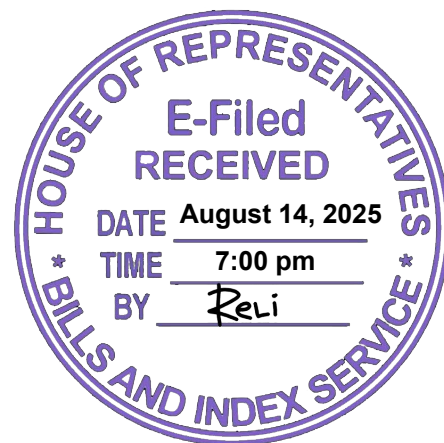


Republic of the Philippines  
HOUSE OF REPRESENTATIVES  
Quezon City

TWENTIETH CONGRESS  
First Regular Session

HOUSE BILL NO. 3751



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Introduced by **HON. MIGUEL LUIS R. VILLAFUERTE, HON. VINCENZO RENATO LUIGI R. VILLAFUERTE, HON. TSUYOSHI ANTHONY G. HORIBATA, AND HON. TERRY L. RIDON**

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### EXPLANATORY NOTE

The esports (electronic sports) industry has emerged as a dynamic driver of economic activity and a platform to showcase the talent and strategic acumen of Filipino players on the global stage. Over the years, the Philippines has become one of the most vibrant esports markets in Southeast Asia.

Filipino teams have achieved remarkable international success. *TNC Predator*, a Philippine-based esports team, has earned over USD 4.6 million in total winnings since its inception in 2013.<sup>1</sup> In the 2019 Southeast Asian Games, the first to feature esports as a medal event, Filipino athletes secured five medals, including a gold medal in *Mobile Legends: Bang Bang*.<sup>2</sup>

The Philippine esports market now has over 43 million active gamers and has grown by an average of 12.9% annually since 2017, according to YCPS Marketing & Communication Group.<sup>3</sup> Globally, the Esports Market was valued at USD 1.97 billion in 2023, and is projected to reach USD 5.18 billion by 2029,<sup>4</sup> signaling a robust and growing market that the country is well-positioned to participate in if properly supported. The Philippines has hosted several prestigious tournaments that have not only elevated the Philippines' esports reputation but also brought significant benefits to the tourism sector. The Department of Science and Technology (DOST) acknowledged the sector's capacity to create jobs and drive the digital economy, stating that the Philippines is poised to become a regional center for game development and esports.<sup>5</sup>

Despite these gains, challenges that hinder the growth of the local esports ecosystem remain. Filipino players have faced barriers such as visa denials due to the absence of an official representative body. In 2021, Bren Esports' Valorant squad, winners of the Southeast

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<sup>1</sup> Ordonez, John Victor. (2022, August 2). *Philippine esports can be a game changer, experts say*. Business World Online. <https://www.bworldonline.com/top-stories/2022/08/02/465301/philippine-esports-can-be-a-game-changer-experts-say/#:~:text=Video%20game%20streamers%20earn%20as,according%20to%20esports%20portal%20GosuGamers.>

<sup>2</sup> GMA News Online. (2019, December 9). *Sibol makes history, claims first gold medal in SEA Games eSports*. <https://www.gmanetwork.com/news/sports/othersports/718453/sibol-makes-history-claims-first-gold-medal-in-sea-games-esports/story/>

<sup>3</sup> Asia Sports Tech. (n.d.). *Why the Philippines is a rising sports and esports market to watch*. <https://asiasportstech.com/portfolio/philippines-sports-esports/>

<sup>4</sup> Business Wire. (2025, February 24). *Esports market report: Sponsorships, media rights & revenue projections for 2025–2029*. <https://www.businesswire.com/news/home/20250224569402/en/Esports-Market-Report-Sponsorships-Media-Rights-Revenue-Projections-for-2025-2029---ResearchAndMarkets.com>

<sup>5</sup> Montemayor, Ma. Teresa. (2025, July 7). *DOST: PH has thriving economic ecosystem in e-sports, game dev't*. Philippine News Agency. <https://www.pna.gov.ph/articles/1253732>

Asia qualifiers, were unable to compete in the *VCT Stage 3 Masters in Berlin* due to visa issues exacerbated by pandemic-related restrictions.<sup>6</sup>

There is also a pressing need to distinguish esports from gambling through official regulation and institutional recognition. This distinction is vital to legitimizing esports as a professional career path and educational opportunity. Industry stakeholders, emphasize the importance of institutional support, similar to that in South Korea, China, and Saudi Arabia who have now fully accepted esports as a sport.<sup>7</sup>

Esports is no longer limited to gaming alone; it spans a broader ecosystem involving analytical tools, broadcasting platforms, education, and wellness support. As such, safeguards, especially around the participation of minors, must be enforced through regulatory frameworks.

