

TWENTIETH CONGRESS OF THE
REPUBLIC OF THE PHILIPPINES
First Regular Session

]]]

25 JUL 15 P2:03

SENATE

P.S. Res. No. 19

RECEIVED BY

Introduced by SENATOR WIN GATCHALIAN

RESOLUTION

DIRECTING THE APPROPRIATE SENATE COMMITTEE TO CONDUCT AN INQUIRY, IN AID OF LEGISLATION, INTO THE ENGAGEMENT OF LEARNERS IN ONLINE GAMBLING, FOR THE PURPOSE OF CRAFTING POLICY RECOMMENDATIONS AND RESPONSIVE LEGISLATION

1 **WHEREAS**, the State recognizes the vital role of the youth in nation-
2 building and shall promote and protect their physical, moral, spiritual,
3 intellectual, and social well-being.¹ Also, it is a policy of the State that
4 educational institutions inculcate, among others, patriotism and nationalism,
5 strengthen ethical and spiritual values, develop moral character and personal
6 discipline, encourage critical and creative thinking, broaden scientific and
7 technological knowledge, and promote vocational efficiency²;

8
9 **WHEREAS**, there have been reports³ that learners are being exposed to
10 and are actively participating in online gambling platforms, such as Bingo
11 Plus, OKBet, Piso Game, InstaWin, Inplay, EGames, Perya Game, Bet 88 and
12 King Casino;

13
14 **WHEREAS**, the Philippine Amusement and Gaming Corporation
15 (PAGCOR) data shows that there are 64 accredited gaming system

¹ 1987 Philippine Constitution, Article XII, Sec. 13.

² *Id.* at Article XIV, Sec. 3 (2).

³ Ranas, A., <https://www.rappler.com/philippines/online-betting-sites-push-youth-gambling-addiction/>, November 16, 2024, last accessed July 9, 2025.

1 administrators and registered domain names or uniform resource locators
2 (URL).⁴ Additionally, there are 12 approved online gaming platforms for
3 licensed casinos;⁵

4
5 **WHEREAS**, unlike traditional gambling platforms, these new digital
6 gambling environments, some of which are illegal, exploit the vulnerabilities
7 of learners by offering minimal to no age verification, high entertainment
8 value, and instant gratification. These platforms can often be accessed
9 without adult supervision and only require basic sign-up information, after
10 which multiple promos and cash-in options are readily available;

11
12 **WHEREAS**, online gambling advertisements are displayed on websites,
13 social media channels such as Facebook, X, Instagram, TikTok, and YouTube,
14 as well as other mobile applications. These online gambling platforms have
15 likewise taken up physical space as they are endorsed in numerous billboards
16 sprawled throughout major roads by well-known celebrities and social media
17 influencers;

18
19 **WHEREAS**, Philippine e-wallet services like GCash and Maya, while
20 promoting financial inclusion and seamless digital transactions,⁶ have
21 inadvertently become enablers of online gambling among learners,⁷ allowing
22 easy cash-ins without strict identification requirements;

23
24 **WHEREAS**, PAGCOR has set a gross gaming revenue (GGR) target of
25 P397.1 billion for 2025.⁸ This follows its strong performance in 2024, wherein
26 it collected P372.3 billion—exceeding its annual target of P336.4 billion by
27 P35.9 billion.⁹ Such an outlook is based on the assumption that the online
28 gaming sector would continue to boom, making it a reliable source of revenue
29 for the entire industry. Data shows that income from gaming operations grew
30 by 33 percent in 2024, with income from e-games surging by 77 percent to
31 P48.8 billion^{10,11};

32

⁴ <https://www.pagcor.ph/regulatory/pdf/App%20Kits/List-of-PAGCOR-Accredited-Gaming-System-Administrators-and-Online-Gaming-Platforms-of-Licensed-Casinos.pdf>, last accessed July 9, 2025.

⁵ *Ibid.*

⁶ Ruiz, Y., <https://tribune.net.ph/2025/06/29/e-wallets-changing-way-of-life>, last accessed July 9, 2025.

⁷ Abdullah, I., <https://fintechnews.ph/66953/banking/gcash-maya-gambling-apps-raise-concerns/>, last accessed July 9, 2025.

⁸ PAGCOR 2025 Performance Scorecard.

⁹ PAGCOR PEF Form 4 – 4th Quarter Monitoring Report.

¹⁰ PAGCOR Validation Result of the 2023 Performance Scorecard.

¹¹ PAGCOR December 2024 Year-end Report.

