasing public access to safe and age-appropriate social gaming content;
- (d) undertaking awareness programmes to highlight the positive use of social games for recreation, skill-development and digital literacy;
- (e) coordination with State Governments and educational or recreational institutions for promotion of social gaming as part of broader digital engagement strategies; and
- (f) such other measures which are necessary to promote the sector, as may be prescribed.

CHAPTER III

PROHIBITION

5. No person shall offer, aid, abet, induce or otherwise indulge or engage in the offering of online money game and online money gaming service.

Prohibition of online money game and online money gaming service.

6. No person shall make, cause to be made, aid, abet, induce, or otherwise be involved in the making or causing to be made any advertisement, in any media including electronic means of communication, which directly or indirectly promotes or induces any person to play any online money game or indulge in any activity promoting online money gaming.

Prohibition of advertisement related to online money game.

7. No bank, financial institution, or any other person facilitating financial transactions or authorisation of funds shall engage in, permit, aid, abet, induce or otherwise facilitate any transaction or authorisation of funds towards payment for any online money gaming service.

Prohibition of transfer of fund.

CHAPTER IV

AUTHORITY ON ONLINE GAMING

8. (1) The Central Government may, by notification, constitute an Authority consisting of a Chairperson and such number of other Members or designate any existing Authority or Authorities or any agency to assist it in performing any of the functions under this Act.

Establishment of an Authority.

(2) The Central Government may vest the Authority or agency, as the case may be, with all or any of the following powers, namely:—

- (a) to determine, on the receipt of an application from any person offering an online game or on *suo motu* basis, whether a particular online game is an online money game or otherwise, after making such inquiry as it deems necessary;
- (b) to recognise, categorise and register online games in such manner as may be prescribed; and
- (c) such other powers and functions as may be prescribed.

(3) Every person offering, organising or facilitating any online game shall comply with the directions, orders, guidelines or codes of practice issued by the Central Government or the Authority or agency in discharge of their functions under this Act.

(4) The Central Government may prescribe the following, namely:—

(a) composition and qualification for appointment of Chairperson and Members;

(b) salary, allowances payable to them and their term of office;

(c) disqualification for appointment and continuation as Chairperson and Members;

(d) resignation by Members and filling of vacancy;

(e) proceedings of the Authority;

(f) officers and employees of the Authority;

(g) powers to be exercised by the Chairperson;

(h) handling of complaints and grievances related to online games including manner of inquiry; and

(i) any other matter to further the objective of this Act.

(5) The Authority or agency, as the case may be, may respond to the complaints relating to online games which are prejudicial to the interests of users, forwarded either in writing or in electronic mode.

CHAPTER V

OFFENCES AND PENALTIES

Penalty for
contravention.

9. (1) Any person who offers online money gaming service in contravention of section 5 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(2) Any person who makes or causes to make advertisement in any media, in contravention of section 6, shall be punished with imprisonment for a term which may extend to two years or with fine which may extend to fifty lakh rupees or with both.

(3) Any person who engages in any transaction or authorisation of funds in contravention of section 7 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(4) If any person convicted of an offence under sub-section (1) or sub-section (3) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than three years, but may extend to five years and shall also be liable to fine which shall not be less than one crore rupees, but may extend to two crore rupees.

(5) If any person convicted of an offence under sub-section (2) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than two years, but may extend to three years and shall also be liable to fine which shall not be less than fifty lakh rupees, but may extend to one crore rupees.

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10. Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, offences under section 5 and section 7 shall be cognizable and non-bailable.

Cognizance of offences.

11. (1) Where an offence has been committed by a company, every person who, at the time the offence was committed was in charge of, and was responsible to, the company for the conduct of that part of the business of the company as well as the company, shall be liable to be proceeded against and punished accordingly.

Offences by companies.

