

Republic of the Philippines  
**HOUSE OF REPRESENTATIVES**  
Quezon City

**NINETEENTH CONGRESS**  
Second Regular Session



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**COMMITTEE REPORT NO. 1109**

Submitted by the Committee on Youth and Sports Development on June 10, 2024

Re: House Bill No. 10522

Recommending its approval in substitution of House Bill No. 1285

Sponsors: Representatives Faustino Michael Carlos T. Dy III and Christopher "Toff"  
V.P. De Venecia

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Mr. Speaker:

The Committee on Youth and Sports Development to which was referred House Bill No. 1285, introduced by Representative Christopher "Toff" V.P. De Venecia, entitled:

**AN ACT  
DECLARING THE MONTH OF OCTOBER OF EVERY YEAR AS "NATIONAL  
ESPORTS MONTH" AND FOR OTHER PURPOSES**

has considered the same and recommends that the attached House Bill No. 10522,  
entitled:

**AN ACT  
DECLARING OCTOBER OF EVERY YEAR AS THE NATIONAL ESPORTS  
MONTH**

be approved in substitution of House Bill No. 1285 with Representatives Christopher "Toff" V.P. De Venecia, Faustino Michael Carlos T. Dy III, Richard I. Gomez, DPA, Francisco Paolo P. Ortega V, Joseph S. Tan, Antonio B. Legarda, Jr., Christian Tell A. Yap, Bryan B. Revilla, and Mary Mitzi L. Cajayon-Uy as authors thereof.

Respectfully submitted,

A handwritten signature in black ink, appearing to read 'FMCDY III', with a vertical line extending downwards from the first letter 'F'.

**REP. FAUSTINO MICHAEL CARLOS T. DY III**  
Chairperson  
Committee on Youth and Sports Development

THE HONORABLE SPEAKER  
HOUSE OF REPRESENTATIVES  
QUEZON CITY

Republic of the Philippines  
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Quezon City

**NINETEENTH CONGRESS**  
Second Regular Session

**HOUSE BILL NO. 10522**  
(In substitution of House Bill No. 1285)

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Introduced by Representatives Christopher “Toff” V.P. De Venecia, Faustino Michael Carlos T. Dy III, Richard I. Gomez, DPA, Francisco Paolo P. Ortega V, Joseph S. Tan, Antonio B. Legarda, Jr., Christian Tell A. Yap, Bryan B. Revilla, and Mary Mitzi L. Cajayon-Uy

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**AN ACT**  
**DECLARING OCTOBER OF EVERY YEAR AS THE NATIONAL**  
**ESPORTS MONTH**

*Be it enacted by the Senate and House of Representatives of the Philippines in Congress assembled:*

1           **SECTION 1. *Short Title.*** - This Act shall be known as the *National Esports Month*.

2           **SEC. 2. *Declaration of Policy.*** – Article XIV, Section 19 of the Constitution  
3 provides that the State shall promote physical education and encourage sports programs,  
4 league competitions, and amateur sports, including training for international competitions,  
5 to foster self-discipline, teamwork, and excellence for the development of a healthy and  
6 alert citizenry.

7           The State also recognizes the influence of technology in the evolution of modern  
8 sports and the future of athletic competitions, with innovations in virtual reality and artificial  
9 intelligence creating new opportunities for collaboration, creativity, inclusion and  
10 engagement in athletic performance and transforming the culture of traditional athletic  
11 sports intertwined with digital sports that resonates with the younger generation who have  
12 been born and are growing up in the digital age.

1           **SEC. 3. Definition of Esports.**- For purposes of this Act, Esports refers to a form  
2 of organized multiplayer competition using video games, primarily between competitive  
3 gamers that includes the ability to perform in front of an audience, whether through an  
4 online platform, broadcasted on television, or at an in-person event.

5           Esports genre includes multiplayer online battle arena, sport simulations, shooter,  
6 fighting games, battle royale, and real-time strategy games.

7           **SEC. 4. National Esports Month.**- The month of October of every year is hereby  
8 declared as National Esports Month.

9           **SEC. 5. Program of Activities.** – To ensure the meaningful observance of the  
10 National Esports Month, the Philippine Sports Commission (PSC) and the Games and  
11 Amusements Board (GAB) shall, in coordination with the Philippine Olympic Committee  
12 (POC), the Department of Trade and Industry (DTI), Department of the Interior and Local  
13 Government (DILG), and concerned National Sports Association (NSA), prepare and  
14 implement an annual program of activities which shall include the following:

- 15           (a) National esports tournament;
- 16           (b) Collegiate esports leagues and tournaments;
- 17           (c) Stream marathons, discussion panels, and mini-tournaments;
- 18           (d) Gaming class;
- 19           (e) Program tracks on esports management, video editing, game design and  
20 development;
- 21           (f) Viewing parties for major esports games; and
- 22           (g) Local government sponsored tournaments, contests and other similar  
23 esports events.

