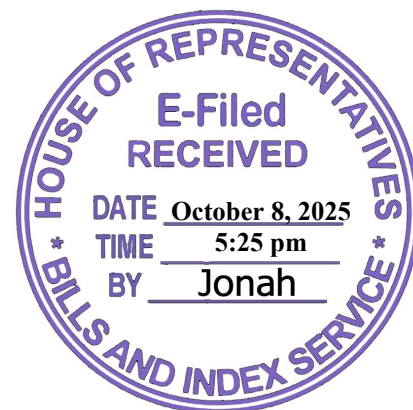


Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

TWENTIETH CONGRESS
First Regular Session

House Bill No. **5394**



Introduced by Representatives EDVIC G. YAP and ERIC G. YAP

EXPLANATORY NOTE

This bill seeks to declare the month of October as “*National Esports Month*”, to recognize how gaming has evolved and how it continues to shape the interests and talents, as well as career paths of many Filipinos, especially the youth.

In recent years, esports has become a growing part of how young people connect, compete, and build skills in today’s digital world. What used to be seen as just a pastime is now a recognized sport in the Philippines, with local players competing and winning in international tournaments such as the Southeast Asian Games.

Beyond entertainment, esports has created new opportunities, ranging from coaching, broadcasting, video editing, and event production, to game development and content creation. Market research companies have forecasted that by 2033, the Philippine esports market could be valued at nearly \$55 million¹. Global tech firms and investors have also taken notice of this, pouring resources into Philippine tournaments, teams, and talents, further professionalizing the industry.

This measure recognizes how esports has become a platform for innovative skill-building. From internet cafés in the provinces to global arenas, Filipino gamers have found ways to contribute to a digital economy that values strategic thinking and teamwork.

Through National Esports Month, government agencies like the Philippine Sports Commission, Department of Trade and Industry, Department of Education, and local governments will work together to hold tournaments, training programs, and other activities that promote responsible gaming and open more opportunities for players and creators across the country.

¹ IMARC GROUP. 2025. Philippines Esports Market Size, Share, Trends, and Forecast by Revenue Source, Games, Platform, and Region, 2025-2033. Retrieved from <https://www.imarcgroup.com/philippines-esports-market>. Retrieved on 08 October 2025.

Recognizing esports is not about glorifying video games. But rather, it is about acknowledging how young people are adapting to the ever-changing world, and how the country can support this shift in a way that fosters creativity, discipline, and opportunity.

In view of the foregoing, the immediate passage of this bill is earnestly sought.

A handwritten signature in black ink, appearing to read 'Edvic G. Yap', written over a faint, stylized outline of a person's head and shoulders.

HON. EDVIC G. YAP

A handwritten signature in black ink, appearing to read 'Eric G. Yap', written over a faint, stylized outline of a person's head and shoulders.

HON. ERIC G. YAP

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House Bill No. **5394**

Introduced by Representatives EDVIC G. YAP and ERIC G. YAP

AN ACT
DECLARING OCTOBER OF EVERY YEAR AS THE NATIONAL ESPORTS MONTH

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 the “*National Esports Month*”.

SEC. 2. *Declaration of Policy.* — Article XIV, Section 19 of the Constitution provides that the State shall promote physical education and encourage sports programs, league competitions, and amateur sports, including training for international competitions to foster self-discipline, teamwork, and excellence for the development of a healthy and alert citizenry.

The State also recognizes the influence of technology in the evolution of modern sports and the future of athletic competitions, with innovations in virtual reality and artificial intelligence creating new opportunities for collaboration, creativity, inclusion and engagement in athletic performance and transforming the culture of traditional athletic sports intertwined with digital sports that resonates with the younger generation who have been born and are growing up in the digital age.

SEC 3. *Definition of Esports.* — For purposes of this Act, *Esports* shall refer to a form of organized multiplayer competition using video games, primarily between competitive gamers that includes that ability to perform in front of an audience, whether through an online platform, broadcasted on television, or at an in-person event.

Esports genre includes multiplayer online battle arena, sport simulations, shooter, fighting games, battle royale, and real-time strategy games.

SEC 4. *National Esports Month.* — The month of October of every year is hereby declared as National Esports Month.

SEC 5. *Program of Activities.* — To ensure the meaningful observance of the National Esports Month, the Philippine Sports Commission (PSC) and the Games and Amusements Board (GAB) shall, in coordination with the Philippine Olympic Committee (POC), the Department of Trade and Industry (DTI), Department of Interior and Local Government (DILG), and concerned National Sports Association (NSA), prepare and implement an annual program of activities which shall include the following:

- a. National esports tournament;
- b. Collegiate esports leagues and tournaments;
- c. Stream marathons, discussion panels, and mini-tournaments;
- d. Gaming class;
- e. Program tracks on esports management, video editing, game design and development;
- f. Viewing parties for major esports games; and
- g. Local government sponsored tournaments, contests and other similar esports events.

SEC 6. *Public Education and Awareness.* — In order to encourage players, organizations, content creators, and enthusiasts around the country to commemorate the annual celebration of the National Esports month, the Department of Education (DepEd), Commission on Higher Education (CHED), and the National Academy of Sports (NAS) shall promote the commemoration of the esports month in schools nationwide, both public and private.

The DepEd may include esports as a demonstration sports in the *Palarong Pambansa*. The Philippine Information Agency shall ensure the effective dissemination of information on and activities during National Esports Month.

SEC 7. *Private Sector Involvement.* — The PSC, DTI, POC, and concerned NSA shall coordinate with the private sector in preparing events relevant to the commemoration of National Esports Month

SEC. 8. *Implementing Rules and Regulations.* — The PSC, GAB, DTI, and concerned NSA shall, in coordination with the DILG, DepEd, CHED, and NAS, promulgate the rules and regulations to implement the provisions of this Act within sixty (60) days after its effectivity.

SEC 9. *Separability Clause.* — If any part or provision of this Act is held unconstitutional or invalid, the other provisions not affected thereby shall remain in full force and effect.

SEC 10. *Repealing Clause.* — All laws, executive orders, issuances, decrees, rules and regulations, inconsistent with or contrary to the provisions of this Act are deemed amended, modified or repealed accordingly.

SEC 11. *Effectivity.* — This Act shall take effect fifteen (15) days after its publication in the Official Gazette or in any newspaper of general circulation.

Approved,