

An Illustrative Research on Challenges and Opportunities Faced Due To Evolving Legal Landscape of Online Gaming in India

Ms. Garima Dhaka¹, Dr. Shilpa Rao Rastogi²

¹Research scholar, Faculty of Law, Vivekananda Global University Jaipur, garima.dhaka@vgu.ac.in

²Associate Professor, Head of the Department, Faculty of Law, Vivekananda Global University Jaipur, shilpa.rastogi@vgu.ac.in

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Abstract:

The legal framework for online games in India is dynamic, although its evolution is still impeded by a lack of proper central or nationwide legislation. As the market introduces new games, the regulatory regime adjusts, but only at a pace that lags behind the pace of growth of the industry. Online gaming in India may face the challenges of the evolving legal landscape but also offers ample opportunities. Since India is home to one of the world's largest online gaming markets, it is imperative that the current regulatory framework, which encompasses player safety and responsible gaming, be revised in order to guarantee the sector's overall prosperity. Some forms of online gaming sites may be impacted by the Rules, 2021 for IT (Intermediary Guidelines and Digital Media Ethics Code), which are examined in this article. At the same time, it delves into recent judicial rulings that have clarified, as they pertain to internet gaming, the distinction between skill games and games of chance. Concerns such as preserving transparency, reducing malpractice, and treating addiction-related difficulties are addressed in this research, which sheds light on the improvements in regulatory activities in India by relying on national experiences. The study goes on to talk about how responsible gaming campaigns, industry standards, and self-regulation will shape the laws that govern online gambling in the future. The goal is to create a long-lasting regulatory structure that can adjust to new player safety standards, encourage responsible gambling, and help the India sector expand. Through this analysis, the study hopes to contribute to the discussion on effective regulation that balances innovation, safety, and market growth within the online gaming ecosystem.

Keywords: online gaming, challenges, opportunities, Information Technology, legal landscape.

INTRODUCTION

As valued at over \$890 million by Forbes, the Indian gaming industry is one of the top five countries in the world for mobile gaming. Such high intensity and speed in growth have drawn attention to the necessity of legislative protection for the industry (Chanda et al., 2023). But this parabolic rise in growth has brought with it several issues mainly related to IP protection. There are cases of game duplication, piracy, and IP violations. As the use of digital platforms for distributing games has become widespread, it is now easier for unethical players to create copies of popular games and sell them as original versions of such games, violating the intellectual property rights and reputation of the original owners.

Game cloning is one area that widely affects the mobile gaming market (Deshbandhu, 2020). It involves the reproduction of a game developed by another company and marketing it as one of their

own. Such activities are to the disadvantage of the IP rights holders, mainly as they damage the original creators' reputation and financial status. The major draw facing protection of IPs in online games is the minimal entry barriers and ease of accessibility of production tools in the mobile gaming industry. Cloning games misleads the consumers and demeans the efforts of other legit developers, making it one of the greatest challenges in the protection of IPs related to online games.

Currently, the act of playing video games is not merely a pastime; it is an essential element of modern existence. For numerous individuals, what was initially a hobby has evolved into their primary source of income and full-time work (Guest, 2023). The meteoric rise to renown of online gaming is merely one of numerous factors that have heightened interest in this segment of the gaming industry. The increasing prevalence of online games necessitates that Indians prioritise the modification of existing regulations or the establishment of new ones that are tailored to these activities. While skill-based, fantasy, and social gaming are allowed in India, activities involving chance, lotteries, or sports wagering are still forbidden.

Historic Standpoint of Laws governing Online Gaming

Legal Framework for Online Gambling From a historical perspective, gaming laws in India include a wide range of statutes and regulations that apply to gambling and gaming operations in the country. In 1867, during India's time as a British colony, the Public Gambling Act was passed, marking the first and most important piece of the gaming laws framework that mostly consists of state and federal laws ("Gaming Laws in India," n.d.). Regrettably, these regulations are rendered insufficient by the complexities of modern gaming environments, including e-sports and internet gaming.

Central Indian Gaming Regulations

- The Public Wagering Act of 1867, which prohibits public games under the Union Act, does not explicitly include online wagering.
- The Information Technology Act of 2000: This law deals with computer-related crimes in India, particularly those linked to online gambling.
- A reward pool of more than 1,000 Indian rupees is illegal according to the Reward Competition Act of 1955.

