

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

TWENTIETH (20th) Congress
First Regular Session

HOUSE BILL NO. 2665



Introduced by Rep. MARIA VANESSA C. AUMENTADO

EXPLANATORY NOTE

This bill seeks to impose a total ban on online gambling and to penalize online gaming activities. It aimed at curbing the deleterious effect of the easy access to online gaming platforms that are currently wreaking havoc and causing misery to the Filipino people.

Online gambling is a growing menace, it begins with a simple tap on a mobile phone but which often ends up in gaming addiction. Like any other form of gambling, online gambling is highly addictive as it can stimulate the brain's reward system much similar to drugs or alcohol. It is a social disease that if left unabated will destroy family relations and corrupts the dignity of those who have succumb to the addiction of betting and wagering hard earned money.

The proliferation of online casino, gambling and betting sites utilizing social media platforms and websites such as Facebook to advertise their operations in the internet enabled the spread and entry of online gambling into the common Filipino households. While online games can also offer social and recreational benefits,

unchecked access and addictive behaviors eventually leads to significant problems like compulsive gambling.

The lure of easy money is what attracts people to gamble wherein the idea of instant big bucks prey on gullible minds. Online gambling corrupts the young minds, and will send wrong values to the youth. It can lead to financial stress, relationship breakdowns, family violence, mental illness and suicide. These put an insurmountable burden mentally and financially to the citizenry.

Indeed, while the gambling industry generates much needed revenue for the government, however, the social costs of addiction, crime, and healthcare related to gambling cannot just be ignored. There is a pressing need to address this public concern. The citizenry must be protected, most especially the children and the vulnerable sector from the nefarious effects of online gambling.

Considering that there is no proven way to prevent or cure gambling addiction, it is incumbent upon the State to step in. Considering also that it is the sacred duty of the State to address matters of public concern, particularly those that affect the welfare, safety, and economic interests of the Filipino people it is thus imperative that online gambling be banned completely.

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



MARIA VANESSA C. AUMENTADO

Representative

Bohol - Second [2nd] District

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AN ACT
PROHIBITING ONLINE GAMBLING, PENALIZING THE PLACING OF
WAGERS OR BETS THROUGH THE INTERNET OR ANY FORM OF
ONLINE GAMBLING ACTIVITIES, 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 “Anti-Online Gambling Act of 2025”.

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. Through policies that provide adequate social services, promote full employment, and a commitment to create economic opportunities, the State shall free the people from poverty.

The State has the obligation to protect the youth and the people from the evil effects of both the online and offline gambling in the country. Thus, the State shall adopt measures to eliminate and prohibit all forms of online gambling activities as this will bring gambling to the very heart of the family by allowing gambling to enter the family home.

SEC. 3. Definition of Terms. – For purposes of this Act, the following terms are hereby defined as follows:

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.) "Bet" or "Wager" refers to taking or risking by any person of something of value upon the outcome of a contest of others, a sporting event, or a game subject to chance, upon an agreement or understanding that the person or another person will receive something of value in the event of a certain outcome.

c.) "Internet Gambling" or "online Gambling" refers to placing, receiving, or otherwise knowingly transmitting a bet or wager by any means which involves the use, at least in part, of the internet. It includes, but not limited to online casino, online sports betting, online bingo, and through mobile applications and websites that allow users to place wagers through phones, tablets, and computers.,

SEC. 4. Prohibition on Online Gambling and similar acts. – Any person who shall place, receive, or otherwise knowingly transmit a bet or wager by any means which involves the use, at least in part, of the internet, shall be punished by an imprisonment ranging from one (1) month to six (6) months or a fine of not less than One Hundred Thousand Pesos (Php100, 000.00) nor more than Five Hundred Thousand Pesos (Php500, 000.00) at the discretion of the court.

If the offender is a corporation or association, the maximum penalty of five (5) years and the fine of Five Hundred Thousand Pesos (Php500, 000.00) shall be imposed upon the President, Director, Manager or Managing partner/s thereof.

If the offender is a public officer or employee, or if a public officer or employee promotes, encourages or tolerates online gambling, the maximum penalty prescribed for the offense shall be imposed and, in addition, he shall be dismissed from the public service and perpetually disqualified from holding any public office, to vote and to participate in any election.

The Internet Service Providers (ISPs), mobile network operators and digital platforms are mandated to block access to gambling websites and remove related apps.

Digital wallets and payment service providers such as credit cards, GCash, Paymaya and others are also barred from facilitating transactions related to online gambling.

SEC. 5. Repeal of Authority to Regulate Online Gambling. – All 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. 6. Implementing Rules and Regulations. – Within thirty (30) days from the approval of this Act, the Secretary of Interior and Local Government and the Secretary of Justice shall jointly promulgate the rules and regulations for the effective implementation of this measure.

SEC. 7. Repealing Clause. – All laws, decrees, executive orders, rules and regulations or parts thereof contrary to, or inconsistent with this Act are hereby modified or repealed accordingly.

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

Approved.