(2) Nothing contained in sub-section (1) shall render any such person liable to be proceeded against and punished accordingly under this Act, if he proves that the offence was committed without his knowledge or that he had exercised all due diligence to prevent the commission of such offence.

(3) Notwithstanding anything contained in sub-section (1), where an offence under this Act has been committed by a company and it is proved that the offence has been committed with the consent or connivance of, or is attributable to any neglect on the part of any director, manager, secretary or other officer of the company, such director, manager, secretary or other officer shall be deemed to be guilty of the offence and shall be liable to be proceeded against and punished accordingly:

Provided that nothing in this sub-section shall hold an independent director or a non-executive director of a company who is not involved in the actual decision making, liable for such offence.

Explanation.—For the purposes of this section, the expressions—

(a) “company” means a body corporate, and includes—

(i) a firm; and

(ii) an association of persons or a body of individuals whether incorporated or not; and

(b) “director”, in relation to—

(i) a firm, means a partner in the firm;

(ii) any association of persons or a body of individuals, means any member controlling its affairs thereof.

12. (1) Any person who fails to comply with any direction or order issued by the Central Government or the Authority or agency under sub-section (3) of section 8 shall be liable to penalty which may extend to ten lakh rupees or may include suspension or cancellation of registration, and prohibition from offering, facilitating or promoting such games for such period as may be determined by the Central Government or the Authority.

Non-compliance by any other person.

(2) No action under sub-section (1) shall be taken without giving an opportunity of being heard.

CHAPTER VI

MISCELLANEOUS

13. Every person shall comply with any direction issued by the Central Government in relation to online money gaming services.

Compliance with direction of Central Government.

14. In case of failure to comply with the provisions of section 5, section 6 and section 7, notwithstanding anything contained in this Act or in section 69A of the Information Technology Act, 2000, any information generated, transmitted, received or hosted in any computer resource in relation to online money gaming service shall be liable to be blocked for access by the public in such manner as provided in that Act.

Blocking of online money gaming service.

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Power to investigate offences.

15. Notwithstanding anything contained in this Act or in any other law for the time being in force, the Central Government may, by notification, authorise any officer or class of officers of the Central Government, Authority or State Government to exercise the powers of investigation in respect of offences under this Act.

Search and seizure of property.

16. (1) Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, any officer authorised under section 15 may enter any place, whether physical or digital, and search and arrest without warrant any person found therein who is reasonably suspected of having committed or of committing or of being about to commit any offence under this Act.

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(2) Where any person is arrested under sub-section (1) by an officer other than a police officer as referred to in sub-section (1), such officer shall, without unnecessary delay, take or send the person arrested before a magistrate having jurisdiction in the case or before the officer-in-charge of a police station.

(3) The provisions of the Bharatiya Nagarik Suraksha Sanhita, 2023 shall, subject to the provisions of this section, apply, so far as may be, in relation to any entry, search or arrest made under this section.

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Explanation.—For the purposes of this section, “any place” shall include any premises, building, vehicle, computer resource, virtual digital space, electronic records or electronic storage device and the officer may, if necessary, gain access to such computer resource, virtual digital space, electronic records or electronic storage device by overriding any access control or security code, where such code thereof is not available.

Protection of action taken in good faith.

17. No suit, prosecution or other legal proceedings shall lie against the Central Government or the Authority or any officer of the Central Government or any member, officer or other employees of the Authority for anything which is done in good faith or intended to be done under this Act or the rules made thereunder.

Act not in derogation of any other law.

18. The provisions of this Act shall be in addition to, and not in derogation of the provisions of any other law for the time being in force and in case of any inconsistency of this Act with any other Act, the provisions of this Act shall, to the extent of such inconsistency, have overriding effect over any such Act.

Power of Central Government to make rules.

19. (1) The Central Government may, by notification, make rules to carry out the provisions of this Act.