Online Gaming Laws developments

The Public Gambling Act of 1867, the Information Technology Act of 2000, and the Prize Competition Act of 1955 were all enacted during colonial times. However, they are inadequate to regulate the constantly changing and innovative nature of contemporary online gaming environments, including e-sports (Makam, 2023). Pondicherry (1965), the Bombay Prevention of Gambling Act (1887), the Punjab Public Gambling Act (1867), and the Tamil Nadu City Police Gambling Rules (1949) are among the gambling legislation that various governments have passed to address this issue.

Recent Proposed Amendments to Online Gaming Laws

In April 2023, the Ministry of Electronics and Information Technology proposed new regulations to address newly identified issues in online gaming and to address voids in state gaming legislation.

These regulations would guarantee that players are not subjected to hazardous content or develop an addiction while a centralised regulatory authority is

established to oversee the gaming sector in India. In the interim, state laws would continue to be enforced.

According to Rathore (2023), the rules governing the regulation of online games were revised in 2021 by the Information Technology (Intermediary Guidelines and Digital Media Ethics Code). These rules applied to games of skill, including e-sports, card games, and those involving real money, as well as to fantasy sports competitions and similar initiatives.

- Additionally, modifications have been implemented concerning taxation related to online gaming:
- Central Goods and Services Tax (GST): Online games are now liable for a 25 percent gross GST rate, applied to the aggregate sum of bets placed by participants.
- Alongside the GST, several states have imposed supplementary fees on net gambling.
- The gaming legislation in India are complex and often updated to accommodate the rapidly growing online gambling industry.
- All profits from online gambling platforms are subject to income tax. Their purpose is to safeguard the integrity of the sector and prioritise the interests of participants (Singh, 2023).

METHODS

In this regard, the research methodology adopted for the study on the challenges and opportunities emanating from the changing legal environment for online gaming in India is that of secondary qualitative research and doctrinal analysis. Analysis will be made by focusing upon the existing legal frameworks, judicial pronouncements, and the relevant literature put together to give an idea about the subject.

Secondary Qualitative Research

This research will perform a comprehensive examination of secondary sources, including comments, reports, academic journals, and industry studies, to assess the present status of online gaming legislation in India and its consequences for various stakeholders. This article analyses published materials to find recurrent themes, difficulties, and possibilities within the regulatory environment of online gambling. This method offers a comprehensive grasp of the social, economic, and legal ramifications of the evolving legal regime.

Doctrinal Research

A doctrinal approach will be followed to deal with the primary legal sources such as statutes and regulations, judicial decisions, and key legislations: Public Gambling Act, 1867, online gaming specific regulations in different states, and relevant amendments would be studied closely to trace the evolution of the regulatory framework. Judicial pronouncements from the Supreme Court and High Courts would be analyzed to understand the trends of interpretation and the evolving principles of law governing this sector.

RESULTS

The Current Regulatory Landscape in India

Overall, the gaming industry in India remains confined to a fragmented regulatory framework. State-wise regulations seem to prevail, and respective state rules get enforced (Viswesh, 2023). This is a headache for businesses looking to operate with compliance across different jurisdictions at once. Some states favor skill-based games, while others have imposed restrictions or banned some types of gaming altogether. A centralized regulatory system could provide clarity and support for businesses, enabling smoother operations and easier navigation through varied state laws.

There exists a large variation in the definition of gambling in various Indian states. A few states, for example, Sikkim, Goa, and Nagaland, have liberal regulations that allow certain types of gaming. In other words, a few states in Tamil Nadu and Andhra Pradesh have more stringent prohibitions ("Urgent Need for Regulation of India's Online Gaming Industry," 2024). These differences affect companies' ability to strategize their expansion and cause operational limitations, thus limiting their market reach.

At the national level, without a unified set of central regulations, a vacuum in the Indian gaming ecosystem persists. The Public Gambling Act of 1867 remains as a reference point that does not address the finer aspects of digital and online gaming. Hence, businesses operate in a world of laws which are no longer compliant to the present-day digital ecosystem, thereby further confusing the environment.

A 2015 decision by India's supreme court affirmed the legality of skill-based games, determining that they do not qualify as gambling ("Gaming and Gambling Laws," n.d.). The outcome was the establishment of online gambling platforms that included skill-based games, such as rummy, poker, and fantasy sports.

Comprehensive regulation should delineate the permissible and prohibited activities in online gaming to foster a stable and conducive environment for industry expansion, particularly given the ambiguous legality of other online gaming forms, such as casino games and sports betting.

