

Bill #1
The Online Video Game Regulation Act
Moved by: Minister of Revenue

WHEREAS the 11th revision of the International Classification of Diseases (ICD-11) from the WHO will include a gaming disorder, identifying it to be a lack of self control over online or offline gaming;¹ and

WHEREAS 89% of Canadian youths between the ages of 6 to 17 play video games;² and

WHEREAS gaming addiction is commonly associated with somatisation and sleep disturbances.³

THEREFORE HER MAJESTY, BY AND WITH THE CONSENT OF THE YOUTH PARLIAMENT OF MANITOBA, ENACTS AS FOLLOWS:

Purpose

1. The purpose of this act is to:
 - a. Establish the Game Addiction in Minors Establishment [**GAME**];
 - b. Establish a set of guidelines for video game services operating in Canada;
 - c. Limit online video game consumption by children under 18 years of age;
 - d. Prohibit video game related gambling for children under 18 years of age.

Definitions

2. The following terms shall be defined for the purposes of this Act:
 - a. **ID**: Identity document.
 - b. **Provably fair**: A system ensuring verifiable outcome of each game played and fair play.
 - c. **Somatisation**: Physical symptoms caused by psychological effects, such as stress and anxiety.

¹ World Health Organization. (2018). International classification of diseases for mortality and morbidity statistics (11th Revision). Retrieved from <https://icd.who.int/browse11/l-m/en>.

² Entertainment Software Association of Canada. (2020). Real Canadian Gamer Essential Facts 2020.

³ Männikkö, N., Ruotsalainen, H., Miettunen, J., Pontes, H. M., & Kääriäinen, M. (2017). Problematic gaming behaviour and health-related outcomes: A systematic review and meta-analysis. *Journal of Health Psychology*, 25(1), 67–81. <https://doi.org/10.1177/1359105317740414>

Establish GAME

3. The Game Addiction in Minors Establishment [**GAME**] is hereby established.

Mandate and powers of GAME

4. The mandate of **GAME** is to:
 - a. Improve mental and physical health in youth by limiting video game consumption;
 - b. Create and enforce guidelines for video game services in Canada to follow;
 - c. Manage registered online gambling sites and Esports teams;
 - d. Enforce fines.

User registration

5. All registered users of an online game service in Canada must be connected to a valid ID.
 - a. A maximum of 5 accounts per game can be linked to one person.
6. Valid identity documents include:
 - a. Driver's license,
 - b. Health card,
 - c. Social insurance number,
 - d. Passport,
 - e. Permanent residence card.

Illegal distribution of registered accounts

7. Registered accounts of users over 18 years of age may not be sold or distributed to children under 18 years of age.
8. Failure to comply with the above regulation will result in a fine of \$2,500.

Online game service curfew

9. All online game services in Canada must enforce a curfew for children below 18 years of age.
10. The following curfew will be enforced for all users under 18 years of age:
 - a. Users will not be able to connect to online game services from 00:00–08:00;
 - b. Users will be limited to 2 hours of gameplay per day on holidays and weekends.

Esports and the future of gaming

11. Esports teams may be registered under **GAME** by schools and clubs.
 - a. School teams must be part of a school division that is officially registered under **GAME**.
 - b. Esports clubs must be part of a provincial league that is officially registered under **GAME**.
12. The following requirements must be followed by all teams registered under **GAME**:
 - a. Pay a yearly fee of \$1,000.
 - b. Participate in one tournament every 3 months.
 - c. Coaches and organizers must be 18 years of age or older.

13. Team members will be provided accounts that can bypass the curfew to accommodate for training time.
 - a. The accounts will be usable for the training time slot indicated by the Esports team.

Loot box systems in video games

14. All video game companies operating in Canada must comply with the following:
 - a. Loot box systems in online game services must be provably fair;
 - b. Probability of winning must be clearly displayed below each item in the loot box;
 - c. The random number generation related source code must be made publicly available.

Online gambling site connection to video game services

15. Online gambling sites utilizing tradable items from video games will be registered under **GAME**.
16. All gambling sites registered under **GAME** will be required to verify the account of the user that is connected to the game service before allowing entry to the site.
 - a. This ensures that children under 18 years of age will automatically be prevented from entering such sites due to their game account being connected to their ID.
17. Failure to comply with the above regulations will result in:
 - a. A fine of 10% of the company's annual income; and
 - b. A suspension of the online gambling service for 1 week.