



Research On

**Gambling and the Current Legal Regime of
Bangladesh: An Analysis**

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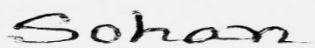
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Abstract:

Gambling is typically a voluntary activity, which means that they choose to engage in it. But gambling is illegal in Bangladesh. People of all ages around the globe participate in different games, like gambling, for various leisure activities. The Constitution of Bangladesh states in its Fundamental Principles of State Policy to eliminate gambling, as do other secondary laws which aim to regulate and penalize gambling. The study seeks to imply the current situation of gambling in Bangladesh; determine what laws there are on gambling in Bangladesh; determine the challenges and effectiveness of gambling legislation in Bangladesh; and provide recommendations on governmental and other issues. The study has determined there are several challenges to legal aspects of gambling in Bangladesh. The study also recommended all levels of legislative, executive, and judiciary effort to control this illegal act. However, unlike gambling and betting, recognized organizations could provide lotteries in Bangladesh.

Declaration

This dissertation represents the author's independent research unless otherwise stated. The submitted material has not previously been submitted in full or in part for relevant credit toward a degree at this or any other university.



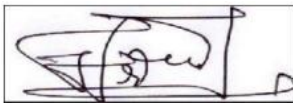
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Certification

Dissertation report on “**Gambling and the Current Legal Regime of Bangladesh: An Analysis**” by Md. Shahinur Islam Sohan certified in partial fulfillment of the requirements for a law degree from Daffodil International University. The research report is guided by our guidelines and as a record of the true work completed successfully.

Thank You



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Letter of Transmittal

July 26, 2025

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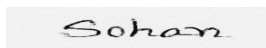
Dear sir ,

I would like to take this opportunity express my appreciation for all of your assistance and advice throughout the writing of this research paper. This research paper would not have been finalized without your help.

I would be grateful if you could tell me your thoughts and opinions of the research paper. Also, if you would like to know if my research paper will be accepted. I would gladly address your question.

Thank you for your support.

Your sincerely

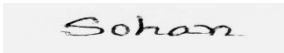
A rectangular box containing a handwritten signature in cursive script that reads "Sohan".

Md. Shahinur Islam Sohan

Acknowledgement

First of all, I have attempted to present a quality and unique final study report. Most importantly, I would like to give my thanks to the Almighty Allah, the most merciful and generous creator of the universe, for keeping me fit, healthy and motivated to complete the research. I would like to give my heartfelt thanks and utmost respect to my honourable teacher, Dr. Kudrat- E-Khuda Babu for giving me the final study report outline because I could not have completed the study without it.

Thank you,



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List Of Abbreviation

FIFA=Federation International Football Association

ICC=International Cricket Council

BPL= Bangladesh Premier League

DPL=Dhaka Division League

LPL=Lanka premier League

BBL=Big Bash League

EGMs = Electronic gaming machines

USA = United states of America

IPC = Indian penal code

LCIA=London Court Of International Arbitration

IGA = The Interactive Gambling Act

PCL=Pakistan Premier League

CPL=Caribbean premier League

FSA = Federal Sports Agency

CIID = Customs Intelligence and Investigation Directorate

MLPA = Money Laundering Prevention Act

PASPA= Professional and Amateur Sports Protection Act

IPL= Indian Premier League

CTTC = Counter-Terrorism and Transnational Crime

CID= Criminal Investigation Department

BFIU= Bangladesh Financial Intelligence Unit

List Of Cases

Christian Hainz vs Two Swiss Casinos

Bruno Venturi vs EuroBet Casino

Safa Abdulla Al Geabury vs Ritz Club

Pauline McKee vs Isle Hotel Casino

Phil Ivey vs Crockfords

In Wahab vs. Secretary, Ministry of Land

In Professor Nurul Islam vs. Bangladesh

In the case of Jafar Ullah vs. Bangladesh

In the case of State v. Gupton

All India Gaming Federation vs The State Of Tamil Nadu

Association v. NCAA

California v. Cabazon Band of Mission Indians

United States v. Johnson

United States v. DiCristina

DraftKings v. New York State Gaming Commission

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Chapter 1

Introduction

1.1 Introduction

The term "gambling" can have a number of interpretations depending on the historical and cultural context. Gambling can generally be thought of as risking a defined amount of money on the outcome of an event or game based on chance (Bolen & Boyd 1968). Often, gambling takes the form of pari-mutuel, which includes horse racing, dog racing, off-track betting establishments, and Jai Alai; or lotteries, casinos (such as slot machines and table games), bookmaking (sports and horse race books), card rooms, bingo, and equity markets (Illinois Institute for Addiction Recovery 2007). Today, slot machines or poker machines are the most common form of gambling (Raylu & Oei 2002). When gamblers win or lose, we can clearly observe the connection between gambling and prominent human emotions and behaviours. All of the emotions and behaviours work in concert to sustain problem gambling cycles within our society. Gambling, as a cycle, is a fixture of human history and continues to exist in other societies today (Shaffer, Hall, & Bilt 1997). Today, gambling is offered in so many forms and is available to almost anyone beyond the minimum age requirement, which may vary by state or country, making gambling a legal practice in many countries around the world.

