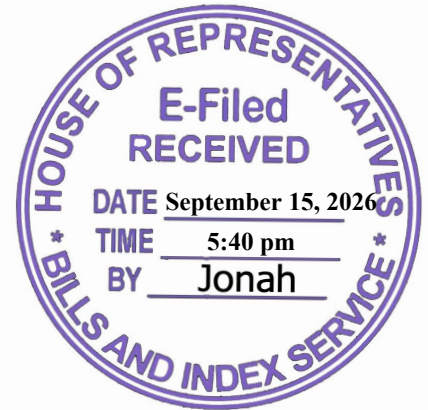


Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

TWENTIETH CONGRESS
Second Regular Session

House Bill No. 11351



**INTRODUCED BY REPRESENTATIVES RALPH WENDEL P. TULFO,
JOCELYN P. TULFO, AND JEFFREY SORIANO**

AN ACT
**PROHIBITING ONLINE GAMBLING AND THE PLACING OF WAGERS OR
BETS THROUGH THE INTERNET OR ANY ONLINE PLATFORM, PROVIDING
FOR ENFORCEMENT MEASURES, AND PROVIDING PENALTIES THEREFOR**

EXPLANATORY NOTE

The rapid expansion of digital technology has enable the proliferation of online gambling and internet-based betting platforms with ease of access, anonymity, and round-the-clock availability, exposing individuals including minors to gambling activities without sufficient safeguards.

Studies show that online gambling can lead to serious harms to health. These include financial stress, family violence, mental illness, and suicide. It can also become a Gambling Disorder, as described alongside substance-related and addictive disorders in both the Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition (DSM 5) and the International Classification of Diseases, Eleventh Revision (ICD-11) developed by the World Health Organization.¹

¹ "Gambling", WORLD HEALTH ORGANIZATION, 2 Dec 2024, <https://www.who.int/news-room/fact-sheets/detail/gambling>.

This proposed measure seeks to prohibit online gambling and the use of gambling platforms through website, mobile application, software, or digital interface to promote betting activities which have enabled the widespread entry of online gambling into Filipino households. It also aims to protect public welfare, promote responsible digital use, and safeguard families and communities from the harmful social and economic effects of online gambling.

In view of the foregoing, the urgent passing of this bill is earnestly sought.



RALPH WENDEL P. TULFO
Representative
2nd District of Quezon City



JOCELYN F. TULFO
Representative
ACT-CIS Partylist



JEFFREY SORIANO
Representative
ACT-CIS Partylist

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

TWENTIETH CONGRESS
Second Regular Session

House Bill No. 11351

INTRODUCED BY REPRESENTATIVES RALPH WENDEL P. TULFO,
JOCELYN P. TULFO, AND JEFFREY SORIANO

AN ACT
PROHIBITING ONLINE GAMBLING AND THE PLACING OF WAGERS OR
BETS THROUGH THE INTERNET OR ANY ONLINE PLATFORM, PROVIDING
FOR ENFORCEMENT MEASURES, AND PROVIDING PENALTIES THEREFOR

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

1 **SECTION 1. *Short Title.*** – This Act shall be known as the “Anti-Online
2 Gambling Act of 2026.”
3

4 **SEC. 2. *Declaration of Policy.*** – It is the policy of the State to promote a just
5 and dynamic social order that will ensure the prosperity and independence of the
6 nation and free the people from poverty through policies that provide adequate social
7 services, promote full employment, a rising standard of living, and an improved
8 quality of life for all. The State likewise recognizes its duty to support the primary role
9 of parents in the rearing of the youth for civic efficiency and moral character
10 development, and to promote the moral, spiritual, intellectual, and social well-being
11 of the youth. Towards this end, the State shall adopt measures to eliminate and
12 prohibit all forms of online gambling activities, as these erode the value of dignified
13 labor by enabling irresponsible spending driven by the appeal of instant monetary

gain, and corrupt the minds of the youth, thereby endangering their future and leading Filipinos into severe financial hardship. In view of the foregoing, it is the intent of this Act to address these harms through a comprehensive prohibition on online gambling and the establishment of enforcement mechanisms.

SEC. 3. *Definition of Terms.* –

(a) *Internet* refers to an international computer network of interoperable packet-switched data networks. It includes the electronic medium in which online communication takes place.

