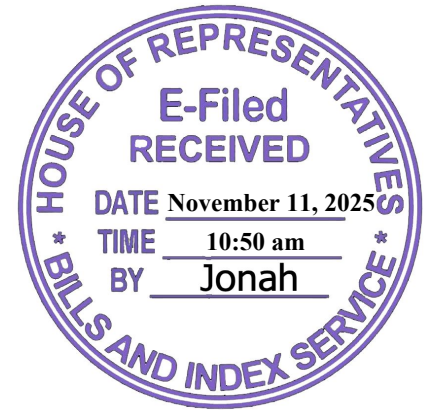


Republic of the Philippines  
**HOUSE OF REPRESENTATIVES**  
Quezon City, Metro Manila

**TWENTIETH CONGRESS**  
*First Regular Session*

**HOUSE BILL NO. 5812**



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

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### **EXPLANATORY NOTE**

This bill seeks to prohibit all forms of online gambling and related promotional activities in the Philippines, and repeals all existing authorities that allow online gambling operations in the country.

According to the Philippine Amusement and Gaming Corporation (PAGCOR), the gaming sector recorded gross revenue of around P410 Billion<sup>1</sup> driven chiefly by its online or “E-Games” component. In the first half of 2025, the online and electronic gaming industry already accounted for approximately fifty three percent (53%) of total gaming revenue<sup>2</sup>, which just goes to show how digital platforms dominate the market.

To address this, the proposed measure also establishes the Online Gambling Control Task Force (OGCTF) under the Office of the President (OP) to coordinate inter-agency enforcement and suppression of online gambling. The bill also mandates that a portion of fines and forfeitures be channeled into the Online Gambling Victims’ Assistance and Rehabilitation Fund, which the Department of Health will manage to deliver treatment, recovery and public-education services for individuals and families harmed by gambling addiction.

Given the scale of the online gambling growing crisis, the speed at which it has grown, and the mounting social, economic and regulatory risks it presents, the immediate passage of this measure is warranted. It gives the State the legal framework, institutional machinery and dedicated funding required to protect Filipino families from the harmful effects of exploitative digital gambling, to

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<sup>1</sup> YOGONET INTERNATIONAL. 2025. *Philippines’ gambling revenue surges 24.6% in 2024, driven by online growth*. Retrieved from <https://www.yogonet.com/international/news/2025/03/19/98711-philippines-gambling-revenue-surges-246-in-2024-driven-by-online-growth>. Retrieved on 11 November 2025.

<sup>2</sup> PANDEY, Ansh. 2025. *Philippines H1 GGR reaches 3B Euros as online gaming dominates revenue*. Retrieved from <https://sigma.world/news/philippines-ggr-online-gaming-revenue/>. Retrieved on 11 November 2025.

strengthen the dignity of labor and productive work, and to ensure that prosperity is built on sustainable and responsible foundations, not on chance.

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', with a stylized flourish at the end.

**HON. EDVIC G. YAP**

A handwritten signature in black ink, appearing to read 'Eric G. Yap', with a long, sweeping horizontal stroke.

**HON. ERIC G. YAP**

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

**TWENTIETH CONGRESS**  
*First Regular Session*

**HOUSE BILL NO. 5812**

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

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**AN ACT**  
**PROHIBITING ONLINE GAMBLING AND THE PROMOTION OF GAMBLING-RELATED CONTENT, AND STRENGTHENING DIGITAL ENFORCEMENT IN THE PHILIPPINES, PRESCRIBING PENALTIES THEREFOR, AND FOR OTHER PURPOSES**

*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 “*Online Gambling Ban Act*”.

SEC. 2. *Declaration of Policy.* – It is the policy of the State to promote a just and dynamic social order that will ensure the prosperity and independence of the nation and free people from poverty through policies that provide adequate social services, promote full employment, a rising standard of living, and an improved quality of life for all.