Gambling is a serious issue for poorer countries such as Bangladesh nowadays. It threatens and destroys our lives. It is a disgrace and a shame for our country. Due to this, we are struggling to live like normal people. This is written and talked about almost every day in the daily newspapers, in magazines, on the internet, on the radio, on TV, etc. It is carelessness and negligence by foolish and irresponsible people which gives rise to gambling. Gambling is the making of a wager or a bet of money or value on an event of unpredictable outcome with the intent to win more money or a form of value than was gambled. When one gambles, they are risking something of value, like money, hoping for a profit through receiving more than they have lost.

1.2 Importance of the study :

Studying gambling is important because it helps us understand the potential harms and benefits associated with this widespread activity, including its impact on individuals, families, and society. Research can inform public health initiatives, policy-making, and the development of effective interventions to mitigate gambling-related harm.

Gambling can impact health adversely. These include divorce, domestic violence, mental illness, financial distress and suicide; gambling harm can have an effect that lasts a lifetime and may even be intergenerational. Population-level interventions can help prevent and reduce gambling harm. Gambling can impact health adversely. These include divorce, domestic violence, mental illness, financial distress and suicide; gambling harm can have an effect that lasts a lifetime and may even be intergenerational. Population-level interventions can help prevent and reduce gambling harm. Studies on gambling are crucial for understanding its widespread impact on individuals and society, informing policy, and developing effective interventions to mitigate harm. These studies help to identify the social, economic, and health-related consequences of gambling, including its potential to exacerbate mental health issues, financial instability, and social problems. Gambling is a burning issue in present situation. In the developed countries, this kind of problem is very rare and unusual. But in the developing countries like Bangladesh, the effects of this are devastating. We are not aware of taking proper steps and measures to remove it from our country. We should realize that it spoils our peace and happiness and ruins the normal ways of our living. So we should tackle this crucial issue in no time. This should be resolved as soon as possible to have a prosperous nation. One night, In my own country I saw some people in a tea stall watching a live cricket match on TV.

I had also seen quite a few other adults and teens wager on sports. They possibly lost a lot of money that night. I was fascinated by gambling during that same moment. It was my first thought about gambling. At the end of the day, I basked in my fascination and chose to write about gambling for my final submission in the LL.M. program at Daffodil International University.

1.3 Historical Background of Gambling :

The source of the word "gambling" and where and when gambling initiated in the first place is unknown. There are volumes of academic literature on gambling history from different

periods. However, there is no academic literature to accurately suggest when gambling first began with human beings. However, there is the presence of gambling in holy texts, seen in texts such as the Quran, Mahabharata, etc. As the text demonstrates, and based on the evidence presented, gambling can be assumed to have taken place in the human society on a grand scale prior to the inception of holy texts.

Gambling has taken many new avenues in modern years with the advance of handheld devices and technology. However, the central idea of gambling has remained virtually unchanged over many millennia.

Gambling existed before humans minted currency. Before currency, gambling involved the exchange of belongings (food, land, livestock, etc.) as bets.

Once the first currency was minted, in the 7th century, gambling began to involve money. Gambling stayed the same until the 1600s when controlled gambling environments - modern day casinos - emerged. Gambling behaviour moved away from gambling at home, back alleys and drinking establishment, into communal venues such as casinos.

Some experts believe that Italy was the birthplace of the casino, and from Italy, it spread across Europe and eventually made its way to the United States.

After years of haggling with legality federally and at state levels and legal the activity at select states (for example: Nevada) for economic purposes during the Great Depression, gambling to a large extent was legalized, modernized, and spread across 48 states in America. With the initial use of the internet in the 90's as a result of legalized gambling.

What will happen to this dynamic industry next? Though only time will tell, some progress has been made in recent years and is probably going to continue.¹

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<https://www.google.com/url?sa=t&source=web&rct=j&opi=89978449&url=https://pausebeforeyouplay.org/2022/01/a-brief-history-of-gambling/%23%3A~:text=3D2300%2520B.C.%2520The%2520first%2520known,casino%2520is%2520invented%2520in%2520Italy.&ved=2ahUKEwjJ3LGcrK-OAxUDimMGHVPUMsIQFnoECBQBQ&usg=AOvVaw16kyGieeMw2E81RPwOzQts>

1.4 Primary Research question :

How can gambling of controlling in Bangladesh?

