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EXTRAORDINARY

II—Section 3—Sub-section (i)
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MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY

NOTIFICATION

New Delhi, the 22nd April, 2026

G.S.R. 303(E).—In exercise of the powers conferred by sub-section (4) of section 8 and sub-sections (1) and (2) of section 19 of the Promotion and Regulation of Online Gaming Act, 2025 (32 of 2025), the Central Government hereby makes the following rules to regulate online gaming, namely:—

PART I

PRELIMINARY

1. Short title and commencement.—(1) These rules may be called the Promotion and Regulation of Online Gaming Rules, 2026.

(2) They shall come into force on the 1st day of May, 2026.

2. Definitions.—(1) In these rules, unless the context otherwise requires,—

- (a) “Act” means the Promotion and Regulation of Online Gaming Act, 2025 (32 of 2025);
- (b) “Appellate Authority” means the Secretary to the Government of India in the Ministry of Electronics and Information Technology;
- (c) “applicant” means any online game service provider seeking determination of an online game or registration of an e-sport or online social game, as the case may be, under the Act and includes any person authorised by such service provider;
- (d) “Authority” means the Online Gaming Authority of India established under sub-section (1) of section 8 of the Act;
- (e) “Certificate of Registration” means the Certificate of Registration issued under sub-rule (1) of rule 14;
- (f) “determination order” means an order issued by the Authority upon completion of a determination under sub-rule (2) of rule 10;
- (g) “grievance” means any complaint or representation made by any user to an online game service provider, either in writing or through digital or electronic means, regarding any act, omission, service, decision or practice relating to the offering or availability of online social games or e-sports;
- (h) “online game service provider” means any person who alone or jointly, offers, operates, organises, manages or makes available one or more online games;

(i) “user safety features” means such technical, procedural, operational, behavioural, or system related safeguards provided by an online game service provider in relation to an online social game or e-sport, as may be appropriate, having regard to the nature and risk associated with the online social game or e-sport,—

(i) for the purpose of protecting users from any financial, psychological, social, security related or content related risks arising from the access or use of such online game;

(ii) for promoting responsible online gaming, preventing injury, enhancing transparency, enabling informed user choice and ensuring the integrity and safety of the online gaming environment;

Explanation.—For the purposes of these rules, the safeguards include age verification or age gating mechanisms, time restrictions, parental controls, user reporting and grievance redressal mechanisms, counselling support, and fair-play and integrity monitoring tools.

(2) Words and expressions used herein and not defined but defined in the Act shall have the meanings as respectively assigned to them in the Act.

PART II

ONLINE GAMING AUTHORITY OF INDIA

3. Composition of the Authority.—(1) The Authority shall consist of a Chairperson and following Members, namely:—

(a) Additional Secretary, Ministry of Electronics and Information Technology or such other officer not below the rank of Joint Secretary nominated by the Secretary, Ministry of Electronics and Information Technology, Chairperson, *ex officio*;

(b) Joint Secretary, Ministry of Home Affairs, Member, *ex officio*;

(c) Joint Secretary, Department of Financial Services, Ministry of Finance, Member, *ex officio*;

(d) Joint Secretary, Ministry of Information and Broadcasting, Member, *ex officio*;

(e) Joint Secretary, Ministry of Youth Affairs and Sports, Member, *ex officio*; and

(f) Joint Secretary, Department of Legal Affairs, Ministry of Law and Justice, Member, *ex officio*.

(2) The Members referred to in clauses (b) to (f) shall be nominated by the Secretary of the respective Ministry or Department.

(3) The Central Government may appoint an officer not below the rank of Director to the Government of India, Ministry of Electronics and Information Technology, having experience in the field of information technology, including science and technology, as the Secretary to the Authority and such officer may be taken on deputation from amongst the officers or employees of the Central Government.

(4) The Central Government may appoint such numbers of officers and other employees as it considers necessary for the efficient discharge of the functions of the Authority and such officers or employees may be taken on deputation from amongst the officers or employees of the Central Government.

(5) The head office of the Authority shall be at the National Capital Territory of Delhi.