Given its economic, cultural, and developmental impact, it is both timely and necessary to establish the Philippine Esports Commission (PEC), an independent body that will serve as the central authority in formulating and implementing policies for esports development in the country. The PEC will coordinate with agencies such as the Philippine Sports Commission, Department of Education, Department of Tourism, Department of Information and Communications Technology, Department of Trade and Industry, Commission on Higher Education, National Youth Commission, and Technical Education and Skills Development Authority, among others. Through this collaborative governance, the PEC will foster infrastructure development, talent support programs, and international competitiveness for the Philippine esports industry.

This legislative measure echoes the mandate of Section 17, Article II of the 1987 Constitution, which provides that the State shall give priority to education, science and technology, arts, culture, and sports to foster patriotism, accelerate social progress, and promote total human development.

In pursuit of a sustainable and inclusive esports ecosystem for the Filipino people, the immediate passage of this bill is earnestly sought.



**HON. MIGUEL LUIS R. VILLAFUERTE**



**HON. VINCENZO RENATO LUIGI R. VILLAFUERTE**


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<sup>6</sup> Dioquino, Delfin. (2021, September 3). *Bren Esports to miss Valorant Masters in Berlin because of visa issues*. <https://www.rappler.com/sports/bren-esports-miss-valorant-masters-berlin-visa-issues/>

<sup>7</sup> Emergen Research. (2025). *Esports market, by revenue stream (media rights, sponsorship, advertising, publisher fees, merchandise & tickets, others); by game genre (MOBA, FPS, RTS, sports, others); by platform; by end-user; and by region, forecast to 2034*. [https://www.emergenresearch.com/industry-report/esports-market?srltid=AfmBOorvkRs-bfep1IRK0B6Ft29QRqtqKt\\_YLQDa\\_xSdCEjH5JWH2YUw](https://www.emergenresearch.com/industry-report/esports-market?srltid=AfmBOorvkRs-bfep1IRK0B6Ft29QRqtqKt_YLQDa_xSdCEjH5JWH2YUw)

A handwritten signature in black ink, appearing to read 'T. Horibata', with a stylized flourish at the end.

HON. TSUYOSHI ANTHONY G. HORIBATA

A handwritten signature in blue ink, appearing to read 'Terry L. Ridon', with a stylized flourish at the end.

HON. TERRY L. RIDON

Republic of the Philippines  
HOUSE OF REPRESENTATIVES  
Quezon City

TWENTIETH CONGRESS  
First Regular Session

HOUSE BILL NO. **3751**

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Introduced by HON. MIGUEL LUIS R. VILLAFUERTE, HON. VINCENZO  
RENATO LUIGI R. VILLAFUERTE, HON. TSUYOSHI ANTHONY G. HORIBATA, AND  
HON. TERRY L. RIDON

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

*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."

**SECTION 2. *Declaration of Policy.*** – It is the policy of the State to assist the youth in realizing their full potential and enabling them to contribute to national development. The State recognizes the role of technology in nation-building and the need to support sports programs, including amateur esports, to cultivate self-discipline, teamwork, and excellence. Pursuant to this, the State shall implement measures to organize and promote the esports industry, support youth participation through development programs, and establish infrastructure that enhances the Philippines' capacity to compete globally while boosting economic growth through esports.

**SECTION 3. *Definition of Terms.*** – For purposes of this Act, the following terms are defined as follows:

- (a) Esports – Competitive, organized video gaming where players or teams compete via an online or local platform.
- (b) Esports Facilities – Venues, equipment, digital infrastructure, and technological systems used for training, competitions, or broadcasting of esports.
- (c) Esports Industry – The sector involving the creation, development, promotion, and commercialization of goods and services related to esports.
- (d) Esports Player – Any individual registered with a recognized esports organization for the purpose of participating in competitive esports.
- (e) Esports Organization – A legal entity engaged in the operation, promotion, or regulation of esports-related activities or competitions.

**SECTION 4. *Creation of the Philippine Esports Commission (PEC).*** – There is hereby created the Philippine Esports Commission (PEC), hereinafter referred to as the Commission, which shall serve as the primary policy-making, governing, and regulatory agency for all

esports activities in the country. It shall function independently of the Philippine Sports Commission (PSC).