The basic law which governs games of chance in Bangladesh is the Public gaming Act, 1867. Even though the Act was constructed during the British Raj, the Act is consistent with the anti-gambling provisions of the constitution. Amendments made to the Act in 1973 and 1976 following independence excluded Metropolitan Areas used in association with the Dhaka and Chittagong Metropolitan Police Ordinances which now govern public gambling. Where police observe public gambling occurring on the street or open public space, they have authority to enforce the two Ordinances. The Ordinances define public places for gambling includes (but are not limited to) roadways, monuments, and public buildings open to the public..

But there is prohibition on gambling in Bangladesh. The laws of Bangladesh clearly prohibit anything that can facilitate gambling in businesses and gatherings. To allow gambling businesses to be in operation would be in violation of the laws of Bangladesh and also in violation of the Constitution of Bangladesh. Today, as new opportunities in gambling are being introduced, changes must be made to the laws and enforcement to responsibly uphold the constitutional duty to prohibit gambling.

1.5 Secondary research question :

In this study, will try to find out the following secondary question for solving the primary question.

- 1.What is gambling ?
- 2.What are the elements of gambling ?
- 3.What are the classification of gambling ?
4. Is a gambling sin ?
- 5.Is Online gambling legal in Bangladesh ?
- 6.Is gambling a social problem ?
- 7.Is gambling a criminal offence ?
- 8.What is the effect of gambling on certain popular sports in Bangladesh ?

- 9.How to take control of gambling?
- 10.What are the rules of gambling?
- 11.Is it Legal in Bangladesh?
12. What's say of gambling In Islam?
13. Is 1xbet illegal in Bangladesh?

From my secondary questions, I would find out the current situation of gambling and its consequences in Bangladesh. It is very much important to identify the causes the present situation.

1.6 Methodology :

In the study, This Thesis have used qualitative method. The study is qualitative in nature and based on secondary sources of materials like books, journal articles, government orders, rules, acts, newspaper reports, etc. Gambling methodologies involve various approaches to wagering, ranging from simple games of chance to more complex systems that attempt to leverage statistical analysis or game theory. These methodologies can be broadly categorized into strategies based on chance, skill, and combinations of both, with the goal of potentially increasing the likelihood of winning or managing risk. This study largely depends on secondary sources. All the information has been gathered and analysed from various points of view of different writers and researchers including current writers.

1.7 Limitation of the study :

The "study" likely refers to research investigating the effectiveness of lower-risk gambling limits or voluntary self-exclusion programs. These studies often face limitations such as the difficulty of accurately tracking gambling behavior and the potential for bias in self-reported data. Additionally, the effectiveness of limits may vary significantly between individuals, and some gamblers may continue to gamble despite established limits. Constraint of the study is massive lacking information on these issues. The government agencies like lower court; statistics has a lack of tendency to update information regularly and still using the conventional or manual system for information storing and supply. They are not interested for sharing their information related that is necessary for this research work.

1.8 Overview of the study :

gambling refers to a disorder characterized by compulsive and excessive gambling behavior, despite negative consequences. It also called gambling disorder, is the uncontrollable urge to keep gambling despite the toll it takes on your life. Gambling means that you're willing to risk something you value in the hope of getting something of even greater value. In this paper , chapter -2 shows the introductory part and literature review include concept of gambling, theories of gambling , Some of methods of gambling Is given in the next part . In chapter -3 , I have discussed about the legal regime of gambling of internationally and Bangladesh . included the Constitution of the People's Republic of Bangladesh, Penal Code 1860, and Public Gambling Act, 1867, Dhaka Metropolitan Police (Amendment) Ordinance, 1976, Contract Act, 1872, Digital Security Act, 2018, Import Policy Order 2015-2018, Money Laundering Prevention Act 2012, Bangladesh Bank Guidelines and case law's.. In chapter - 4 . Critical analysis based on Secondary questions of gambling in Bangladesh is given and after that some findings are given . At the last part of this paper i.e. chapter - 5 , here I have given some opinions and conclusion of this study . The major findings of this study have been highlighted below .

Chapter 2

Literature Review

2.1 Introduction :

A literature review is a small excerpt of scholarly sources on a particular topic. It offers a summary of current knowledge, enabling examination of relevant theories, methods, and aspects of research inadequately addressed. Nevertheless, there remains a selection of academic research articles to analyze critically; furthermore, there are a number of prominent published studies by research groups that provide information about gambling behaviours.