(6) The Authority shall be an attached office of the Ministry of Electronics and Information Technology, Government of India and, as far as practicable, function as a digital office and may adopt techno legal measures to conduct proceedings in a manner that does not require the physical presence of any individual.

(7) The Chairperson may call upon such experts as deemed necessary to assist the Authority in the discharge of its functions, who shall be entitled to allowances in accordance with the norms laid down by the Ministry of Finance.

4. Proceedings of the Authority.—(1) The Authority shall observe such procedure in performing its functions and transacting its business, digitally or physically, and authenticate its orders, directions, documents and instruments in such manner as it may deem necessary, subject to the following,—

(a) the Chairperson shall fix the date, time and place of meetings of the Authority, approve the items of agenda therefor and cause the notice specifying the same to be issued under the signature of Chairperson or that of the Secretary to the Authority;

(b) the meetings of the Authority shall be chaired by the Chairperson and in absence of the Chairperson, by the senior-most Member present during the meeting;

(c) half of the functional strength, whether present digitally or physically, shall be the quorum for its meetings;

(d) all questions which come up before any meeting of the Authority shall be decided by a majority of the votes of Members present and voting, and in the event of an equality of votes, the Chairperson or in absence of the Chairperson, the person chairing, shall have a second or casting vote;

(e) if a Member has any personal interest in any item of business to be transacted at a meeting of the Authority, such Member shall not participate in or vote on the same;

(f) in case an emergent situation warrants immediate action by the Authority and it is not feasible to call a meeting of the Authority, the Chairperson may, for reasons to be recorded in writing, take such action as may be necessary, which shall be communicated to all the Members within three days of such action and laid before the Authority for ratification at its next meeting;

(g) an item of business or issue which requires a decision of the Authority, the Chairperson may direct the same to be referred to Members by circulation and such item may be decided with the approval of majority of the Members;

(h) the Chairperson or any Member of the Authority or the Secretary to the Authority, may, authenticate the order or instrument of the Authority under its signature and seal.

(2) No act or proceeding of the Authority shall be invalid merely by reason of,—

(a) any vacancy in or any defect in the constitution of the Authority;

(b) any defect in the appointment of a person acting as the Chairperson or other Member of the Authority; or

(c) any irregularity in the procedure of the Authority not affecting the merits of the case.

5. Powers of the Chairperson.—The Chairperson of the Authority shall exercise the following powers, namely:—

(a) general superintendence of the Authority and giving direction in respect of all administrative matters of the Authority;

(b) authorise any officer of the Authority to scrutinise any application, intimation, complaint, reference or correspondence addressed to the Authority;

(c) authorise performance of any of the functions of the Authority and conduct of any of its proceedings, by an individual Member or group of Members.

6. Powers and functions of the Authority.—(1) The Authority may in addition to the powers conferred under the Act, exercise and perform the following powers and functions, namely:—

(a) maintain and publish a list of online games determined to be online money games in accordance with the provisions of Part III and rule 26 of these rules;

(b) maintain a record of online games determined or registered by it under the Act and may publish such record on its website or mobile based application or both, as the case may be;

(c) inquire into any complaint relating to an online game;

(d) issue directions or orders to persons offering, organising or facilitating any online game, advertisements relating to online games and financial transactions or authorisation of funds for any online game;

(e) issue guidelines or codes of practice in relation to offering online games in consultation with the Central Government;

(f) entertain appeals from the decision of the online game service provider in relation to grievances;

(g) coordinate with financial institutions, law enforcement agencies and other agencies of the Central or State Government, authorities or regulators for effective enforcement of the Act;

(h) assist the Central Government in exercising of its powers and functions under the Act;

(i) issue advisories to further the objectives of the Act.

(2) The Authority may, *suo motu* or on a representation made to it by a person affected by a direction or an order issued under sub-section (3) of section 8 of the Act, modify, suspend for such period as it deems necessary or cancel such direction or order, for reasons to be recorded in writing and may impose such conditions as it may deem fit, subject to which the modification, suspension or cancellation shall have effect.

(3) Any information furnished by an applicant or an online game service provider to the Authority for the purposes of these rules shall be treated as confidential and shall not be published or otherwise disclosed except as required by law or by an order of any court of competent jurisdiction.