Towards this end, the State shall pursue measures to ban all forms of online gambling. Such activities undermine the dignity of labor and Filipinos' quality of life by encouraging reckless behavior in pursuit of instant monetary gain, often resulting in severe financial hardship, disrupting family life, and contributing to social instability. The State recognizes that sustainable prosperity must be built on productive and dignified work, not on exploitative and destabilizing systems of chance.

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

- a) Online Gambling refers to any form of betting, gaming, or wagering activity conducted through the internet or other digital or electronic platforms, whether web-based or app-based, and whether accessed via computers, mobile devices, or any other means of electronic communication. This includes, but is not limited to:
  - i) Casino-style games, such as slot machines, roulette, blackjack, and other games typically found in physical casinos, when played through digital platforms;

- ii) Sports betting, including wagering on live or simulated sports events through websites or mobile applications;
- iii) Live dealer or interactive games, where players place bets on real-time games hosted by live dealers streamed via online platforms;
- iv) Lottery, bingo, or number games, whether played for cash or equivalent prizes;
- v) *E-sabong* and other forms of online wagering on animal fights or competitions; and
- vi) Any other game or scheme that involves the payment of money or equivalent consideration in exchange for the chance to win money, digital assets, or other items of value through chance, skill, or a combination thereof.

This definition covers both licensed and unlicensed platforms and applies regardless of whether the operator is based within or outside the Philippines, so long as the gambling activity is accessible to users within Philippine jurisdiction.

b) Platform Operator refers to any natural or juridical person, whether acting alone or in collaboration with others, that owns, operates, manages, administers, promotes, facilitates, or provides technological infrastructure or services for the conduct of online gambling. This includes, but is not limited to:

- i) Entities that host or run gambling websites, mobile apps, or digital platforms;
- ii) Service providers that process bets or wagers, manage player accounts, or handle digital transactions related to online gambling;
- iii) Affiliates, promoters, or agents who advertise, market, or distribute access to online gambling services; and
- iv) Payment processors or digital wallet services knowingly facilitating gambling-related transactions.

c) Player or User refers to any natural person who accesses, participates in, engages in, or places bets or wagers through any form of online gambling platform, application, website, or digital service. This includes individuals who:

- i) Register for or maintain an account with an online gambling platform;
- ii) Place or attempt to place bets, wagers, or stakes using money, digital currency, or any item of value; and

- iii) Participate in games, contests, or schemes that involve chance, skill, or a combination thereof for the purpose of obtaining winnings or rewards.

SEC. 4. *Prohibited Acts.* – All forms of online gambling are hereby strictly prohibited within the territorial jurisdiction of the Republic of the Philippines. It shall be unlawful for any person, whether natural or juridical, to directly or indirectly:

- a) Own, operate, establish, manage, maintain, host, or otherwise make available any website, application, platform, or system used for the conduct of online gambling;
- b) Participate in, place bets on, or otherwise engage in any online gambling activity, regardless of whether such activity involves monetary stakes or any other item of value;
- c) Promote, advertise, endorse, or market online gambling platforms, applications, games, or related services through any medium, including but not limited to digital, print, broadcast, and social media;
- d) Facilitate or process financial transactions related to online gambling, including payments, withdrawals, or transfers made through electronic payment systems, digital wallets, cryptocurrencies, or other financial technologies; or
- e) Provide technical, logistical, professional, or any other form of support, including software development, customer service, server hosting, marketing services, or data processing that enables, aids, or abets the operation, maintenance, or promotion of online gambling activities.

All acts enumerated herein shall be punishable under this Act, without prejudice to prosecution under other applicable laws.

SEC. 5. *Online Gambling Control Task Force.* – There is hereby created, within thirty (30) days from the effectivity of this Act, an inter-agency body to be known as the Online Gambling Control Task Force (OGCTF), under the administrative supervision of the Office of the President (OP), for enforcement coordination among concerned agencies.

The OGCTF shall be headed by the Philippine Amusement and Gaming Corporation (PAGCOR) as the Chairperson, with the Department of Information and Communications Technology (DICT) as Vice-Chairperson, and the following members:

- a) Department of Justice (DOJ);
- b) Anti-Money Laundering Council (AMLC);

- c) Department of the Interior and Local Government (DILG);
- d) National Bureau of Investigation (NBI);
- e) Philippine National Police (PNP); and
- f) Cybercrime Investigation and Coordinating Center (CICC).

