

**GOVERNMENT OF INDIA  
MINISTRY OF YOUTH AFFAIRS & SPORTS  
(DEPARTMENT OF SPORTS)**

**LOK SABHA**

**STARRED QUESTION NO. \*48**

**TO BE ANSWERED ON 04.02.2021**

**Gaming and e-Sports Policy**

**\*48. SHRI JAGDAMBIKA PAL:**

**Will the Minister of YOUTH AFFAIRS AND SPORTS be pleased to state:**

**(a) whether the Government has any plan to introduce Gaming and e-Sports Policy in the country and if so, the details thereof;**

**(b) whether the Government has any plans to bring the sports and gaming in the Concurrent List of the Constitution and if so, the details thereof;**

**(c) whether the Government has any estimates on the size/value of the gaming industry in India and if so, the details thereof;**

**(d) whether the Government has any plans or taken any steps to regulate/curb illegal gaming, betting and gambling in India, if so, the details thereof and if not, the reasons therefor; and**

**(e) whether the Government has taken any steps or has any plan to introduce educational gaming and if so, the details thereof?**

**ANSWER**

**THE MINISTER OF STATE (INDEPENDENT CHARGE)**

**FOR YOUTH AFFAIRS AND SPORTS**

**[SHRI KIREN RIJIJU]**

**(a) to (e) A statement is laid on the table of the House.**

**STATEMENT REFERRED TO IN REPLY TO PARTS (A) TO (E) OF THE LOK SABHA STARRED QUESTION NO. 48 FOR 04/02/2021 REGARDING GAMING AND e-SPORTS POLICY ASKED BY SHRI JAGDAMBIKA PAL, MP.**

**(a) to (e): e-Sports is an emerging platform for the youth population in the country. There are large numbers of e-Sports enthusiasts in our country. It is included in Asian Games 2022 as a medal sport discipline but not yet included in the Olympics.**

**e-Sports is different from gaming or igaming and gambling, etc. as former is skill based while latter are chance based. In India, there are some Federations such as Electronic Sports Federation of India (ESFI), E-sports Development Association of India (EDAI) and E-sports India (EI), which have emerged for promotion of e-Sports. Currently, no Federations/Associations have been recognized by Ministry of Youth Affairs & Sports.**

**“Sports” being a State subject, the primary responsibility for development and promotion of sports rests with the respective State/UT Government. The Department of Sports supplements efforts of the State/UT Government through its various schemes. Presently, there is no proposal under consideration to bring sports and gaming to concurrent list.**

**Betting and Gambling is a State Subject (Entry at serial number 34 in the List II- State List of Seventh Schedule of the Constitution of India), therefore, the State authorities are responsible to regulate/curb illegal gaming, betting and gambling in their respective States. The Law Commission in its Report No. 276 titled “ Legal Framework: Gambling and Sports Betting including Cricket in India” submitted to the Government on 5<sup>th</sup> July, 2018, stated that legalizing betting and gambling is not desirable in India in the present scenario.**

**As regards estimated value/size of gaming Industry in India, no such study has been carried out by the Government.**

**\*\*\*\*\***