Legal Challenges in the Gaming Industry

The US-India Strategic Partnership Forum predicts that India's online gaming industry, which is currently worth \$3.1 billion, would grow substantially, with a predicted market value of \$50 billion by 2034. Foreign direct investment (FDI) has been the primary force behind this growth; the United States accounts for 90% of the \$2.5 billion in FDI, with the pay-to-play sector contributing \$1.7 billion ("Online Gaming Rules," 2024).

The sector is expanding despite a number of challenges, including economic and regulatory ones, such as the application of a 28% GST on player deposits. Consequently, tax policies have evolved, increasing the financial burden on the industry as a whole and, in particular, on new businesses, casting doubt on their capacity to weather the storm. Even worse, it's estimated that

\$2.5 billion is lost annually to what are allegedly offshore gaming and illicit betting businesses, according to Chanda et al. (2023). These sites reportedly take in \$12 billion every year in deposits,

which throws the US gambling business for a loop.

The Digital India Foundation has also shed light on another issue: the laundering of illicit funds through offshore platforms, cryptocurrencies, real-world gaming earnings, and virtual currencies and assets. These issues do more than just add complexity to the existing regulations; they also call into question the gaming industry's credibility and honesty.

It shows that India ranks second among other nations with over 600,000 internet participants. There will likely be a substantial market for services similar to BigCash by the end of 2024, with predictions of 50 million customers. The rise of the online gaming business after COVID-19 and the general uptick in smartphone and internet use, especially in secondary and tertiary cities, have been major forces propelling the sector's progress. 5G is expected to help growth by improving connectivity and gaming experiences, and its adoption is projected to reach 5.6 billion users by 2029 (Deshbandhu, 2020). The sector is expected to expand at a CAGR of 28% because to its busy and dynamic nature.

Online Gaming and Recent Regulatory Developments

Real money gaming, a hotly discussed and strictly regulated area of Internet gambling, has grown significantly in India in recent years. The Information Technology (Intermediary Guidelines and Digital Media Ethics Code) Amendment Rules were enacted by the Indian

government in 2023 to impose regulatory safeguards on the booming company. These measures provide the foundation for regulating internet gaming while also addressing consumer protection concerns.

These changes include specific wording such as 'permissible online game,' 'real money' game, and 'self-regulatory body'. They also propose a self-regulatory framework to maintain continuing compliance throughout the sector (Guest, 2023). Only licensed online games are permitted on gaming platforms, as stipulated by the criteria. To be legally authorised, a real-money game must follow the rules of a self-regulatory body on the approved list.

This legislative framework marks a turning point in India's regulation of internet gaming. As a result, the government aims to encourage service innovation by defining allowed methods and creating SRBs as regulators to safeguard consumers. The emphasis on self-regulation promotes structure, facilitates the release of interest, and ensures a reasonably balanced environment for industry players.

Cross-Border Transactions along with Foreign Direct Investment (FDI)

India's online gaming sector may be accessible to international direct investment (FDI) under the Foreign Exchange Management Act (FEMA), without limits on form, according to several firms (Makam, 2023). While foreign direct investment is strictly forbidden in betting and gambling, the platform providing online skill games faces no significant legal issues.

In 2016, a specific issue regarding foreign direct investment in platforms hosting skill-based games was adjudicated by the Bombay High Court. Online rummy is classified as a form of gambling by the Department for the Promotion of Industry and Internal Trade (DPIIT). Despite restrictions on FDI, the court found that skill-based wagering systems might accept foreign funds.

Under this regulatory framework, the DPIIT has proposed legalising 100% FDI in online real-money

gaming, with the exception of risky wagering and gambling. Foreign investment in India's booming gaming sector stands to benefit greatly from this law.

Legal Foundation: Expertise vs. Luck

The Indian government places the utmost importance on determining whether an online game relies on skill or luck. India has a defined policy on skill-based games and a more lax policy for games of chance because of the stigma associated with gambling (Rathore, 2023). A landmark decision handed down by India's highest court in 1957 laid the groundwork for

modern Indian law and also highlighted the differences between the two systems. Regardless of the presence or absence of elements of chance, the Supreme Court determined that games demanding a high level of skill cannot be classified as gambling. When competency is the primary indicator, gambling prohibitions become moot.