Each government agency member may designate a permanent representative to the OGCTF, with a rank not lower than an Assistant Secretary or its equivalent. The OGCTF shall be manned by a secretariat of selected existing personnel and representatives from the different participating agencies.

SEC. 6. *Powers and Functions.* – The Oshall issue shall have the following powers and functions:

- a) To prepare appropriate and effective measures to suppress online gambling activities as provided for in this Act;
- b) To coordinate the support and participation of the business sector, local government units, and nongovernment organizations in online gambling suppression and addiction recovery programs and other related projects;
- c) To issue notices for blocking and takedown orders;
- d) To facilitate international cooperation on intelligence, investigations, training, capacity building, and mutual assistance related to online gambling suppression and prosecution;
- e) To maintain a whistleblower mechanism and hotline;
- f) To call upon any government agency to render assistance in the accomplishment of the OGCTF's mandated tasks and functions; and
- g) To perform all other matters related to online gambling suppression and such other functions and duties as may be necessary for the proper implementation of this Act.

SEC. 7. *Enforcement and Blocking Mechanism.* – The DOJ, in coordination with the OGCTF, upon prima facie determination of a violation, shall issue a Disabling Order directing the Department of Information and Communications Technology (DICT) and the National Telecommunications Commission (NTC) to block, restrict, or take down gambling content or sites using technical measures such as IP/DNS/URL blocking or de-indexing.

SEC. 8. *Duties and Responsibilities of Platform Operators.* – All online service providers, including but not limited to internet service providers (ISPs), mobile network operators, mobile application stores, website hosting services, content and social-media, and payment service providers shall be mandated to exercise proactive and responsive measures in the enforcement of this Act. To wit:

a) Act on any blocking or takedown order issued by the OGCTF, the NTC, the DICT, or the DOJ within a period not exceeding seventy-two (72) hours from receipt thereof. Upon receipt of such an order, the platform operator shall immediately block, disable, geo-restrict, or remove access to identified online-gambling websites, Uniform Resource Locators (URLs), Internet Protocol (IP) addresses, or mobile applications accessible within the territorial jurisdiction of the Republic of the Philippines;

b) Establish and maintain internal mechanisms, systems, or procedures capable of detecting, monitoring, and flagging online gambling activities, including but not limited to the promotion, advertising, hosting, or facilitation of gambling in any form. Detected transactions shall be promptly declined or suspended, and detected violations shall be promptly reported to both the DICT, and the DOJ for appropriate legal actions;

c) Remove or delist online-gambling content or applications; and

d) Submit quarterly compliance reports to the OGCTF.

SEC. 9. *Penalties.* –

a) Platform Operators. – Any person, whether natural or juridical, who operates, establishes, maintains, or manages an online gambling platform shall be punished with imprisonment of ten (10) years, and a fine of not less than Ten Million Pesos (P10,000,000.00).

In the case of a juridical entity, the penalty shall include the revocation of business permits and licenses, forfeiture of assets used in or derived from the illegal activity, and perpetual disqualification from conducting business in the Philippines. Responsible officers, directors, and managers shall be held jointly and severally liable.

b) Players or Users. – Any person who participates in or engages in online gambling shall be punished with imprisonment of up to six (6) months, or a fine of up to One Hundred Thousand Pesos (P100,000.00), or both, at the discretion of the court.

c) Advertisers. – Any person or entity who promotes, advertises, or markets online gambling services or facilitates related payments through electronic platforms, financial intermediaries, digital wallets, or any similar systems shall be punished with imprisonment of up to five (5) years, and a fine of not less than Five Million Pesos (P5,000,000.00).

Entities found liable shall also face revocation of licenses, forfeiture of gains derived from the offense, and blacklisting from government transactions.

d) Payment Service Providers. – Any person or entity who promotes, advertises, or markets online gambling services or facilitates related payments through electronic platforms, financial intermediaries, digital wallets, or any similar systems shall be punished with imprisonment of up to five (5) years, and a fine of not less than Ten Million Pesos (P10,000,000.00).