(2) Without prejudice to the generality of the foregoing powers, such rules may provide for all or any of the following matters, namely:—

(a) such other measures as may be necessary to promote the sector relating to e-sports under clause (e) of sub-section (2) of section 3;

(b) such other measures as may be necessary to promote the sector relating to online social gaming under clause (f) of sub-section (2) of section 4;

(c) the manner of recognising, categorising and registering online games under clause (b) of sub-section (2) of section 8;

(d) such other powers and functions relating to powers of the Authority or agency under clause (c) of sub-section (2) of section 8;

(e) any other matter which is required to be, or may be, prescribed, or in respect of which provision is to be or may be made by rules.

(3) Every rule made by the Central Government shall be laid, as soon as may be after it is made, before each House of Parliament, while it is in session, for a total period of thirty days which may be comprised in one session or in two or more successive sessions, and if, before the expiry of the session immediately following the session or the successive sessions aforesaid, both Houses agree in making any modification in the rule, or both Houses agree that the rule should not be made, the rule shall thereafter have effect only in such modified form or be of no effect, as the case may be; so, however, that any such modification or annulment shall be without prejudice to the validity of anything previously done under that rule.

20. (1) If any difficulty arises in giving effect to any provisions of this Act, the Central Government may, by order published in the Official Gazette, make such provisions not inconsistent with the provisions of this Act as may be necessary or expedient for removing the difficulty.

Power to remove difficulties.

(2) No order under sub-section (1) shall be made after the expiry of a period of two years from the date of the commencement of this Act.

(3) Every order made under this section shall, as soon as may be after it is made, be laid before each House of Parliament.

DR. RAJIV MANI,
Secretary to the Govt. of India.



भारत का राजपत्र The Gazette of India

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असाधारण

EXTRAORDINARY

भाग II — खण्ड 1

PART II — Section 1

प्राधिकार से प्रकाशित

PUBLISHED BY AUTHORITY

सं० 37]	नई दिल्ली, शुक्रवार, अगस्त 22, 2025/श्रावण 30, 1947 (शक)
No. 37]	NEW DELHI, FRIDAY, AUGUST 22, 2025/SHRAVANA 30, 1947 (Saka)

इस भाग में भिन्न पृष्ठ संख्या दी जाती है जिससे कि यह अलग संकलन के रूप में रखा जा सके।

Separate paging is given to this Part in order that it may be filed as a separate compilation.

MINISTRY OF LAW AND JUSTICE
(Legislative Department)

New Delhi, the 22nd August, 2025/Shravana 30, 1947 (Saka)

The following Act of Parliament received the assent of the President on the 22nd August, 2025 and is hereby published for general information:—

THE PROMOTION AND REGULATION OF ONLINE GAMING
ACT, 2025

No. 32 OF 2025

[22nd August, 2025.]

An Act to promote and regulate the online gaming sector including e-sports, educational games and social gaming; to provide for the appointment of an Authority for coordinated policy support, strategic development and regulatory oversight of the sector; to prohibit the offering, operation, facilitation, advertisement, promotion and participation in online money games through any computer resource, mobile device or the internet, particularly where such activities operate across State borders or from foreign jurisdictions; to protect individuals, especially youth and vulnerable populations, from the adverse social, economic, psychological and privacy-related impacts of such games; to ensure the responsible use of digital technologies; to maintain public order and protect public health; to safeguard the integrity of financial systems and the security and sovereignty of the State; to establish a uniform national-level legal framework in the public interest; and for matters connected therewith or incidental thereto.

