



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

**TWENTIETH CONGRESS**  
First Regular Session

**HOUSE BILL NO. 1815**



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Introduced by Rep. Robert Nazal

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**AN ACT**  
**PROHIBITING ONLINE GAMBLING IN THE PHILIPPINES AND FOR OTHER**  
**PURPOSES**

**EXPLANATORY NOTE**

The 1987 Philippine Constitution recognizes the family as the foundation of the nation and mandates the State to “protect and strengthen the family as a basic autonomous social institution” and to “promote and protect the physical, moral, spiritual, intellectual, and social well-being of the youth” (Article II, Sections 12 and 13). These duties take on renewed urgency amid the unprecedented expansion of online gambling in the country.

According to the Philippine Amusement and Gaming Corporation (PAGCOR), total gross gaming revenue reached ₱285.27 billion in 2023, the highest on record. The e-games sector alone accounted for ₱58.16 billion, reflecting a 106% increase over 2022 (*PAGCOR Press Release, 7 February 2024*). These figures underscore not only the commercial scale of the industry but its accelerating penetration into homes via mobile phones, tablets, and computers.

The Anti-Money Laundering Council (AMLC) has warned that Internet-based casinos are among the sectors most vulnerable to money laundering, citing a high level of anonymity of customers, weak compliance controls, and frequent use of remittance-based transactions. Between 2013 and 2019, ₱14 billion in suspicious transaction reports (STRs) were filed on internet casino operators and service providers, with many linked to transactions lacking legal or economic justification (*AMLC Risk Assessment on Internet-Based Casinos, 2020*).

Globally, the World Health Organization (WHO) reports that gambling harms are rising due to commercialization and digitization, and that around 1.2% of the world's adults meet criteria for gambling disorder. Importantly, WHO emphasizes that for every person gambling at harmful levels, an average of six others—family members and dependents—are also negatively affected (*WHO Gambling Fact Sheet, December 2024*). The WHO has further noted that gambling can contribute to financial distress, relationship breakdown, family violence, and intergenerational cycles of harm.

In the Philippines, parents and educators have voiced increasing concern that aggressive marketing on social media platforms and the easy availability of gambling apps are exposing children and adolescents to betting at an early age. These risks are compounded by economic insecurity, which makes many households more vulnerable to the lure of instant winnings.

The State cannot allow Filipino families to be torn apart, the poor to be trapped in addiction, and the next generation to grow up under the false promise of easy money at the cost of their dignity and health. While the ban on Philippine Offshore Gaming Operations (POGO) has addressed certain external threats, domestic online gambling platforms remain a pervasive and insidious menace. Without clear statutory prohibitions and robust enforcement, this problem will only escalate.

This bill therefore seeks to establish decisive measures to protect the public by:

1. Declaring unlawful the operation, facilitation, promotion, and advertisement of all forms of online gambling accessible within Philippine territory;
2. Mandating internet service providers, mobile network operators, and digital platforms to block access to gambling websites and remove gambling applications within seventy-two (72) hours of official regulatory notice;
3. Banning the use of electronic wallets, credit cards, and other digital payment systems for gambling transactions;
4. Imposing strict administrative fines and criminal liability for operators, advertisers, and payment intermediaries found in violation of this Act; and
5. Implementing nationwide education campaigns, school-based digital literacy programs, and community-based support services to mitigate gambling-related harm.

The World Health Organization affirms that comprehensive regulatory measures banning online gambling—alongside public education and restrictions on payment channels—represent among the most effective strategies to protect populations from gambling-related harm.

The BH Party-list fully supports the advocacy championed in the Senate by Senate President Juan Miguel F. Zubiri and now files this counterpart measure to affirm our collective commitment: the welfare of our children, the stability of our families, and the dignity of our communities shall not be surrendered to predatory gambling interests.

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



**ROBERT NAZAL**  
Representative

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*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 “*Anti-Online Gambling Act of 2025*”.

**SEC. 2. Declaration of Policy.** – Pursuant to Section 12, Article II of the Constitution which states that “The State recognizes the sanctity of family life and shall protect and strengthen the family as a basic autonomous social institution”, as well as Section 13 of the same Article which states that “The State recognizes the vital role of the youth in nation-building and shall promote and protect their physical, moral, spiritual, intellectual, and social well-being”, it is the policy of the State to protect the moral, intellectual, psychological, and emotional development of its citizens, especially children and vulnerable sectors, from the effects of online gambling.

To this end, online gambling in the Philippines is hereby banned and declared unlawful.

**SEC. 3. Definition of Terms.** – For purposes of this Act:

- 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. **Internet applications** refer to software and tools that enable users to access and utilize the internet's functionalities.
- c. **Online gambling** refers to any form of placing, receiving, or otherwise knowingly transmitting a bet or wager by any means which involves the use, in whole or in part, of the internet.
- d. **Gambling Operator** refers to any person, entity, or company authorized to offer gambling services.
- e. **Advertising** includes all forms of promotion, marketing, sponsorships, endorsements, or public display of online gambling content through digital platforms and physical media.
- f. **Internet Service Providers or ISPs** – refers to
  1. Any public or private entity that provides to users of its service the ability to communicate by means of a computer system; and
  2. Any other entity that processes or stores computer data on behalf of such communication service or its users.
- g. **Digital platforms** refer to information and communication technology-enabled mechanisms that connect and integrate producers and users in online environments where goods and services are requested, developed, and sold, and data is generated and exchanged such as, but not limited to, e-marketplace, mobile application platforms, online delivery platforms, social media platforms, and travel platforms; and
- h. **Electronic wallet (e-wallet) service provider** refers to an entity that provides electronic money issuance or digital wallet services by storing monetary value electronically in an instrument or device, making it widely acceptable for payments and withdrawable in cash or cash equivalent, and which is registered or licensed by the Bangko Sentral ng Pilipinas (BSP) as an Electronic Money Issuer or Operator of a Payment System which shall include credit card companies.