Entities found liable shall also face revocation of licenses, forfeiture of gains derived from the offense, and blacklisting from government transactions.

e) Any public officer or employee who, by act of commission or omission, knowingly allows, tolerates, or abets the operation, promotion, or facilitation of online gambling shall, in addition to the penalties provided herein, suffer the penalty of perpetual disqualification from holding public office, forfeiture of retirement and other government benefits, and criminal prosecution under relevant anti-corruption and penal laws.

f) Any service provider that is found to have knowingly permitted, ignored, or failed to take action against the proliferation or continued accessibility of online gambling content in its platform, despite knowledge or receipt of notice, shall be held administratively and civilly liable under this Act.

SEC. 9. *Forfeiture and Victims' Rehabilitation Fund.* – All proceeds, assets, equipment, and instruments used in online gambling shall, upon conviction, be forfeited in favor of the State. In addition, thirty percent (30%) of all fines imposed and fifty percent (50%) of the value of forfeitures issued shall constitute the Online Gambling Victims' Assistance and Rehabilitation Fund, which shall be administered by the Department of Health (DOH) for treatment and recovery of gambling addicts, and for mass public-education campaigns on the dangers and psychological effects of gambling.

SEC. 10. *Repeal of Authority to Regulate Online Gambling.* – All general and special laws, decrees, executive orders, rules and regulations, which are interpreted to give legal authority to regulate any forms of online gambling are hereby repealed.

SEC. 11. *Compliance Monitoring and Reporting.* – Not later than one (1) year after the effectivity of this Act, and annually thereafter, the OGCTF shall submit to the OP and to both Houses of Congress its compliance monitoring report which shall contain, among others, actions, accomplishments, and status in the implementation of this Act.

SEC. 12. *Public Education and Reporting.* – The Department of Education (DepEd), the Commission on Higher Education (CHED), and the DOH shall jointly develop and implement a comprehensive public education and reporting program to ensure a whole-of government approach in addressing the harmful effects of online gambling.

The aforementioned agencies shall integrate anti-gambling education modules into the curriculum of public and private basic and higher educational institutions. These modules shall include information on the psychological, financial, and social consequences of gambling, as well as mechanisms for prevention, early detection, and intervention.

The said agencies shall launch nationwide public awareness campaigns that disseminate accurate and compelling information regarding the risks of online gambling, particularly targeting educators, parents, and the youth. These campaigns shall be delivered through traditional platforms including but not limited to schools, community centers, and public spaces, and digital media platforms.

Finally, the agencies shall establish and maintain accessible hotlines and referral centers that provide counseling, psychological support, and referral services for individuals and families affected by gambling addiction, or any related harm. These centers shall operate in coordination with LGUs and accredited NGOs to ensure reach and responsiveness.

SEC. 13. *Implementing Rules and Regulations.* – Within ninety (90) days from the effectivity of this Act, the OGCTF, in consultation with the DOJ, DICT, NTC, and other concerned agencies and stakeholders, shall jointly promulgate the necessary rules and regulations for the implementation of this Act.

SEC. 14. *Transitory Provision.* – Existing online-gambling operators shall cease operations and take down all platforms within thirty (30) days from effectivity of this act.

Within the same period, users who still have remaining funds in their online gambling accounts shall be transferred back to their e-wallets.

SEC. 15. *Separability Clause.* – If any portion or provision of this Act is subsequently declared invalid or unconstitutional, other provisions hereof which are not affected thereby shall remain in full force and effect.

SEC. 16. *Repealing Clause.* – Any law, presidential decree or issuance, executive order, letter of instruction, rule or regulation inconsistent with the provisions of this Act is hereby repealed or modified accordingly.

SEC. 17. *Effectivity Clause.* – This Act shall take effect fifteen (15) days after its publication in the Official Gazette and at least two (2) newspapers of national circulation.

*Approved,*