WHEREAS the online gaming sector has rapidly evolved into one of the most dynamic and fastest-growing segments of the digital and creative economy, offering significant opportunities for innovation, cognitive development, employment generation, technological advancement and global competitiveness;

AND WHEREAS India possesses a large and growing pool of young professionals with technological capabilities and rapidly expanding domestic market, which together enable the country to assume a leadership role in the global online gaming value chain;

AND WHEREAS the online gaming ecosystem comprises diverse segments, including e-sports, casual and social games, educational games and online money games, and is currently operating in the absence of a dedicated institutional and legal framework necessary for strategic coordination, capacity building, common infrastructure, research and responsible innovation;

AND WHEREAS the lack of a coherent and enabling legal framework has hindered the sector's structured development and the promotion of responsible gaming practices, requiring urgent policy intervention and support mechanisms;

AND WHEREAS the parallel proliferation of online money games accessible through mobile phones, computers and the internet, and offering monetary returns against user deposits has led to serious social, financial, psychological and public health harms, particularly among young individuals and economically disadvantaged groups;

AND WHEREAS such games often use manipulative design features, addictive algorithms, bots and undisclosed agents, undermining fairness, transparency and user protection, while promoting compulsive behaviour leading to financial ruin;

AND WHEREAS platforms offering online gaming system are often aggressively marketed through pervasive advertising campaigns, including celebrity and influencer endorsements, thereby amplifying their reach and impact especially among the youth and vulnerable groups;

AND WHEREAS the unchecked expansion of online money gaming services has been linked to unlawful activities including financial fraud, money-laundering, tax evasion, and in some cases, the financing of terrorism, thereby posing threats to national security, public order and the integrity of the State;

AND WHEREAS considering the deleterious and negative impact of online money games on the individuals, families, society and the nation and given the technical aspects including the very nature of the electronic medium used for online money games, the algorithms applied and the national and transnational networks involved therein;

AND WHEREAS many such services operate from offshore jurisdictions, bypassing domestic laws, undermining state-level regulations, and presenting significant enforcement challenges in terms of extra-territorial jurisdiction and inter-State inconsistencies;

AND WHEREAS it is expedient in the public interest for the Union Government to assume legislative competence over the online gaming sector to ensure the creation of a secure, structured and innovation-friendly digital environment, while addressing the associated risks to public health, consumer safety, public morality and financial sovereignty;

AND WHEREAS it is necessary to clearly delineate and categorise the various forms of online games and to provide a tailored legal framework to govern each sub-sector of the industry appropriately.

BE it enacted by Parliament in the Seventy-sixth Year of the Republic of India as follows:—

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PRELIMINARY

1. (1) This Act may be called the Promotion and Regulation of Online Gaming Act, 2025.

(2) It extends to the whole of India and also applies to online money gaming service offered within the territory of India or operated from outside the territory of India.

(3) It shall come into force on such date as the Central Government may, by notification in the Official Gazette, appoint.

2. (1) In this Act, unless the context otherwise requires,—

Definitions.

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(b) “Authority” means an Authority constituted under section 8;

(c) “e-sport” means an online game which—

(i) is played as part of multi-sports events;

(ii) involves organised competitive events between individuals or teams, conducted in multiplayer formats governed by predefined rules;

(iii) is duly recognised under the National Sports Governance Act, 2025, and registered with the Authority or agency under section 3;

(iv) has outcome determined solely by factors such as physical dexterity, mental agility, strategic thinking or other similar skills of users as players;

(v) may include payment of registration or participation fees solely for the purpose of entering the competition or covering administrative costs and may include performance-based prize money by the player; and

(vi) shall not involve the placing of bets, wagers or any other stakes by any person, whether or not such person is a participant, including any winning out of such bets, wagers or any other stakes;

(d) “internet” means the combination of computer facilities and electromagnetic transmission media, and related equipment and software, comprising the interconnected worldwide network of computer networks that transmits information based on a protocol for controlling such transmission;

(e) “notification” means a notification published in the Official Gazette and the term “notify” shall be construed accordingly;

(f) “online game” means any game, which is played on an electronic or a digital device and is managed and operated as a software through the internet or any other kind of technology facilitating electronic communication;

(g) “online money game” means an online game, irrespective of whether such game is based on skill, chance, or both, played by a user by paying fees, depositing money or other stakes in expectation of winning which entails monetary and other enrichment in return of money or other stakes; but shall not include any e-sports;

(h) “online money gaming service” means a service offered by a person for entering or playing the online money game;

(i) “online social game” means an online game which—

(i) does not involve staking of money or other stakes or participation with the expectation of winning by way of monetary gain in return of money or other stakes;

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(l) “prescribed” means prescribed by rules made under this Act;

(m) “user” means any person who accesses or avails online game.