1 **WHEREAS**, Presidential Decree (PD) No. 1869,¹² as amended, created
2 the PAGCOR which provides that games of chance are strictly managed and
3 made subject to close scrutiny, regulation, supervision and control by the
4 government. The law expressly prohibits persons under 21 years of age or
5 students of any school, college or university in the Philippines from playing;¹³
6

7 **WHEREAS**, despite the stated prohibition in PD No. 1869, the law does
8 not impose specific penalties on establishments for violations involving the
9 engagement of persons under 21 years of age or students of any school,
10 college or university, rendering enforcement weak and dependent on casino
11 compliance alone;
12

13 **WHEREAS**, illegal gambling activity is penalized under PD No. 1602,¹⁴
14 as amended. However, learners who are still minors shall be considered as
15 Children in Conflict with the Law (CICL) and subject to restorative justice
16 measures rather than punitive sanctions under Republic Act No. 9344,¹⁵ as
17 amended;
18

19 **WHEREAS**, additionally, RA No. 10630¹⁶, which amends RA No. 9344
20 states that ordinances enacted by local governments concerning juvenile
21 status offenses such as gambling shall be for the protection of children. No
22 penalty shall be imposed on children for said violations, and they shall instead
23 be brought to their residence or to any barangay official at the barangay hall
24 to be released to the custody of their parents;¹⁷
25

26 **WHEREAS**, data from the Department of Education (DepEd) shows that
27 there are eight (8) reported data on learner gambling incidents from School
28 Year 2020-2021 to the present, confirming that learners are actively engaging
29 in gambling activities;
30

31 **WHEREAS**, despite these reported learner gambling incidents, the
32 DepEd currently has not released any specific department order that prohibits
33 or provides sanctions for gambling among learners within schools;

¹² Consolidating and Amending Presidential Decree Nos. 1067-a, 1067-b, 1067-c, 1399 and 1632, Relative to the Franchise and Powers of the Philippine Amusement and Gaming Corporation (PAGCOR), enacted July 11, 1983.

¹³ Section 14 (4) (c).

¹⁴ Prescribing Stiffer Penalties on Illegal Gambling, enacted June 11, 1978.

¹⁵ Juvenile Justice and Welfare Act of 2006, enacted on April 28, 2006.

¹⁶ An Act Establishing a Comprehensive Juvenile Justice and Welfare System, Creating the Juvenile Justice and Welfare Council under the Department of Social Welfare and Development, Appropriating Funds Therefor, and for Other Purposes, enacted on October 3, 2013.

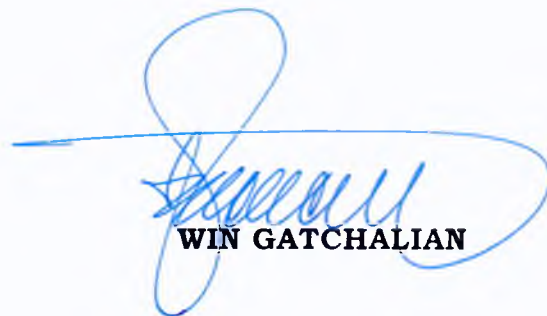
¹⁷ RA No. 10630, Sec. 11.

1 **WHEREAS**, the consequences of gambling addiction among the youth
2 are severe, including school absenteeism, financial theft, psychological
3 distress, depression, and long-term addictive behaviors as affirmed by the
4 World Health Organization,¹⁸ which classifies gambling disorder as a
5 behavioral addiction in the International Classification of Diseases (ICD-11).
6 Gambling disorder is characterised by a pattern of persistent or recurrent
7 gambling behaviour, which may be online (*i.e.*, over the internet) or offline,
8 manifested by: (1) impaired control over gambling (*i.e.*, onset, frequency,
9 intensity, duration, termination, context); (2) increasing priority given to
10 gambling to the extent that gambling takes precedence over other life interests
11 and daily activities; and (3) continuation or escalation of gambling despite the
12 occurrence of negative consequences;¹⁹

13
14 **WHEREAS**, while learners are explicitly prohibited under the law from
15 playing games of chance, there is currently no comprehensive national policy
16 or education-based intervention that directly addresses and regulates the
17 spread of gambling, both offline and online, within schools or among learners;
18

19 **NOW, THEREFORE, BE IT RESOLVED BY THE SENATE OF THE**
20 **PHILIPPINES**, to direct the appropriate Senate Committee to conduct an
21 inquiry, in aid of legislation, into the engagement of learners in online
22 gambling, for the purpose of crafting policy recommendations and responsive
23 legislation.

Adopted,



WIN GATCHALIAN

¹⁸ <https://www.who.int/news-room/fact-sheets/detail/gambling>, last accessed July 9, 2025.

¹⁹ <https://icd.who.int/browse/2025-01/mms/en#1041487064>, last accessed July 9, 2025.