**SECTION 5. *Status of the Commission.*** – The Commission shall function as a national government regulatory agency attached to the Office of the President. The Chairperson shall have the rank equivalent to an Undersecretary, while the Commissioners shall hold the rank of Assistant Secretaries.

**SECTION 6. *Nature of the Commission.*** – The Commission shall possess corporate powers, including the authority to sue and be sued, and shall be the sole policy-making and coordinating body for amateur and developmental esports programs. Provided, that in the case of esports in schools, the development and implementation of such programs shall be undertaken by the Department of Education (DepEd), with assistance from the Commission and relevant agencies, within the framework of the national sports development agenda.

**SECTION 7. *Objectives of the Commission.*** – The objectives of the Commission are as follows:

- (a) To formally recognize, develop, and promote the esports industry;
- (b) To provide a platform for the youth to enhance their creativity, critical thinking, and emotional intelligence while safeguarding their welfare;
- (c) To raise awareness of esports as a legitimate form of sport and profession;
- (d) To lead in the formulation of policies and direction for esports development;
- (e) To foster inclusive participation from both the public and private sectors in esports initiatives;
- (f) To augment public funds for esports promotion and development; and
- (g) To harness the potential of esports as a contributor to national economic growth.

**SECTION 8. *Composition of the Commission.*** – The Commission shall be composed of a Chairperson, to be appointed by the President of the Philippines, and four (4) Commissioners, who shall be appointed by the Chairperson.

**SECTION 9. *Powers and Functions of the Commission.*** – The Commission shall have the following powers and functions:

- (a) Formulate and implement standardized policies, rules, and formats for esports competitions in the Philippines;
- (b) Develop a national master plan for medium- and long-term esports development;
- (c) Promote international esports competitions and facilitate cooperation and exchange programs with foreign counterparts;
- (d) Establish and maintain linkages with international esports associations and organizations;
- (e) Promote research and technological development for esports, including related infrastructure;

- (f) Mobilize and secure funding to support esports development initiatives;
- (g) Establish and operate an esports industry support center to provide advisory, technical, and career services;
- (h) Develop mechanisms to support a balanced approach to esports, education, and family life for student players;
- (i) Confer recognition and awards to individuals and organizations that have contributed to the growth of esports;
- (j) Recommend budget allocations for esports to DepEd, DOT, DICT, DTI, CHED, NYC, TESDA, PSC, and other relevant agencies;
- (k) Oversee and ensure the implementation of esports programs by various government entities; and
- (l) Exercise such other powers as may be necessary to accomplish the objectives of this Act.

**SECTION 10. *Organizational Structure and Staffing.*** – The Commission shall determine its organizational structure and staffing pattern, subject to evaluation by the Civil Service Commission and the Organizational Position Classification and Compensation Bureau of the Department of Budget and Management.

**SECTION 11. *Chairperson of the Commission.*** – The Chairperson shall serve a term of four (4) years and may be reappointed for one additional term. The Chairperson shall:

- (a) Execute policies, programs, and directives approved by the Commission;
- (b) Submit proposed measures and rules to the Board for approval;
- (c) Represent the Commission in domestic and international affairs; and
- (d) Perform such other duties as may be delegated by the Board or as may be necessary to carry out the functions of the Commission.

**SECTION 12. *Government Support.*** – The Commission may request assistance from any government office, agency, or instrumentality in the performance of its functions. All government entities are hereby directed to render full cooperation and support for the effective implementation of this Act.

**SECTION 13. *Appropriations.*** – The amount necessary to implement this Act shall be charged against the National Treasury. Thereafter, the Commission shall be provided with a separate annual appropriation under the General Appropriations Act.

**SECTION 14. *Implementing Rules and Regulations.*** – Within sixty (60) days from the effectivity of this Act, the Commission, in coordination with relevant agencies including the PSC, DepEd, DOT, DICT, DTI, DOLE, CHED, NYC, and TESDA, shall promulgate the implementing rules and regulations necessary for its effective implementation.

**SECTION 15. *Separability Clause.*** – If any provision of this Act is declared unconstitutional or invalid, the other provisions not affected shall remain in full force and effect.

**SECTION 16. *Repealing Clause.*** – All laws, presidential decrees, executive orders, and other issuances inconsistent with this Act are hereby repealed or modified accordingly.

**SECTION 17. *Effectivity.*** – This Act shall take effect fifteen (15) days after its publication in the *Official Gazette* or in two (2) newspapers of general circulation.

Approved,