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21 of 2000.

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DEVELOPMENT AND RECOGNITION

Recognition and promotion of e-sport.

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(2) Without prejudice to the generality of sub-section (1), such steps may include—

(a) formation of guidelines and standards for the organisation and conduct of e-sports events;

(b) establishment of training academies, research centres and other institutions dedicated to advancement of e-sports;

(c) introduction of incentive schemes, awareness campaigns and public outreach programmes to encourage innovation and establishment of new enterprises to create e-sport technology platforms;

(d) coordination with State Governments and recognised sporting federations for integration of e-sports within broader sporting policy initiatives; and

(e) such other measures which are necessary to promote the sector, as may be prescribed.

4. (1) The Central Government shall take steps as it considers necessary to recognise, categorise and register online social games with the Authority or agency, as the case may be, and facilitate the development and availability of online social games for recreational and educational purposes.

Recognition and development of online social games.

(2) Without prejudice to the generality of sub-section (1), such steps may include—

- (a) creation of mechanism for the registration of online social games;
- (b) creation of platforms or programmes to support the development and distribution of online social games;
- (c) supporting initiatives aimed at increasing public access to safe and age-appropriate social gaming content;
- (d) undertaking awareness programmes to highlight the positive use of social games for recreation, skill-development and digital literacy;
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Establishment of an Authority.

(2) The Central Government may vest the Authority or agency, as the case may be, with all or any of the following powers, namely:—

- (a) to determine, on the receipt of an application from any person offering an online game or on *suo motu* basis, whether a particular online game is an online money game or otherwise, after making such inquiry as it deems necessary;
- (b) to recognise, categorise and register online games in such manner as may be prescribed; and
- (c) such other powers and functions as may be prescribed.

(3) Every person offering, organising or facilitating any online game shall comply with the directions, orders, guidelines or codes of practice issued by the Central Government or the Authority or agency in discharge of their functions under this Act.

(4) The Central Government may prescribe the following, namely:—

(a) composition and qualification for appointment of Chairperson and Members;

(b) salary, allowances payable to them and their term of office;

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(d) resignation by Members and filling of vacancy;

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(g) powers to be exercised by the Chairperson;

(h) handling of complaints and grievances related to online games including manner of inquiry; and

(i) any other matter to further the objective of this Act.

(5) The Authority or agency, as the case may be, may respond to the complaints relating to online games which are prejudicial to the interests of users, forwarded either in writing or in electronic mode.

CHAPTER V

OFFENCES AND PENALTIES

Penalty for
contravention.

9. (1) Any person who offers online money gaming service in contravention of section 5 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(2) Any person who makes or causes to make advertisement in any media, in contravention of section 6, shall be punished with imprisonment for a term which may extend to two years or with fine which may extend to fifty lakh rupees or with both.

(3) Any person who engages in any transaction or authorisation of funds in contravention of section 7 shall be punished with imprisonment for a term which may extend to three years or with fine which may extend to one crore rupees or with both.

(4) If any person convicted of an offence under sub-section (1) or sub-section (3) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than three years, but may extend to five years and shall also be liable to fine which shall not be less than one crore rupees, but may extend to two crore rupees.

(5) If any person convicted of an offence under sub-section (2) is again convicted of an offence under the same provision, he shall be punished with imprisonment for the second and for every subsequent offence for a term which shall not be less than two years, but may extend to three years and shall also be liable to fine which shall not be less than fifty lakh rupees, but may extend to one crore rupees.