Numerous court decisions targeting online fantasy sports businesses have relied on this legal basis. Dream 11 and related fantasy games are determined to be skill-based by the Punjab and Haryana High Court. Games that demand a high level of player understanding, knowledge, and discretion are exempt from wagering rules, according to Singh (2023).

The difference between gaming and skill-based activities has been brought to light by similar court rulings in India. As a result of these rulings, the online gaming sector now has a thorough legal framework, which allows platforms that provide skill-based games to operate within certain parameters.

Gambling, Wagering, and Betting in the Constitution of India

Gaming and wagering are within the authority of state administrations, as mandated by the Indian constitution. The Public Gambling Act of 1867 serves as the principal regulatory framework in this area, forbidding public gambling except for skill-based activities. These two are crucial in the formation of the legal framework designed to regulate Indian gaming industry.

The anti-circumvention provisions have been elucidated by judicial rulings. The Madras High Court ruled that governments may restrict players from engaging in skill-based games on specialised internet platforms, but they cannot ban chance games, such as gambling (Viswesh, 2023). The Karnataka High Court ruled that rummy is a skill-based game concerning stakes, notwithstanding its widespread appeal as a card game. The court stressed that rummy should not be classified as betting or gambling, highlighting the lawful status of skill-based games.

Furthermore, Section 31 of the Indian Contract Act of 1872 states that any contract in which parties agree to bet money on an event whose outcome is dependent on chance is considered unlawful. Such provisions in an agreement are considered null and void under Indian law. However, games requiring skill and including monetary stakes are not categorised as wagering games. This distinction serves its objective by exempting WPA from skill-based games, so providing a legal framework for online gaming companies that conduct skill games.

The aforementioned legislative provisions and legal interpretations establish a framework under which online gaming platform providers can operate, clearly distinguishing between acceptable

abilities and gambling.

GST and Income Tax Regulations and Their Tax Implications

Taxes have emerged as a substantial issue for India in its attempts to regulate internet gambling. Online betting with real money is now governed by the Integrated Goods and Services Tax (IGST) Act and the amended Central Goods and Services Tax (GST) Act. "Online money gaming" refers to any online game intended to produce monetary gains or other assets, with these advancements set to be implemented in October 2023 (Deshbandhu, 2020). This word includes both skill-oriented and chance-oriented activities.

The previous GST system taxed just a fraction of expenditures on online gambling; the presentsystem levies taxes on the overall amount spent. Online gaming platforms mostly earn money via platform fees and admission fees for individual games or tournaments. To standardise the taxation system throughout the sector, the new laws require that both components be consistently assessed and subjected to designated charges.

The Finance Act of 2023 included a new section 115BBJ, which establishes a 30% tax on net income from online gambling, excluding any other levies or taxes. Gaming platforms must also collect tax money from players on revenues exceeding a certain limit for each game or combination of games as part of its enforcement efforts (Singh, 2023). The proposed dual layer of taxation is proposed to explain the sector's taxes and fairly tax the platform's earnings as well as the winners of the competition.

The changes to taxation policies offer a comprehensive strategy to the financial management of the BGO online gaming industry by giving a framework for how to follow these policies and by strengthening the government's ability to monitor and exert control over this growing sector in an effort to impose taxes.

Compliance with Anti-Money Laundering (AML) and KYC Regulations

Online gaming operators in India must adhere to AML and KYC regulations, demanding a higher level of regulation for online games. Compliance processes are critical for reducing fraud, increasing player transparency, and limiting the likelihood of criminal activity. Online service providers must work closely with major financial authorities to provide user authentication, monitor monetary transactions, and report any fraudulent activity.

There is significant overlap between AML rules and FEMA legislation governing cross-border transactions (Viswesh, 2023). Gaming platforms that use overseas payment services must follow the Reserve Bank of India's Payment Gateways and Remittances guidelines. This suggests that their economic operations may be legal and free of risks common in the industry, such as money laundering, fraud, and corruption.

By comprehensively and effectively adopting AML and KYC requirements, online gaming platforms not only meet compliance duties, but also increase customer trust in gaming sites and protect the gaming industry's image. These processes are an important part of the compliance strategy inside India's expanding regulatory framework for Internet gaming.

Landmark Judgements

“State of Bombay v. R.M.D. Chamarbaugwala (1957): Equivalent citations: 1957 AIR 699,”

The Supreme Court of India held that games involving skill, judgment or use of discretion are not gambling within the meaning of the Public Gambling Act, 1867. This judgment made it a watershed decision on the classification between a game of skill and a game of chance and led to legal approval for games of skill as follows.

