

**GOVERNMENT OF INDIA
MINISTRY OF HOME AFFAIRS**

**RAJYA SABHA
UNSTARRED QUESTION NO. 223**

TO BE ANSWERED ON THE 24TH JULY, 2024/ SRAVANA 2, 1946 (SAKA)

REGULATORY FRAMEWORK FOR ONLINE GAMING/GAMBLING

223. SHRI A.D. SINGH:

Will the Minister of HOME AFFAIRS be pleased to state:

(a) whether the lack of a comprehensive regulatory framework for online gaming/gambling in the country is a cause of concerns about consumer safety as there is a risk of fraud, unfair treatment of players, and lack of dispute resolution mechanisms;

(b) whether Government intends to bring a law on online gaming/gambling; and

(c) if not, the reasons therefor?

ANSWER

**MINISTER OF STATE IN THE MINISTRY OF HOME AFFAIRS
(SHRI BANDI SANJAY KUMAR)**

(a) to (c): The Ministry of Electronics and Information Technology (MeitY) was allocated the matters related to online gaming on 23rd December 2022 through amendments to the Government of India (Allocation of Business) Rules, 1961.

MeitY amended the Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Rules, 2021 vide notification dated

6thApril, 2023 that provides for an enabling framework where online gaming self-regulatory bodies (“SRBs”) to be notified by MeitY under Rule 4A, Information Technology Rules, 2021 are required to verify online real money games in accordance with the provisions under Rule 4A(3) of the Information Technology Rules, 2021.

Betting and gambling is listed at entry 34 in the State List of the Seventh Schedule to the Constitution. Under article 246 read with article 162 of the Constitution, State Legislatures have the exclusive power to legislate on matters related to betting and gambling.