46 of 2023.

10. Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, offences under section 5 and section 7 shall be cognizable and non-bailable.

Cognizance of offences.

11. (1) Where an offence has been committed by a company, every person who, at the time the offence was committed was in charge of, and was responsible to, the company for the conduct of that part of the business of the company as well as the company, shall be liable to be proceeded against and punished accordingly.

Offences by companies.

(2) Nothing contained in sub-section (1) shall render any such person liable to be proceeded against and punished accordingly under this Act, if he proves that the offence was committed without his knowledge or that he had exercised all due diligence to prevent the commission of such offence.

(3) Notwithstanding anything contained in sub-section (1), where an offence under this Act has been committed by a company and it is proved that the offence has been committed with the consent or connivance of, or is attributable to any neglect on the part of any director, manager, secretary or other officer of the company, such director, manager, secretary or other officer shall be deemed to be guilty of the offence and shall be liable to be proceeded against and punished accordingly:

Provided that nothing in this sub-section shall hold an independent director or a non-executive director of a company who is not involved in the actual decision making, liable for such offence.

Explanation.—For the purposes of this section, the expressions—

(a) “company” means a body corporate, and includes—

(i) a firm; and

(ii) an association of persons or a body of individuals whether incorporated or not; and

(b) “director”, in relation to—

(i) a firm, means a partner in the firm;

(ii) any association of persons or a body of individuals, means any member controlling its affairs thereof.

12. (1) Any person who fails to comply with any direction or order issued by the Central Government or the Authority or agency under sub-section (3) of section 8 shall be liable to penalty which may extend to ten lakh rupees or may include suspension or cancellation of registration, and prohibition from offering, facilitating or promoting such games for such period as may be determined by the Central Government or the Authority.

Non-compliance by any other person.

(2) No action under sub-section (1) shall be taken without giving an opportunity of being heard.

CHAPTER VI

MISCELLANEOUS

13. Every person shall comply with any direction issued by the Central Government in relation to online money gaming services.

Compliance with direction of Central Government.

14. In case of failure to comply with the provisions of section 5, section 6 and section 7, notwithstanding anything contained in this Act or in section 69A of the Information Technology Act, 2000, any information generated, transmitted, received or hosted in any computer resource in relation to online money gaming service shall be liable to be blocked for access by the public in such manner as provided in that Act.

Blocking of online money gaming service.

21 of 2000.

Power to investigate offences.

15. Notwithstanding anything contained in this Act or in any other law for the time being in force, the Central Government may, by notification, authorise any officer or class of officers of the Central Government, Authority or State Government to exercise the powers of investigation in respect of offences under this Act.

Search and seizure of property.

16. (1) Notwithstanding anything contained in the Bharatiya Nagarik Suraksha Sanhita, 2023, any officer authorised under section 15 may enter any place, whether physical or digital, and search and arrest without warrant any person found therein who is reasonably suspected of having committed or of committing or of being about to commit any offence under this Act.

46 of 2023.

(2) Where any person is arrested under sub-section (1) by an officer other than a police officer as referred to in sub-section (1), such officer shall, without unnecessary delay, take or send the person arrested before a magistrate having jurisdiction in the case or before the officer-in-charge of a police station.

(3) The provisions of the Bharatiya Nagarik Suraksha Sanhita, 2023 shall, subject to the provisions of this section, apply, so far as may be, in relation to any entry, search or arrest made under this section.

46 of 2023.

Explanation.—For the purposes of this section, “any place” shall include any premises, building, vehicle, computer resource, virtual digital space, electronic records or electronic storage device and the officer may, if necessary, gain access to such computer resource, virtual digital space, electronic records or electronic storage device by overriding any access control or security code, where such code thereof is not available.

Protection of action taken in good faith.

17. No suit, prosecution or other legal proceedings shall lie against the Central Government or the Authority or any officer of the Central Government or any member, officer or other employees of the Authority for anything which is done in good faith or intended to be done under this Act or the rules made thereunder.

