

GOVERNMENT OF INDIA
MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY
LOK SABHA
UNSTARRED QUESTION NO. 1776
TO BE ANSWERED ON: 29.07.2026

REGISTRATION OF E-SPORT GAMES

1776. SHRI SELVAGANAPATHI T.M.:

Will the Minister of ELECTRONICS AND INFORMATION TECHNOLOGY be pleased to state:

- (a) whether it is a fact that the Government has made it mandatory for the e-sport games and the firms running them to get registered;
- (b) if so, whether it is also true that the Government has come out with rules in this regard;
- (c) if so, whether it is also true that the Government has established an organization in the name of The Online Gaming Authority of India;
- (d) if so, whether it is also true that most games which are not money games should be able to operate with no obligation to necessarily either be determined or registered; and
- (e) if so, the details thereof?

ANSWER

MINISTER OF STATE FOR ELECTRONICS AND INFORMATION TECHNOLOGY
(SHRI JITIN PRASADA)

(a) to (e): The Promotion and Regulation of Online Gaming Act, 2025 (“The Act”) received the assent of the Hon’ble President on 22.08.2025. The Central Government has notified the Promotion and Regulation of Online Gaming Rules, 2026 (“The Rules”) dated 22.04.2026. The Act and the Rules came into force on 01.05.2026. Further, the Central Government has constituted the Online Gaming Authority of India (“The Authority”).

An online game of an online game service provider (OGSP) is required to be determined by the Authority, where, (i) the Authority, suo motu, directs the OGSP to have it determined, (ii) the online game is to be offered as an e-sport; or (iii) the Central Government by notification requires categories of online social games to be determined.

An online game of OGSP shall be registered with the Authority where (i) the Central Government by notification requires such online game or the category of online games to be registered and (ii) the online game is to be offered as an e-sport.