**SEC. 4. Prohibited Acts.** – Online gambling is prohibited and declared unlawful in the Philippines, as such it shall be prohibited for any person or entity to conduct or offer online gambling as defined under this law. This prohibition shall include but not limited to the following activities:

- a. Establishment, operation, or conduct of online gambling in the Philippines which shall cover those off-shore or foreign operated digital gambling platforms or applications;
- b. Acceptance of any form of betting or wager by digital gambling platforms or applications through online;
- c. Facilitating and use of electronic wallet or e-wallet and other digital payment systems for online gambling; and
- d. Advertising through traditional media, online and social media including posts of content creators, vloggers and influencers which promote online gambling and specific digital gambling platforms.

Any gambling operator, media provider, advertising agency, or other entity found in violation of this provision shall be subject to the penalties outlined under Section 6 of this Act.

**SEC. 5. *Obligations of Internet Service Providers, Mobile Network Operators, and Digital Platforms.*** – To ensure effective implementation of this Act and limit public access to online gambling platforms and applications, all Internet Service Providers (ISPs), mobile telecommunications providers, digital applications, and similar platforms operating within the Philippines shall have the following obligations:

- a. *Website Blocking* – ISPs and mobile providers shall, upon order of the Philippine Amusement and Gaming Corporation (PAGCOR) or the Department of Justice – Office of Cybercrime (DOJ-OOC), block access to all local or foreign-based online gambling websites and platforms operating in violation of this Act or existing laws.
- b. *Application Removal* – Digital application distribution platforms, including application stores and mobile marketplaces, shall immediately remove or disable access to all gambling-related applications.
- c. *Mandatory Response Period* – All take-down, blocking, or removal requests issued by PAGCOR or the DOJ-OOC shall be acted upon within seventy-two (72) hours from official receipt. Failure to comply within this period shall constitute a violation subject to enforcement under Section 6 of this Act.
- d. *Reporting and Compliance Mechanism* – All covered entities shall maintain a mechanism for regular reporting to PAGCOR detailing the number of

blocked websites, removed applications, and pending takedown requests. Such reports shall be submitted on a quarterly basis or as required under the implementing rules and regulations.

- e. *Penalties for Non-Compliance* – Failure to comply with the obligations under this Section may result in administrative penalties including fines, suspension of licenses, and, where applicable, revocation of authority to operate digital or telecommunication services in the Philippines.

**SEC. 6. *Penalties.*** – Any person, entity, gambling operator and digital payment systems found violating any provision of Sections 4 and 5 of this Act shall be subject to the following penalties to be imposed by the PAGCOR after due notice and hearing:

- a. First Offense – a fine of not less than Twenty Million Pesos (Php20,000,000.00) and suspension of license for six (6) months;
- b. Second Offense – a fine of not less than Fifty Million Pesos (50,000,000.00) or a suspension of license for one (1) year; and
- c. Third and Succeeding Offenses – aside from the administrative penalties of a fine of not less than One Hundred Million Pesos (Php100,000,000.00) and permanent revocation of its license or permit to operate that PAGCOR may impose, the offender may be subjected to criminal prosecution under this Act, and the Chief Operating Officer or President of the company shall be penalized with imprisonment of not more than six (6) years by the court.

**SEC. 7. *PAGCOR as Lead Agency.*** – PAGCOR shall be the lead agency to effectively implement the provisions and purposes of this Act. Further, to complement regulatory efforts and mitigate the social and psychological harms of gambling, PAGCOR, in coordination with the Department of Education (DepEd), the Department of Health (DOH), and the Department of Social Welfare and Development (DSWD), shall implement the following programs:

- a. National Information and Awareness Campaigns – PAGCOR shall lead annual nationwide information campaigns focused on the risks of gambling addiction, particularly among minors and vulnerable populations. These campaigns shall utilize print, broadcast, and digital media, including social media platforms, to educate the public on the warning signs of gambling problems and promote responsible gambling behaviors.

- b. Curriculum Integration and Digital Literacy – The DepEd, in consultation with PAGCOR and relevant stakeholders, shall develop and integrate age-appropriate digital literacy modules into the K–12 curriculum. These modules shall include content on the nature and risks of gambling, media and advertising literacy, and healthy online behaviors.
- c. Community-Based Counseling and Support Services – The DOH and the DSWD, in partnership with local government units (LGUs), shall establish and operate community-level hotlines, help centers, and referral systems for individuals and families affected by gambling addiction. These services shall be staffed by trained professionals and accessible free of charge to the public.
- d. Program Funding and Monitoring – PAGCOR shall allocate a portion of its annual gross revenues to support the development, implementation, and monitoring of the above-mentioned programs. An annual report on the status, reach, and impact of these initiatives shall be submitted to Congress by PAGCOR.

**SEC. 8. *Implementing Rules and Regulations.*** – The Philippine Amusement and Gaming Corporation (PAGCOR), in coordination with the Department of Information and Communications Technology (DICT), and the Department of Justice (DOJ), shall formulate and issue the necessary implementing rules and regulations within ninety (90) days from the effectivity of this Act.

**SEC. 9. *Separability Clause.*** – If any provision of this Act shall be declared unconstitutional or invalid, the other provisions not otherwise affected shall remain in full force and effect.

**SEC. 10. *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.

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

*Approved,*