Act not in derogation of any other law.

18. The provisions of this Act shall be in addition to, and not in derogation of the provisions of any other law for the time being in force and in case of any inconsistency of this Act with any other Act, the provisions of this Act shall, to the extent of such inconsistency, have overriding effect over any such Act.

Power of Central Government to make rules.

19. (1) The Central Government may, by notification, make rules to carry out the provisions of this Act.

(2) Without prejudice to the generality of the foregoing powers, such rules may provide for all or any of the following matters, namely:—

(a) such other measures as may be necessary to promote the sector relating to e-sports under clause (e) of sub-section (2) of section 3;

(b) such other measures as may be necessary to promote the sector relating to online social gaming under clause (f) of sub-section (2) of section 4;

(c) the manner of recognising, categorising and registering online games under clause (b) of sub-section (2) of section 8;

(d) such other powers and functions relating to powers of the Authority or agency under clause (c) of sub-section (2) of section 8;

(e) any other matter which is required to be, or may be, prescribed, or in respect of which provision is to be or may be made by rules.

(3) Every rule made by the Central Government shall be laid, as soon as may be after it is made, before each House of Parliament, while it is in session, for a total period of thirty days which may be comprised in one session or in two or more successive sessions, and if, before the expiry of the session immediately following the session or the successive sessions aforesaid, both Houses agree in making any modification in the rule, or both Houses agree that the rule should not be made, the rule shall thereafter have effect only in such modified form or be of no effect, as the case may be; so, however, that any such modification or annulment shall be without prejudice to the validity of anything previously done under that rule.

20. (1) If any difficulty arises in giving effect to any provisions of this Act, the Central Government may, by order published in the Official Gazette, make such provisions not inconsistent with the provisions of this Act as may be necessary or expedient for removing the difficulty.

Power to remove difficulties.

(2) No order under sub-section (1) shall be made after the expiry of a period of two years from the date of the commencement of this Act.

(3) Every order made under this section shall, as soon as may be after it is made, be laid before each House of Parliament.

DR. RAJIV MANI,
Secretary to the Govt. of India.



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EXTRAORDINARY

भाग II — खण्ड 1

PART II — Section 1

प्राधिकार से प्रकाशित

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इस भाग में भिन्न पृष्ठ संख्या दी जाती है जिससे कि यह अलग संकलन के रूप में रखा जा सके।
Separate paging is given to this Part in order that it may be filed as a separate compilation.

MINISTRY OF LAW AND JUSTICE (Legislative Department)

New Delhi, the 28th August, 2025/ Bhadra 6, 1947 (Saka)

CORRIGENDUM

In the Readjustment of Representation of Scheduled Tribes in Assembly Constituencies of the State of Goa Act, 2025 (21 of 2025), published in the Gazette of India, Extraordinary, Part II, Section 1, dated the 13th August, 2025, Issue No. 26, in the long title, *for* “Scheduled ribes”, *read* “Scheduled Tribes”.

CORRIGENDUM

In the Mines and Minerals (Development and Regulation) Amendment Act, 2025 (28 of 2025), published in the Gazette of India, Extraordinary, Part II, Section 1, dated the 21st August, 2025, Issue No. 33, in page 4, line 8, *for* “trading of”, *read* “trading, of”.

CORRIGENDA

In the Promotion and Regulation of Online Gaming Act, 2025 (32 of 2025), published in the Gazette of India, Extraordinary, Part II, Section 1, dated the 22nd August, 2025, Issue No. 37,—

- (i) in the long title, *for* “ptomotion”, *read* “promotion”;
- (ii) in page 3, line 21, *for* “by”, *read* “for”;
- (iii) in page 5, line 27, *for* “gaming”, *read* “game”.

DR. RAJIV MANI,
Secretary to the Govt. of India.