(4) The Authority may issue directions or orders, guidelines or codes of practice in relation to offering online social games and e-sports, including for,—

(a) the procedure for registration and its suspension, cancellation or surrender;

(b) the grievance redressal mechanism;

(c) the user verifications;

(d) deposit of money, if any, and facilitation of financial transactions or authorisation of funds;

(e) the retention of any information associated with the operation of the online game, including traffic data, metadata or other related information;

(f) facilitation, routing and settlement of payments for online game service providers, including routing of user

payments and revenues in relation to a registered online game;

- (g) standards and measures of fair play;
- (h) cyber security;
- (i) user safety;
- (j) periodic compliance reporting and transparency;
- (k) furnishing of information;
- (l) verification of determination order issued under sub-rule (2) of rule 10 or the Certificate of Registration issued under sub-rule (1) of rule 14.

(5) The Authority may, by an order in writing, require the online game service provider or any person providing any service to the online game service provider or any person making a complaint to the Authority in relation to an online game determined in accordance with the provisions of Part III of these rules, to furnish such additional information as the Authority may require.

7. Appeals from the decision of the Authority.—(1) Any person aggrieved by an order of the Authority in relation to,—

- (a) the determination under rule 10;
- (b) requirement of registration under sub-rule (2) of rule 12;
- (c) registration of an e-sport under sub-rule (3) of rule 13;
- (d) cancellation of a Certificate of Registration under rule 14;
- (e) order under sub-rule (4) of rule 20; or
- (f) imposition of a penalty under section 12 of the Act,

may prefer an appeal to the Appellate Authority.

(2) Every appeal under sub-rule (1) shall be made before the Appellate Authority, within a period of thirty days from the date on which the decision of the Authority is made available to the appellant in writing, including in electronic form.

(3) The Appellate Authority shall, after giving the appellant a reasonable opportunity for making a representation in the matter and after due consideration of the representation, pass such orders thereon as it thinks fit, including an order confirming, modifying or setting aside the decision or order appealed against.

(4) The Appellate Authority shall send a copy of every order to the appellant and to the Authority.

(5) The Appellate Authority may, for the purposes of examining the legality or correctness of any decision or order of the Authority, *suo motu* or otherwise, call for the records for the purpose of disposing of such appeal and make such orders as it thinks fit.

(6) The Appellate Authority shall dispose of the appeal as expeditiously as possible preferably within a period of thirty days from the date of receipt of the appeal.

PART III

DETERMINATION OF AN ONLINE GAME

8. Determination of an online game.—(1) No online game of an online game service provider shall be required to be determined for the purpose of clause (a) of sub-section (2) of section 8 of the Act by the Authority, except where,—

- (a) the Authority, *suo motu*, directs an online game service provider to have one or more of its online games determined by it after issuing a notice to the online game service provider in accordance with clause (a) of sub-rule (1) of rule 10;
- (b) the online game service provider intends such online game to be offered as an e-sport; or
- (c) the Central Government, by notification, requires a category of online social games to be determined, having due regard to the nature, volume or value of financial transactions or authorisation of funds permitted for participating in or accessing such online social game.

(2) The online game service provider, for an online game required to be determined in accordance with clauses (b) and (c), shall apply to the Authority, in the digital Form published on the website or mobile based application of the Authority, as the case may be, containing such details as are specified in rule 23.

9. Factors for determination.— For the purposes of determination under rule 8, the Authority shall have due regard to all or any of the following factors, namely:—

- (a) whether the online game involves payment of fees, deposit of money or other stakes, by whatever name called, at any stage of participation in the online game;

- (b) whether users have an expectation of winning monetary or other enrichment in return for such money or other stakes deposited by them;
- (c) whether the payment of fees or deposits is used,—
 - (i) in such manner that the online social game appears to be part of a competitive event between individuals or teams, conducted in multiplayer formats governed by predefined rules, or as payment of registration or participation fees solely for the purpose of entering the competition, or covering administrative costs for the event or as reward for performance based prize money;
 - (ii) in all other cases, as payment for accessing the online game as subscription fee or one-time access fee; or
 - (iii) as a bet, wager or any other stake in expectation of winning monetary or other stakes, including any winning out of such bets, wagers or any other stakes;
- (d) the structure and operation of the revenue model of the online game;
- (e) the manner in which rewards, benefits or in-game assets may be transferred, redeemed, monetised or used outside the game environment.

