

**Ministry of Electronics and Information Technology
Online Gaming Authority of India
Electronics Niketan, 6, CGO Complex, New Delhi-110003**

Date: 29.7.2026

ADVISORY

To,

All Persons whose Operations, Services or Platforms May Directly or Indirectly Involve the Offering, Aiding, Advertisement, or Financial Enablement of Online Money Games

Subject: Compliance with Sections 5, 6, and 7 of the Promotion and Regulation of Online Gaming Act, 2025 - Establishing internal systems, procedures, checks and safeguards to prohibit offering, aiding of Online Money Games and prohibit advertisement and financial enablement with respect to Online Money Games

The Promotion and Regulation of Online Gaming Act, 2025 (“**PROG Act**”) has come into force on May 01, 2026. The PROG Act prohibits the offering, operation, facilitation, advertisement and promotion of online money games to protect individuals, especially youth and vulnerable populations, from the adverse social, economic, psychological and privacy-related impacts of such games. It also seeks to ensure the responsible use of digital technologies to maintain public order, protect public health, safeguard the integrity of financial systems and the security and sovereignty of the State.

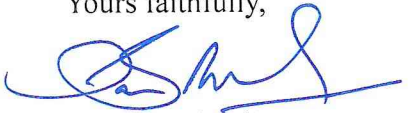
2. Under Section 8(1) and 8(2) of the PROG Act, the Central Government has constituted the Authority. The Authority has been bestowed with powers and functions including determining whether a particular online game is an online money game or otherwise and recognizing, registering and categorizing online games.
3. The PROG Act outlays strict prohibitions of certain activities as mentioned under:
 - a. **Section 5** of the PROG Act prohibits any person from offering, aiding, abetting, inducing, or engaging in the offering of an online money game and online money gaming service.
 - b. **Section 6** of the PROG Act prohibits any person from making, causing to be made, or being involved in any advertisement that directly or indirectly promotes or induces any person to play an online money game.
 - c. **Section 7** of the PROG Act prohibits any bank, financial institution, or any other person from facilitating financial transactions or authorization of funds towards payment for any online money game.

4. It is clarified that the prohibitions under Sections 5, 6, and 7 of the PROG Act apply to any person who, whether or not as a primary operator, aids, abets, induces or otherwise indulges, promotes or facilitates online money gaming services. Persons operating in any part of the ecosystem that supports online money gaming will be liable under the PROG Act.
5. It has come to the attention of the Authority that diverse categories of entities including but not limited to:
 - a. Application stores,
 - b. Cloud service providers,
 - c. Telecom and Internet service providers,
 - d. Banks, Financial Institutions and any person facilitating financial transactions or authorization of funds,
 - e. Social Media Intermediaries,
 - f. OTT platforms, and
 - g. Advertising Agenciesare being involved in the prohibited activities under Section 5, 6 and 7 in potential violation of the PROG Act.
6. Accordingly, all persons must immediately review their internal policies and procedures to suspend any activities being undertaken with regards to non-compliance of Section 5, 6 and 7 of the PROG Act. This includes, but is not limited to, disabling online money gaming applications that are accessible through their platforms, prohibiting hosting of online money gaming applications through their platforms, not allowing for transaction or authorization of funds towards payment for any online money gaming service and not making, publishing or allowing any advertisement that promotes the playing or promotion of any online money game.
7. Further, all persons must review their policies and procedures to comply with Section 5, 6 and 7 of the PROG Act while facilitating Online Games. All persons shall mandatorily build and implement appropriate automated or manual internal compliance systems, procedures, checks and safeguards suited to their business to ensure compliance with the PROG Act.
8. It is reiterated that non-compliance with the above requirements shall be viewed very seriously and can result in blocking any information in relation to online money gaming service under Section 14 of the PROG Act. In view of the gravity of the prohibitions outlined in Section 5, 6 & 7, the Act lays down penalty for such offences under Section 9 of the Act, which is as follows:
 - (i) **Violation of Section 5:** Up to 3 years imprisonment and/or a fine of up to ₹ 1 crore. For repeat offences: 3–5 years of imprisonment and a fine of ₹1–2 crore.
 - (ii) **Violation of Section 6:** Up to 2 years imprisonment and/or a fine of up to ₹50 lakh. For repeat offences: 2–3 years of imprisonment and a fine of ₹50 lakh to ₹1 crore.

(iii) **Violation of Section 7:** Up to 3 years imprisonment and/or a fine of up to ₹1 crore. For repeat offences: 3–5 years of imprisonment and a fine of ₹1–2 crore.

9. This is issued with the approval of the Competent Authority in the Ministry without prejudice to any other action that may be taken by the Government or law enforcement agencies under any law for the time being in force.

Yours faithfully,



(T. Santhosh)

Secretary, OGAI

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