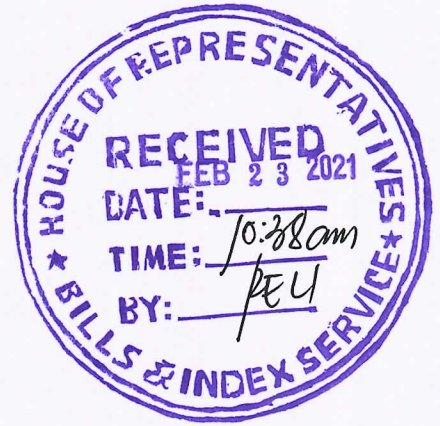


**REPUBLIC OF THE PHILIPPINES
HOUSE OF REPRESENTATIVES
Quezon City**

**EIGHTEENTH CONGRESS
2nd Regular Session**

House Bill No. 8801



Introduced by REP. STRIKE B. REVILLA

**AN ACT ESTABLISHING AND ORGANIZING THE PHILIPPINE ELECTRONIC
SPORTS COMMISSION AND APPROPRIATING FUNDS THEREFOR**

EXPLANATORY NOTE

Online gaming is on the rise in the Philippines, owing to the country's developing internet accessibility. More than half of the population of the Philippines were internet users, and among those between 18 to 24 years old, this was closer to 90 percent. It was no surprise that the online gaming population was dominated by the same age group.

Esports has become increasingly popular for online gamers to not only play for entertainment but for competition as well. In the 2019 Southeast Asian Games, Filipino players won five medals in the esports competition. This developing industry has drawn a revenue of 24 million U.S. dollars in the first half of the year for mobile esports in the Philippines.

This bill seeks to establish the Philippine Esports Commission as the governing body to organize, oversee and monitor esports in the country. Further, this measure seeks to legitimize esports, assist our student players by providing support programs, establish infrastructure for the culture and industry of esports.

Approval of this bill is earnestly sought.


REP. STRIKE B. REVILLA
2nd District Cavite

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Be it enacted by the Senate and House of Representatives of the Philippines in Congress assembled:

Section 1. *Short Title.* This Act shall be known as "*Esports Act of 2021*".

Sec. 2. *Declaration of Policy.* It is the policy of the State to nurture the youth and assist in harnessing their best potentials. Pursuant to this policy, this Act shall implement measures to organize and develop the field of esports in the country, assist our student players by providing support programs, establish infrastructure for the culture and industry of esports.

Sec. 3. *Definition of Terms.* As used in this Act:

- a) The term "esports" – means games in which players compete with one another for a score or for victory;
- b) The term "esports industry" – means the industry of creating added value with goods and services relating to esports;
- c) The term "esports player" – means a person registered with an esports organization;
- d) The term "esports organization" – means a corporation or organization established for the purpose of engaging in activities or a business relating to esports;
- e) The term "esports facilities" – means stadiums, gadgets, equipment, machineries and other facilities for esports.

Sec. 4. *Establishment of Philippine Esports Commission (PEC).* The Philippine Esports Commission is hereby established as the governing body to organize, oversee and monitor esports activities in the country. It shall be an independent body from the existing Philippine Sports Commission (PSC).

Sec. 5. *Board of Trustees.* The PEC shall be administered by a Board of Trustees hereinafter referred as the Board, to be composed of the following:

- a) Secretary of the Department of Education, as Chairperson;
- b) Secretary of the Department of Tourism as Vice-Chairperson;

- c) Secretary of the Department of Information and Communications Technology;
- d) Chairperson of the Commission on Higher Education;
- e) Chairperson of the Philippine Sports Commission;
- f) Two representatives from the private sector;
- g) Chairperson of the Philippine Esports Commission.

The members of the Board enumerated in subparagraphs (a), (b), (c), (d) and (e) shall serve as ex-officio members. The ex-officio members of the Board may designate their respective alternates who shall be the officials next-in-rank to them and whose acts shall be considered as the acts of their principals.

The members of the Board enumerated in subparagraphs (d) and (e) shall be appointed by the President of the Philippines.

The appointive members of the Board shall serve for four (4) years and may be reappointed for a second term, unless sooner removed for a cause.

Sec. 6. Powers and Functions. In order to achieve the purpose of this Act, the Board shall have the following powers and functions:

- a) Serve as the national sports association for esports and the sole-accrediting body of esports organizations;
- b) Formulate and implement uniform policies, rules and format for esports activities in the Philippines;
- c) Establish a master plan for the medium and long-term development of esports;
- d) Promotion of international tournaments and events relating to esports and international cooperation and exchange in esports;
- e) Promotion of scientific activities for esports and the creation of the infrastructure therefor;
- f) Securing of financial resources for development of esports;
- g) Establish an esports industry support center which shall extend counseling services;
- h) Come up with mechanisms promoting a well-balanced family-education-esports life of the student players; and
- i) Select individuals, organizations, enterprises, etc, that have significantly contributed to the development of esports to reward them for their contributions.

Sec. 7. Organizational Structure and Staffing Pattern. – The Board shall determine the organizational structure and staffing pattern of the PEC subject to the evaluation by the Civil Service Commission and of the Organizational Position Classification and Compensation Bureau of the Department of Budget and Management.

Sec. 8. Chairperson of PEC. The PEC shall be headed by a Chairperson who shall be appointed by the President of the Philippines for a term of four (4) years and may be reappointed for a second term.

The Chairperson shall have the following powers and functions:

- a) Execute the policies, rules and format approved by the Board and be responsible for the efficient discharge of management and operational functions;

- b) Submit for the consideration and approval of the Board proposed measures, policies, rules as deemed necessary or proper for the effective implementation of the purposes and objectives of the Act;
- c) Represent the PEC in all dealings with other persons or entities, whether domestic or foreign, and whether government and private; and
- d) Exercise other functions powers and perform such other duties as may be vested or reposed by the Board.

Sec. 9. *Appropriations.* The amount necessary for the implementation of this Act shall have an independent line item in the annual General Appropriations Act (GAA).

Sec. 10. *Implementing Rules and Regulations (IRR).* Within sixty (60) days from the effectivity of this Act, the Chairperson of the Philippine Sports Commission (PSC), in coordination with the Department of Education (DepEd), Department of Tourism (DOT), Department of Information and Communications Technology (DICT), Commission on Higher Education (CHED), and other concerned agencies, shall promulgate the implementing rules and regulations and other issuances as may be necessary to ensure the effective implementation of this Act.

Sec. 11. *Separability Cause.* Should any part or provision of this Act be declared unconstitutional or invalid, the remaining parts or provisions not affected thereby shall retain in full force and effect.

Sec. 12. *Repealing Clause.* — All laws, decrees, executive orders, issuances, rules and regulations which may be inconsistent with any of the provisions of this Act, are hereby deemed repealed, amended or modified accordingly.

Sec. 13. *Effectivity.* — This Act shall take effect fifteen (15) days after its complete publication in the Official Gazette or in two (2) newspapers of general circulation.

Approved,