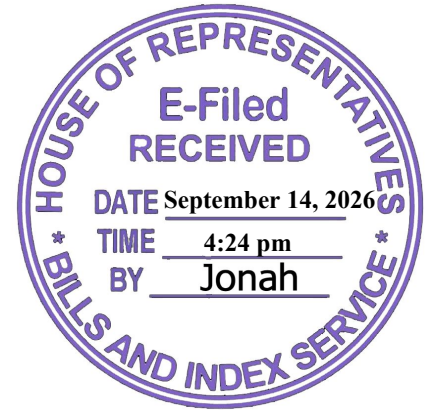


Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

TWENTIETH CONGRESS
Second Regular Session

HOUSE BILL NO. 11300



Introduced by **ANG PROBINSYANO**
Party-List Representative Alfred Delos Santos

EXPLANATORY NOTE

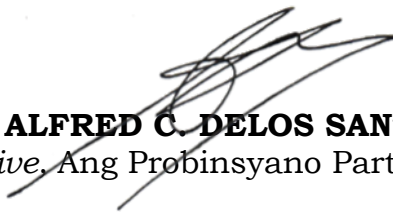
Video games as an industry and an activity have progressed alongside our society's technological capabilities. From classic pixel games such as Pong and Tetris, to today's triple A (AAA) titles such as the franchises of Resident Evil and Assassin's Creed. The quality of today's video games has indeed come a long way. Parallel to our technological progress is the number of people who play these games. With computers more accessible than ever, a large number of individuals across age brackets have turned to video games as one form of recreational activity, and in some instances, into full-time, professional, and culturally-relevant professions.

Recently, the term E-Sports has been ingrained into the mainstream consciousness. What was seen as merely a recreation became a global phenomenon with the advent of games such as League of Legends, DOTA 2, Overwatch, and the like. For these games, several global tournaments are now held annually, with viewerships reaching millions, and pot sizes running into the millions of US Dollars.

Indeed, the E-Sports scene had grown so large and prevalent that prize pools for events such as The International reach upwards of millions and millions of pesos, when converted. The rise of competitive video games has also caught on with major sporting events. In fact, the Southeast Asian Games now features video game titles as medal events.

In a globally competitive sport that tests reflexes, spatial awareness, and technological access, amongst others, Filipinos must not fall behind. Philippine teams show the potential to go up the rankings in the worldwide E-Sports scene. That is why the State should offer its support towards this up-and-coming sporting events so we can proudly show the world just what the Filipino is capable of.

In view of the foregoing, the passage of this measure is urgently sought.



ALFRED C. DELOS SANTOS
Representative, Ang Probinsyano Partylist

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AN ACT
MANDATING THE PHILIPPINE SPORTS COMMISSION TO RECOGNIZE E-SPORTS AND FOR OTHER PURPOSES

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

SECTION 1. *Short Title.* – This Act shall be known as the “E-Sports Act”.

SECTION 2. *Declaration of Policy.* – The State shall promote excellence in sports by securing and advancing the welfare of national athletes and coaches competing to represent the country and by providing institutional support for emerging and innovative sports and sports competitions that bring honor, glory, and prestige to the country.

SECTION 3. *Definitions.* – For purposes of this Act, the following terms shall mean:

- (a) **E-sports** refer to mainstream competitive video games which feature multi-player features between professional players, individually or organized as teams. These include but are not limited to the following genres of video games: multiplayer online battle arena, first-person shooter, battle royale, fighting games, and real-time strategy games;
- (b) **E-Sports Facilities** refers to facilities that are primarily used for the training and practice for E-Sports games;

SECTION 4. *Creation of Training Facilities for E-Sports.* – The Philippine Sports Commission (PSC) is hereby mandated to facilitate the creation of appropriate training and practice facilities for E-Sports. The PSC shall submit to the President a comprehensive program of action 90 days from the effectivity of this Act.

To this end, the Philippine Sports Commission shall seek the participation of the Philippine Esports Organization (PeSO) along with other private individuals, esports organizations, collectives, and organizations in Philippine E-Sports community, in crafting the comprehensive program of action and to attain the objectives of this Act.

For every thirty (30) days after the submission of the comprehensive program of action, the Philippine Sports Commission shall make regular reports to the President regarding the progress and status of the training and practice facilities for E-Sports. Once the comprehensive program of action has been completed, the Philippine Sports Commission shall turnover control and management of such facilities over to PeSO.

SECTION 5. *Appropriations* – The funds necessary for the initial and continuous implementation of this Act shall be included in the annual General Appropriations Act.

SECTION 6. *Separability Clause.* – If any provision or part of this Act is held invalid or unconstitutional, the remaining provisions or parts unaffected shall remain in full force and effect.

SECTION 7. *Repealing Clause.* – All laws, executive orders, presidential decrees or issuances, letters of instruction, administrative orders, rules, and regulations contrary to or inconsistent with the provisions of this Act are hereby repealed, amended, or modified accordingly.

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

Approved,