“State of Andhra Pradesh v. K. Satyanarayana & Ors. (1968) AIR 1968 SC 825”

According to this honourable court's ruling, horse racing is not considered gambling under the Public Gambling Act of 1867 since it is considered a game of skill. This ruling establishes a legal distinction between skill-based games.

“Dr. K.R. Lakshmanan v. State of Tamil Nadu (1996): Equivalent citations: 1996 AIR 1153”

According to the Supreme Court, racing is not gambling at all under the Public Gambling Act of 1867 since it is a skill-based activity. The ruling resolved this issue in addition to addressing the legality of skill games.

“State of Gujarat v. Esselworld Leisure Pvt. Ltd. & Ors. (2016)”

According to the Gujarat High Court, virtual currency used for online gaming is not "money" under the Gujarat Prevention of Gambling Act. As a result, virtual currency transactions in the gaming industry have a new meaning since online gaming sites that employ it cannot be classified as gambling.

“Varun Gumber v. Union Territory of Chandigarh (2017) Cri LJ 3827”

Punjab and Haryana High Court held that fantasy sports games, especially the one presented by Dream11, have a predominant skill-to-chance ratio. The court held that such games do not fall within the definition of the term 'gambling' under the Indian laws, thereby making clear the legal position of fantasy sports.

State of Telangana v. Club 9 (2020)

Rummy is a skill-based game that satisfies the legislative definition of "gambling" as outlined in the Telangana Gaming Act, even when played for money. It was yet another instance of affirming judicial acceptance of the legitimacy of rummy as a game of skill.

These decisions collectively reflect the changing jurisprudential perspective on what constitutes gambling and games of skill in India and how the legal jurisprudence forms the gaming regulatory landscape.

Opportunities in the Gaming Market

The recently enforced limitations seek to methodically shield Indian players from illicit gaming and betting websites and applications. Strong procedures included in the new criteria guarantee responsibility, safety, and compliance.

Any online games that might threaten users or cause damage, or those have not been approved as

"permissible online games" by the Central Government SRB, are not allowed to be hosted, published, or distributed by intermediaries—including those that provide social media platforms and app stores.

Restrictions on Advertisement: Bans advertisements, surrogate advertisements, and promotions by online games that have not been verified as permissible (Guest, 2023). In this way, this ban is going to effectively address deceptive marketing and prevent fraud on user accounts.

Compliance for Non-Real Money Games: Non-real-money games, which could pose a risk to individuals' safety and welfare or national security, are also subject to obligations applicable to real-money games. The central government still maintains the rights to enforce such compliance for uniform standards across different types of online gambling.

Balancing Oversight and Autonomy: The regulatory framework balances oversight with industry autonomy, looking into the dynamics of the market, as well as advances in technology and societal values. The government along with the private federations play a significant role

in promoting responsible gaming practices while encouraging a competitive ecosystem. A few key examples include:

Digital Fraud Prevention Agency: Combats identity theft and cybercrimes to enable secure online transactions.

Guidelines on Prevention of Misleading Advertisements: Issued by the Information and Broadcasting Ministry, these guidelines promote transparency and curb irresponsible gambling behaviors (Singh, 2023).

E-Gaming Federation: aims to solve regulatory issues by means of fair approaches, guidelines, and cooperation between government agencies and interested parties.

Representing gaming businesses, the All-India Gaming Federation advocates fair laws that support economic development while upholding moral standards.

Like other recent GST developments, the growth of online gambling legislation in India results from a dynamic interaction between federal and state laws, court rulings, and tax policies. Challenges to the 2023 IT Rules updates linger. The need for a delicate balance of regulation that protects users, ensures government receipts, and promotes industry growth while encouraging innovation forms expert opinion.

Influence of Technology and Innovation on Compliance

The fragmented and complex structure of regulation in India is possible to be managed by the help of technology by the gaming companies. New features including; blockchain technology, artificial intelligence, more enhanced cybersecurity measures are incredibly valuable in assisting organizations observe on regulations, more user protection and responsible gaming.

Blockchain for Transparency and Compliance

Companies will be able to offer the transparency using Distributed Ledger Technology and security in gaming transactions. Firms can therefore leverage on this technology as a way of having a

transparent record keeping system that may be used to show a company's compliance with state rules and regulations to directors and other regulatory bodies they have to trust. Some regulatory burdens can be eased by applying blockchain because it allows to redefine compliance processes, decrease the number of disputes and increase accountability.