10. Procedure for determination.—(1) In making a determination under this Part, the Authority shall,—

- (a) where such determination is undertaken *suo motu*,—
 - (i) issue a written notice to the online game service provider specifying the grounds of the proposed determination;
 - (ii) seek such information as may be deemed necessary for making a determination under this rule; and
 - (iii) provide a reasonable opportunity to submit representation and supporting material;
- (b) where such determination is undertaken upon receipt of an application under sub-rule (2) of rule 8, examine the details provided by the applicant at the time of making an application, and —
 - (i) where the Authority considers that an application is incomplete or inadequate in any respect, it may, by notice, require the applicant to furnish such additional details and information within the time specified in the notice and the period taken for furnishing such details shall be excluded from the period specified in sub-rule (3);
 - (ii) the Authority may, for reasons to be recorded in writing, return an application where the details furnished are incomplete or insufficient for making a determination under this rule; and
 - (iii) upon being satisfied that the application is complete in all respects, the Authority shall make a determination under this rule;
- (c) examine the technical architecture, gameplay mechanics, revenue model, user interface and such other details of the online game, as the case may be;
- (d) where appropriate, seek expert or technical evaluation.

(2) Where the Authority,—

- (a) determines that an online game is an online money game, the Authority shall issue a determination order conveying its decision and may initiate any action under the provisions of the Act in relation to an online money game and issue such order in relation to such online money game as deemed necessary;
- (b) determines that an online game is not an online money game,—
 - (i) in respect of an application under sub-rule (2) of rule 8 in relation to an e-sport, the Authority shall inform the applicant that such online game is not an online money game and process the application for recognition and registration of such online game as an e-sport in accordance with sub-rule (3) of rule 13.

Explanation.—For the purpose of this sub-clause, information conveyed shall not amount to a determination order confirming the status of such online game as an e-sport;

- (ii) in case of an online social game, the Authority shall issue a determination order conveying its decision that such online game is not an online money game; and
- (iii) the Authority shall direct the online game service provider to inform the Authority of any changes in facilitation of payments in its online game prior to offering or making available such changes in the online game in such manner as may be published on the website or mobile based application or both, as the case may be, of the Authority.

Explanation.—For the purposes of sub-rule (2), a determination under the Act shall be specific to the particular online game and the particular online game service provider offering it and shall not amount to a determination of same or similar online games offered by any other online game service provider.

(3) (a) A determination under this rule shall, as far as practicable, be made within a period of ninety days from—

- (i) the date of receipt of the complete application under sub-rule (2) of rule 8; or
- (ii) the date of issuance of notice under clause (a) of sub-rule (1) of rule 8 in a *suo motu* proceeding;

(b) Where the determination is initiated *suo motu*, any time taken to obtain any information from the online game service provider upon issuance of notice under clause (a) of sub-rule (1) of rule 8 or any subsequent information shall be excluded from the period of ninety days.

11. Validity of determination order.—(1) A determination order shall be valid and subsisting for an online game till such time there are no changes to the online game offered by the online game service provider which affect the facilitation of payments or authorisation of funds for participating or accessing such online game.

(2) The Authority may undertake a periodic review of online games for which a determination order is issued under clause (b) of sub-rule (2) of rule 10, as it deems necessary.

(3) Where the Authority, *suo motu* or upon receipt of a complaint from any Ministry or Department or any agency of the Central Government or the State Government, has reasons to believe that the online game which has been determined in accordance with this rule has been modified in a manner that may require a fresh determination, the

Authority may,—

- (a) issue a notice to the online game service provider suspending the determination order issued to the online game service provider for such online game under sub-rule (2) of rule 10 and undertake an inquiry and provide the online game service provider an opportunity of being heard;
- (b) upon conclusion of the inquiry under clause (a), where the Authority is of the opinion that the online game has been modified in a manner that,—
 - (i) requires a fresh determination, issue an order withdrawing the determination order issued to the online game service provider for such online game under clause (b) of sub-rule (2) of rule 10 and direct the online game service provider to cease offering the online game till such fresh determination under this rule is completed; or
 - (ii) makes such online game an online money game and shall proceed in accordance with clause (a) of sub-rule (2) of rule 10.

