

Hon'ble President assents to the Promotion and Regulation of Online Gaming Bill, 2025

The online gambling bill 2025 marks a landmark move to shield citizens from the menace of online money games while promoting and regulating other kinds of online games. The introduces a prohibition on all real money gaming platforms, altering how India regulates its digital gaming sector. This legislation is designed to curb addiction, financial ruin and social distress caused by predatory gaming platforms that thrive on misleading promises of quick wealth. It reflects the Government's resolve to safeguard families while guiding the digital economy towards safe and constructive growth. Unlike previous regulatory attempts that distinguished between skill-based and chance-based games, this legislation makes a clear categorization of Online games as follows:-

- **e-Sport:** Played as part of multi-sports events, involving organised competitive events between individuals or teams, with outcomes determined solely by factors such as physical dexterity, mental agility, strategic thinking or other similar skills of users as players.
- **Online Social Game:** Does not involve stakes or participation with the expectation of winning by way of monetary gain and is offered solely for entertainment, recreation or skill-development purposes.

- **Online Money Game:** Irrespective of whether such game is based on skill, chance, or both, it is played by a user by paying fees, depositing money, etc., in expectation of winning which entails monetary and other enrichment in return of money or other stakes; but shall not include any e-sports. This encompasses platforms like **Dream11, MPL, and rummy and poker applications.**

The bill aims to promote and regulate the online gaming sector including e-sports, educational games and social gaming. It also provides for the appointment of an Authority for coordinated policy support, strategic development and regulatory oversight of the sector. However, it prohibits operation and promotion of all online money games.

Platform operators face up to **three years imprisonment and fines reaching INR 1 crore**. Celebrity endorsers and influencers promoting such platforms risk two years imprisonment and penalties up to INR 50 lakh. Financial institutions facilitating transactions for these platforms face similar consequences.

The Bill grants authorities' powers to conduct searches and seizures without warrants, extending to both physical and digital space.

Source: The Promotion and Regulation of Online Gaming, Bill, 2025 dated August 22nd, 2025.

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