24           **SEC. 6. Public Education and Awareness.**- In order to encourage players,  
25 organizations, content creators, and enthusiasts around the country to commemorate the  
26 annual celebration of the National Esports Month, the Department of Education (DepEd),  
27 Commission on Higher Education (CHED), and the National Academy of Sports (NAS)  
28 shall promote the commemoration of the esports month in schools nationwide, both public  
29 and private.

30           The DepEd may include esports as a demonstration sports in the *Palarong*  
31 *Pambansa*. The Philippine Information Agency shall ensure the effective dissemination of  
32 information on and activities during National Esports Month.

1       **SEC. 7. *Private Sector Involvement.*** - The PSC, DTI, POC, and concerned NSA  
2 shall coordinate with the private sector in preparing events relevant to the commemoration  
3 of National Esports Month.

4       **SEC. 8. *Implementing Rules and Regulations.*** – The PSC, GAB, DTI, and  
5 concerned NSA shall, in coordination with the DILG, DepEd, CHED, and NAS, promulgate  
6 the rules and regulations to implement the provisions of this Act within sixty (60) days after  
7 its effectivity.

8       **SEC. 9. *Separability Clause.*** - If any part or provision of this Act is held invalid or  
9 unconstitutional, the other provisions not affected thereby shall remain in full force and  
10 effect.

11       **SEC. 10. *Repealing Clause.*** - All laws, executive orders, issuances, decrees, rules  
12 and regulations inconsistent with or contrary to the provisions of this Act are deemed  
13 amended, modified or repealed accordingly.

14  
15       **SEC. 11. *Effectivity.*** - This Act shall take effect fifteen (15) days after its publication  
16 in the *Official Gazette* or in a newspaper of general circulation.

17               *Approved,*

## **FACT SHEET**

**House Bill No. 10522**  
(In substitution of House Bill No. 1285)

(Approved by the Committee on November 15, 2023)

### ***AN ACT DECLARING OCTOBER OF EVERY YEAR AS THE NATIONAL ESPORTS MONTH***

*Introduced by: Representatives Christopher “Toff” V.P. De Venecia, Faustino Michael Carlos T. Dy III, Richard I. Gomez, DPA, Francisco Paolo P. Ortega V, Joseph S. Tan, Antonio B. Legarda, Jr., Christian Tell A. Yap, Bryan B. Revilla, and Mary Mitzi L. Cajayon-Uy*

*Committee Referral: COMMITTEE ON YOUTH & SPORTS DEVELOPMENT*

*Committee Chairperson: REP. FAUSTINO MICHAEL CARLOS T. DY III*

#### **OBJECTIVES:**

- To recognize the contributions of esports on Filipino culture and society;
- To promote esports in the local government units and educational institutions through the conduct of local, national and collegial esports leagues and tournaments; and
- To institutionalize the annual celebration of a National Esports Month nationwide.

#### **KEY PROVISIONS:**

- Declares the month of October of every year as National Esports Month;
- Defines Esports as a form of organized multiplayer competition using video games, primarily between competitive gamers that includes the ability to perform in front of an audience, whether through an online platform, broadcasted on television, or at an in-person event;
- Esports includes multiplayer online battle arena, sport simulations, shooter, fighting games, battle royale, and real-time strategy games;
- Mandates Philippine Sports Commission (PSC) and the Games and Amusements Board, in coordination with the Philippine Olympic Committee (POC), the Department of Trade and Industry (DTI), Department of the Interior and Local Government, and concerned National Sports Association (NSA) to formulate and implement the annual program of activities for the esports month and ensure the continuity of its promotion and development;
- Directs the Department of Education (DepEd), Commission on Higher Education, and the National Academy of Sports to raise awareness and promote esports among organizations, content creators, and enthusiasts and

to promote the commemoration of the esports month in schools nationwide;

- Mandates the DepEd to include esports as a demonstration sports in the *Palarong Pambansa*;
- Encourages the private sector's involvement in preparing events relevant to the commemoration of National Esports Month, in coordination with the PSC, DTI, POC, and concerned NSA; and
- Prepares an annual program of activities such as: (1) National esports tournament; (2) Collegiate esports leagues and tournaments; (3) Stream marathons, discussion panels, and mini-tournaments; (4) Gaming class; (5) Program tracks on esports management, video editing, game design and development; (6) Viewing parties for major esports games; and (7) Local government sponsored tournaments, contests and other similar esports events.

#### **RELATED LAWS:**

- Republic Act No. 6847      (The Philippine Sports Commission Act)
- Republic Act No. 10588      (Palarong Pambansa Act of 2013)