PART IV

REGISTRATION OF ONLINE GAMES

12. Requirement for registration.—(1) No online game of an online game service provider shall be registered with the Authority, except where,—

- (a) the Central Government, by notification, requires an online game of an online game service provider or a category of online games to be registered, having due regard to,—
 - (i) risk of harm to users, including children;
 - (ii) the nature of the outcome or potential risks of injury or detrimental impact on the public due to such online game;
 - (iii) scale of user participation in such online game;
 - (iv) nature, volume or value of financial transactions or authorisation of funds permitted in such online game;
 - (v) the country of origin or the head office of the online game service provider offering or making available such online game; or
 - (vi) such other factors as the Authority deems necessary in public interest or to protect the interests of users;
- (b) the online game is intended to be offered or made available as an e-sport.

(2) An online game of an online game service provider shall be registered where the Authority, upon receipt of an application under sub-rule (2) of rule 8, while making a determination under the provisions of Part III of these rules, is of the opinion that such online game is required to be registered having regard to any or all of the factors under clause (a).

(3) An online money game shall not be eligible for recognition or registration as an e-sport under the National Sports Governance Act, 2025 (25 of 2025).

(4) Where an online game is required to be registered under sub-rule (1) or sub-rule (2), such registration shall be specific to each online game and each such online game of every online game service provider shall require a separate registration.

13. Process for registration.—(1) An online game service provider that is required to register its online game in accordance with sub-rule (1) of rule 12 shall apply to the Authority in the digital form published on the website or mobile based application of the Authority, as the case may be, containing such information as specified under rule 23.

(2) Upon receipt of an application under sub-rule (1), the Authority shall process the application in accordance with the provisions of rule 10 for determination of such online game.

(3) In case of an e-sport, the Authority shall, upon issuance of a determination order under clause (b) of sub-rule (2) of rule 10, within a period of ninety days from the date of receipt of the application complete in all respects, register the e-sport, upon being satisfied that it is recognised under the National Sports Governance Act, 2025 (25 of 2025).

14. Certificate of Registration.—(1) After registration of an online game as an online social game or e-sport under this rule, the Authority shall issue a digital Certificate of Registration to the concerned online game service provider with a unique registration number in relation to such online social game or e-sport.

(2) The Certificate of Registration issued under sub-rule (1) shall be valid for a period up to ten years mentioned by the online game service provider at the time of making an application, unless surrendered, suspended or cancelled earlier.

(3) A registration granted under these rules shall not be suspended or cancelled unless the online game service provider has been given an opportunity of being heard in the matter and such suspension or cancellation shall be on any of the following grounds, namely:—

- (a) the online game has changed in a manner that it is likely to be determined as an online money game;
- (b) the online game service provider has, on more than one instance, failed to comply with a direction, order, code of practice or guideline issued under the Act or under the National Sports Governance Act, 2025 (25 of 2025), as the case may be;
- (c) in case of an e-sport, the validity of recognition under the National Sports Governance Act, 2025 (25 of 2025) has expired, or such recognition has been withdrawn;
- (d) the online game service provider made a false or incorrect statement in the application for determination or registration;
- (e) the online game service provider has failed to pay the penalty imposed under the Act;
- (f) there has been a violation of the provisions of the Act or rules made thereunder or any other law for the time being in force applicable to such online game.

(4) Any online game service provider to whom a Certificate of Registration has been issued may surrender such certificate for any online social game or e-sport by making an application to the Authority in the digital form published on the website, or mobile based application of the Authority, as the case may be.

(5) The surrender of a Certificate of Registration under this rule shall not affect any liability or obligation accrued or proceedings initiated against the concerned online game service provider under the Act prior to the date of acceptance of such surrender.

