



Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City

TWENTIETH CONGRESS
First Regular Session

House Bill No. 4820



INTRODUCED BY: HON. STEPHEN JAMES T. TAN &
HON. REYNOLDS MICHAEL T. TAN

EXPLANATORY NOTE

Gambling has always been fraught with danger, as players can end up irrationally chasing the high from beating the house. But changing venues from the actual casinos to the ubiquitous mobile device magnifies the risks as the bets can be made anytime, anywhere and away from the watchful eyes of family and friends. Indeed, mobile phones have become virtual casinos, making the poor especially vulnerable as they are lured by the promise to “play big and win big” and driven by quiet desperation and illusion that Lady Luck will be kind enough to transform the little that they have into a big payoff.¹

In fact, last 2024, the Philippine Amusement and Gaming Corporation (PAGCOR) announced that the local gaming industry’s Gross Gaming Revenues (GGR) grew 37.52% in the third quarter to Php94.61 billion from the Php68.79 billion GGR year-on-year.² The stand-out result in Q3 (2024) was the PHP35.71 billion generated from electronic (or online) gaming, a rise of 465.0%.³

Foregoing considered; the passage of this Bill is earnestly sought.

HON. STEPHEN JAMES T. TAN
Representative, First District of Samar

HON. REYNOLDS MICHAEL T. TAN
Representative, Second District of Samar

¹ Online gambling and broken lives. Inquirer.Net. <https://opinion.inquirer.net/183981/online-gambling-and-broken-lives> (Last accessed August 15, 2025)

² PH Gaming GGR grows 37.52% to Php94.61B in Q3. PAGCOR. [PH gaming GGR grows 37.52% to Php94.61B in Q3](#) (Last accessed August 15, 2025)

³ Fletcher, Robert. (15 November 2024) Philippines gambling revenue up 37.5% in Q3 on online growth. iGB. [Philippines gambling revenue up 37.5% in Q3 on e-gaming growth](#)



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**AN ACT BANNING ONLINE GAMBLING, PROVIDING PENALTIES THEREOF
AND FOR OTHER PURPOSES**

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

SECTION 1. Short Title. This Act shall be known as the “Online Gambling Ban Act”.

SECTION 2. Definition of Terms. For the purposes of this Act, the following terms shall be defined as follows:

- a. “Internet” a global computer network providing a variety of information and communication facilities, consisting of interconnected networks using standardized communication protocols.
- b. “Online gambling” or “Internet gambling” refers to any form of placing, receiving, or otherwise knowingly transmitting a bet or wager by any means which involves the use of the internet.

SECTION 3. Punishable Act(s). Any person who shall place, receive, or otherwise knowingly transmit a bet or wager by any means which involves the use of the internet shall be punished by an imprisonment ranging from one (1) month to six (6) months or fine not less than One Hundred Thousand pesos (PhP100,000.00).

SECTION 4. Corporate liability. When any of the Punishable Act(s) herein defined are knowingly committed on behalf of or for the benefit of a juridical person, by a natural person acting either individually or as part of an organ of the juridical person, who has a leading position within, based on: (a) a power of representation of the juridical person provided the act committed falls within the scope of such authority; (b) an authority to take decisions on behalf of the juridical person: *Provided*, That the act committed falls within the scope of such authority; or (c) an authority to exercise control within the juridical person, the juridical person shall be held liable for a fine equivalent to at least double the fines imposable in Section 3 up to a maximum of Five Hundred Thousand pesos (PhP500,000.00).

The liability imposed on the juridical person shall be without prejudice to the criminal liability of the natural person who has committed the offense.

SECTION 5. Implementing Rules and Regulations. Within sixty (60) days from the promulgation of this Act, the Philippine Amusement and Gaming Corporation (PAGCOR), the Department of Justice (DOJ), and the Department of Interior and Local Government (DILG), and other relevant stakeholders shall issue such rules and regulations as may be necessary to carry out the purpose of this Act.

SECTION 6. Separability Clause. If any provision of this Act shall be declared unconstitutional or invalid, all other remaining provisions not otherwise affected shall remain effective.

SECTION 7. Repealing Clause. All other laws, decrees, executive orders, proclamations, rules and regulations, and other issuances or parts thereof that are inconsistent with the provisions of this Act are hereby repealed or amended, accordingly.

SECTION 8. Effectivity. This Act shall take effect fifteen (15) days after its publication in the Official Gazette or in a newspaper of general circulation.

Approved,