(b) *Online Gambling* refers to the conduct of online games and the taking of bets or wagers through any computer or communication device connected to the Internet, or the use of Internet-based technology and other communication devices necessary for gaming operations. This includes but is not limited to E-Bingo, E-Casino, Online Poker Games, Online Sports Betting, Specialty Games, Online Numeric Games, and other similar platforms.

(c) *Bet or Wager* refers to the act of risking something of value upon the outcome of a contest of others, a sporting event, or a game subject to chance, based on an agreement or understanding that the person, or another person, will receive something of value upon a certain outcome.

(d) *Gambling Platform* refers to any website, mobile application, software, or digital interface that enables users to participate in online gambling.

SEC. 4. *Prohibition on Online Gambling and Covered Acts.* – All forms of online gambling are hereby prohibited. It shall be unlawful for any person, whether natural or juridical, to offer, operate, facilitate, participate in, or promote any online gambling activity. This prohibition covers, but is not limited to, the following:

1. E-Casino Games;
2. E-Bingo Games;

3. Online Poker Games;
4. Online Sports Betting;
5. Specialty Games;
6. Online Numeric Games;
7. Online Cockfighting or E-Sabong; and
8. Any other internet- or online-based betting activities involving wagers or games of chance or skill.

SEC. 5. *Implementing and Enforcement Agencies and Their Functions.* – To ensure the effective implementation and enforcement of this Act, the Philippine National Police (PNP), through its Anti-Cybercrime Group (ACG), and the National Bureau of Investigation (NBI), through its Cybercrime Division, shall be responsible for enforcing this Act, including the surveillance, investigation, and apprehension of individuals and entities found to be in violation of the provisions herein.

The Department of Information and Communications Technology (DICT), in coordination with the National Telecommunications Commission (NTC) and internet service providers, shall ensure the immediate and effective disabling of access to online gambling platforms.

Furthermore, the Philippine Amusement and Gaming Corporation (PAGCOR) shall revoke all existing licenses related to online gambling and shall cease the issuance of any license permitting online gambling operations. PAGCOR shall coordinate with law enforcement agencies to report any former licensee found to be operating in circumvention of the provisions of this Act.

SEC. 6. *Penalties.* – Any person who violates any of the prohibited acts under Section 4 of this Act, including offering, operating, facilitating, participating in, or promoting any form of online gambling activity as enumerated therein, shall be punished by an imprisonment ranging from one (1) month to six (6) months or a fine

1 of not less than One Hundred Thousand Pesos (Php100,000.00) nor more than Five
2 Hundred Thousand Pesos (Php500,000.00), at the discretion of the court.

3
4 If the offender is a corporation, partnership, or association, the maximum
5 penalty of five (5) years and the fine of Five Hundred Thousand Pesos (Php500,000.00)
6 shall be imposed upon the President, director/s, manager, or managing partner/s
7 and/or responsible officer/s thereof.

8
9 If the offender is a public officer or employee, or if such public officer or
10 employee promotes, encourages, aids, or abets the promotion or conduct of online
11 gambling, the maximum penalty prescribed for the offense shall be imposed. In
12 addition, he/she shall be dismissed from the public service and shall suffer the
13 penalty of perpetual disqualification from holding any public office.

14
15 **SEC. 7. *Repeal of Authority to Regulate Online Gambling.*** – All laws, decrees,
16 executive orders, rules and regulations, which are interpreted to give legal authority
17 to regulate any forms of online gambling are hereby repealed.

18
19 **SEC. 8. *Implementing Rules and Regulations.*** – Within thirty (30) days from
20 the effectivity of this Act, the Department of Justice and the Department of the Interior
21 and Local Government, in coordination with the Department of Information and
22 Communications Technology, and in consultation with the appropriate government
23 agencies and stakeholders, shall jointly formulate and promulgate the necessary rules
24 and regulations for the effective implementation of this Act.

25
26 **SEC. 9. *Repealing Clause.*** – All laws, orders, issuance, circulars, rules and
27 regulation, or parts thereof, which are inconsistent with the provisions of this Act are
28 hereby repealed or modified accordingly.

1 **SEC. 10. *Separability Clause.*** - If any provision of this Act is declared
2 unconstitutional or invalid, other parts or provision hereof not affected thereby shall
3 continue to be in full force and effect.

4
5 **SEC. 11. *Effectivity.*** - This Act shall take effect fifteen (15) days after its
6 publication in the Official Gazette or in at least two (2) newspapers of general
7 circulation.

8
9 *Approved,*