15. Representation as determined or registered online game.— An online game service provider shall,—

- (a) where such online game is determined or registered by the Authority in accordance with the provisions of these rules, prominently display the details of such determination or registration, as the case may be, on its computer resource through which its online game is offered or made available to the user; and
- (b) not misrepresent, advertise, or offer an online game as,—
 - (i) an online social game determined under these rules unless it has been determined to not be an online money game in accordance with these rules; or
 - (ii) an online game registered under these rules unless such online game is registered by the Authority in accordance with these rules.

16. Designation of point of contact.— Every online game service provider offering an online social game or an e-sport shall comply with such directions, orders, guidelines or codes of practice as may be issued under sub-section (3) of section 8 of the Act in relation to the designation of such personnel as a point of contact meeting such criteria and the publication of their contact details as may be specified in such direction, order, guideline or code of practice.

17. Data retention in relation to an online game.— Without prejudice to the requirements for retention of data under any law for the time being in force, every online game service provider offering an online social game or an e-sport shall comply with such directions, orders, guidelines or codes of practice as may be issued under sub-section (3) of section 8 of the Act, relating to retention and storage of traffic data, metadata or other related information on computer resources located in India, for such period and in such manner as may be specified in such direction, order, guideline or code of practice.

18. Facilitation of financial transactions and authorisation of funds.—Every service provider facilitating financial transactions and authorisation of funds in relation to an online social game or an e-sport and an online game service provider offering an online social game or an e-sport shall comply with such directions, orders, guidelines or codes of practice as may be issued under sub-section (3) of section 8 of the Act, relating to financial transactions or

authorisation of funds, including facilitation, routing and settlement of user payments in relation to an online social game or an e-sport.

19. Verification of determination order or Certificate of Registration prior to facilitation of financial transactions or authorisation of funds.—(1) Prior to facilitation or authorisation of funds in relation to an e-sport or an online social game, any bank or financial institution, or any other person facilitating financial transactions or authorisation of funds shall comply with the directions, orders, guidelines or code of practice issued under sub-section (3) of section 8 of the Act in relation to verification of Certificate of Registration in such manner as may be specified in such directions, orders, guidelines or codes of practice.

(2) Upon receipt of any direction or order from the Authority under sub-section (3) of section 8 of the Act in relation to facilitation of transactions or authorisation of funds for an online game determined to be an online money game under these rules, every bank, financial institution, or any other person facilitating financial transactions or authorisation of funds shall, without delay, comply with such direction or order, including to —

- (a) suspend, restrict or discontinue facilitation of financial transactions or authorisation of funds in relation to such online money game; and
- (b) furnish such information or provide such assistance to the Authority as may be required for the purposes of this Act.

20. Grievance redressal.—(1) Every online game service provider offering an online social game or an e-sport, shall establish and maintain a functional grievance redressal mechanism for redressal of grievances from any user in relation to the online social game or e-sport offered by it.

(2) Where an aggrieved user is dissatisfied with the resolution of their grievance by an online game service provider or where no resolution is provided, the aggrieved user may approach the Authority within a period of thirty days from the date on which the online game service provider has conveyed their decision in relation to the grievance or in case of non-redressal of grievances within the said timeline through the digital form published on website or mobile based application of the Authority, as the case may be.

(3) The Authority shall endeavour to dispose of the appeal within a period of thirty days from the date of receipt of the appeal.

(4) The Authority may, after giving parties an opportunity of being heard, issue appropriate orders, including corrective or remedial measures in relation to the grievances.

(5) Any user dissatisfied with the resolution of their appeal by the Authority under the Act may file an appeal before the Appellate Authority in accordance with the provisions of rule 7.

PART V

PROCEDURE FOR IMPOSITION OF PENALTY

21. Procedure for inquiry for imposition of penalty under section 12 of the Act.—(1) The Authority shall, upon receipt of a complaint or *suo motu*, issue a notice containing particulars of the alleged non-compliance together with all the documents to the online game service provider, fixing a date and time for further proceedings, which shall be concluded in digital mode unless physical presence is deemed necessary.