Artificial Intelligence for Responsible Gaming

With that, AI can be seen as one of the foundational pillars in the future efforts of various Canadian stakeholders to encourage responsible gaming. Thus, the analysis of the players' behavior to determine certain features of a pathological type of behavior can be provided with the help of AI. They note that this proactive approach enables firms to put in place measures to safeguard players even as they meet the legal expectations. It can also help in the identification of age and instances of fraud, which will continue to meet the legal requirements and provide firmed up security to users.

Safeguarding the Information using Cyber Security

An important factor in the functioning at the beginning of the ecosystem of the game is the security of users' data. The most complex techniques in cyber-security prevent the leakage of information and thus help organizations meet strict legal standards. The companies developing their stringent cybersecurity policies will stand equipped better than having to be compliant with the current or future standards. Meeting legal requirements is important when it comes to preservation of confidentiality and integrity of records; but consumers are also well protected.

It will be of essence in striving to address the issues of regulation, improving on the safety of users and arrive at a responsible and transparent means of gaming. Social constructiveness between innovation and compliance will help to create a sustainable and legal online gaming industry in India.

Outlook: Hopes for a Unified Policy in India's Gaming Industry

Envisioning the Indian gaming regulatory policy gives the necessary scalability and means of effective, streamlined operation to the gaming industry. Efficient regulation at a national level could not only provide mechanism for easier regulation compliance but also contribute to the development of a favorable business climate for both, domestic and foreign participants.

This structure would allow gaming companies to grow operations over state lines with less legal obstacles. A possible downside of such a policy is that it would disentangle the businesses in the gaming sector from the complicated web of state laws, and decrease the costs associated with compliance, thereby making the functioning of these businesses more productive. This would also increase competitiveness and innovation among players when there is unified regulations for entry.

The first issue relates to how the two key development objectives of growth and player protection are well articulated and balanced under this category.

Authorities can pursue a mixed-signal approach to be aware of the economic opportunities of the gaming industry as a priority of the full-fledged protection of users. The following policies could be implemented for the creation of the proper framework for new product development in the area of skill-based games, eSports, online casinos with understanding better approaches to the responsible

and ethical gambling. This would go along way in mitigating social risks while at the same time utilizing the sectors strengths in the contribution towards economic development.

Unlocking Global Potential

Gaming business in India has the potential to quickly enter the world market and occupy one of the leading positions. Indeed, under favorable condition of policy support, the sector could absorb significant amount of international investment, promote local development and become strategic in the economy. The presence of a such a framework would not only enable cross- border cooperation but also enhance India's position in the structure of the global game industry.

However, due to the current legal situations and the licensing issues, the sectors that are likely to experience high growth include esports, fantasy sport, and online casino areas. Judging by the content of the pros, technology is helping in the task of compliance, responsible gaming, and the reinvention of transparency. Important changes may be expected in India's gaming industry as the new regulatory environment is being formed. So, by providing ratios between the innovative proposals and reasonable approaches and between the proposed policies and market conditions the sector is capable to be successful and to become an example of sustainable development of digital game industry.

DISCUSSION AND CONCLUSIONS

The online gaming sector in India is facing challenges due to the absence of a unified regulatory framework and the rapid proliferation of platforms. The primary activities in this sector include wagering, gambling, and gaming. It encompasses a diverse array of games, including social games and real-money games. It is crucial to ascertain if a game is based on skill or chance. The lack of uniformity in the regulatory sphere has led to public confusion and market failure risks. The sector has contributed to economic growth but also creates problems such as addiction, psychological issues, scams, and threats to national security. The federal government is urged to harmonize regulatory mechanisms to address these challenges and ensure consistency in the gaming industry.

A defined and thorough regulatory body would establish clear lines between legal and illegal activities, clarify meanings for players and companies, establish uniform law enforcement, and prevent fraud against users. This regulatory mechanism could also help the government raise revenue and employ people in the gaming industry.

An outright ban on gambling and betting may not be practical, but adopting a regulatory approach seems more feasible. Policymakers and society must proactively adjust laws and regulations to keep pace with changing societal needs. A holistic legislative approach from the government and responsible self-regulation by society is essential for effective handling of issues presented by the online gaming industry.

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