(2) On the date so fixed, the Authority shall explain to such person or persons to whom the notice has been issued regarding the contravention alleged to have been committed in relation to any direction or order made under sub-section (3) of section 8 of the Act and,—

- (a) where the online game service provider admits to such non-compliance, the Authority shall record the admission and may impose a penalty as it deems fit in accordance with the provisions of the Act and rules made thereunder;
- (b) may direct the online game service provider to show cause why an inquiry should not be held in the alleged non-compliance.

(3) The Authority, on the basis of the notice, relevant documents and submissions made, shall determine, by an order, whether there is sufficient cause for holding an inquiry or the matter be dismissed.

(4) In case the online game service provider fails, neglects or refuses to appear or be present before the Authority, the Authority shall proceed with the inquiry in their absence after recording the reasons for doing so.

(5) At any time or on receipt of a report of non-compliance from an aggrieved person, any Government agency on the direction of the Authority or *suo motu*, the Authority, may get the matter investigated through an authorised officer or class of officers of the Authority notified under section 15 of the Act.

(6) The Authority shall hear and decide each complaint within a period of ninety days from the date of receipt of such complaint.

(7) In case the Authority, upon consideration of the evidence produced along with other records and submissions, is satisfied that an action is required to be taken against the person offering the online social game or e-sport, as the case may be, under section 12 of the Act, the Authority may, by an order in writing, specify the particulars as may be

necessary for compliance with the order, and may, —

- (a) impose such penalty in accordance with the provisions of the Act; or
 - (b) suspend or cancel the Certificate of Registration issued to the concerned online game service provider; or
 - (c) prohibit the online game service provider from offering, facilitating or promoting such games for such period specified in the order.
- (8) For the purposes of sub-rule (7), the Authority shall have due regard to the following factors, namely:—
- (a) the amount of gain of unfair advantage, wherever quantifiable, made as a result of the non-compliance;
 - (b) the amount of loss caused to any person as a result of the non-compliance;
 - (c) the recurrence of the non-compliance;
 - (d) the gravity and duration of the non-compliance;
 - (e) the number of users affected and the level of damage suffered by them;
 - (f) whether the online game service provider or the person to whom the non-compliance relates took any action to mitigate the consequences of such non-compliance;
 - (g) whether the penalty being imposed is proportionate and effective, with regard to the provisions of the Act;
 - (h) any other matter that may be relevant in the context of damage caused or likely to be caused to the user and the non-compliance.
- (9) The Authority shall make available a copy of the order to the online game service provider and the complainant.

22. Recovery of penalty.— The penalties collected under the Act shall be credited to the Consolidated Fund of India.

PART VI

MISCELLANEOUS

23. Contents of application for determination or registration.—The application under sub-rule (2) of rule 8 or rule 13 shall contain the following information as may be necessary for determination including,—

- (a) the identity, name and contact details;
- (b) details of any registration, license, or authorisation held under any law for the time being in force;
- (c) description and category of the online game;
- (d) proposed category of the online game for the purposes of section 4 of the Act;
- (e) the targeted and intended user age group;
- (f) the revenue model;
- (g) user safety features;
- (h) internal grievance redressal mechanism;
- (i) an undertaking that the applicant has provided correct information; and
- (j) any other details as may be required by the Authority.

24. Powers of the Authority and Appellate Authority.—For the purposes of discharging its functions under the Act, the Authority and the Appellate Authority shall be bound by the principles of natural justice and may,—

- (a) summon any person and examine such person; and
- (b) inspect any data, book, document, register, books of account or any other document.

25. Preparation and furnishing of annual report.—(1) The Authority shall, as soon as may be, after the completion of each financial year, prepare an annual report giving a true and full account of its activities performed in the year.

(2) The annual report shall, after being adopted at a meeting of the Authority, be signed by the Members and authenticated by the Authority, and shall be forwarded by the Authority to the Central Government within a period of one hundred and eighty days of the close of the financial year for which it has been prepared.

26. Publication of list of online money games.—Upon issuance of a determination order, the Authority shall publish the name and such other associated details of the online money game in the list of online money games published on its website or mobile based application or both, as the case may be.

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AJIT KUMAR, Jt. Secy.