Gambling is often characterized as a behaviour whereby a monetary stake is wagered on the uncertain prospects of a higher monetary pay off. It is a popular form of entertainment with estimates of annual or lifetime gambling aggregating to more than 70% of the general population of North America and Western Europe. Moreover, it is a behaviour that becomes excessive in some individuals, and pathological gambling (PG) is formally recognized as an Impulse Control Disorder (ICD) by the most up to – date psychiatric manuals. In this chapter, we will use the terminology "pathological gambler" to specifically refer to those who strictly meet a formal diagnostic threshold, defined as 5 of the 10 listed symptoms in the DSM-IV. The term problem gambler, refers to individuals who exhibit some degree of disordered gambling, established on at least some sort of questionnaire measures of symptoms, such as the South Oaks Gambling Screen or the Canadian Problem Gambling Index but who do not meet the formal criteria for diagnosis.

It is of great significance to note that the workgroups involved in the revision of the DSM5 have recently announced that PG will likely be moved alongside the drug addictions in the DSM5 as a category of diagnosis to be renamed "Addiction and Related Disorders." PG will be the only recognized "behavioral addiction" in the category. This innovative move is grounded in a variety of converging lines of clinical and scientific evidence supporting disease-like similarities between PG and substance use disorders (SUDs). This evidence consists of comorbid diagnostic patterns, the genetics and heritability of individuals with PG and SUDs, treatments that have been shown to be effective, and the body of neurobiological

evidence included in functional neuroimaging research. It is the neuroimaging evidence that will be the primary focus of the current chapter.

In the previous chapter, I introduced the introductory part of this study, as well as my personal experiences and then discussed the principal aims of the study. This included further mention of the many gambling elements to keep the prevalence of the following chapters with research questions of this study. It will be in the next chapters that different aspects of gambling will develop, such as the definition of gambling, gambling as a concept, theories of gambling, methodology in gambling, gambling features and gambling in the context of pf events in literature. However, the current study will only focus on gambling elements and gambling as referenced in literature.

2.2 Definition :

In many cases, gambling is relatively easy to recognize. You know it when you see it. But at times, you do not. In certain instances, gambling is not so easy to recognize.

Gambling (or betting or gaming) is the wagering of money or something of value ("the stakes") on an activity that is to an extent determined by chance, with the intent of winning something of value, in which consideration of skills may or may not be included. By legal definition, gambling requires three elements, which are present among other legal definitions of the term: bet or stake (the consideration), the chance (risk), and a prize.[1] Usually, the outcome of the wager happens immediately: a dice roll, a roulette wheel spin, a horse crosses the finish line. However, the wagering on the outcome of a future sports contest, or an entire sports season, is common.

The word "gaming," in this context, usually refers to events or activities that were legally permitted. The two terms overlap, somewhat: "gaming" is a form of "gambling" activity sanctioned by law and regulated by a gaming control board (in the case of NV, the NV Gaming Control Board).

However, this distinction is not always the case in the English speaking world. For example, in the United Kingdom, the regulator of gambling is the Gambling Commission, not a Gaming Commission.

2.3 Concept:

Gambling is one of humanity's oldest activities, according to writings in tombs or tools in other sites, it was heavily regulated, which usually meant almost banned, in the laws of ancient China and Rome and in the Jewish Talmud as well as by the precepts of Islam and Buddhism, and in ancient Egypt gamblers could be sent to hard labour in the quarries.

Religious concept:

Religious aspects of gambling While theologians and social historians have thought of religion as a starting point or in concern, only a little attention has been given to religion and spirituality in the development of problem gambling (Clarck et.al 2006, 77). Religious views on gambling vary widely, with some faiths strictly prohibiting it and others allowing it with certain restrictions or under specific circumstances. Many religions associate gambling with negative traits like greed, covetousness, and laziness, while others recognize it as a potential source of harm to individuals and society.

Here's a more detailed look at how different religions approach gambling:

Religions that generally prohibit or discourage gambling:

Islam:

Gambling (qimar or maysir) is considered haram (forbidden) in Islam, as it is seen as a form of moral corruption and a means of obtaining wealth through chance rather than honest work. The Quran explicitly condemns gambling.

Christianity:

Many Christian denominations view gambling as morally wrong due to its association with greed, covetousness, and potential for addiction. The Bible contains principles that can be applied to gambling, such as the importance of honest work and responsible stewardship of resources. Some denominations, like some Protestant traditions, have a strict prohibition against gambling.

Sikhism:

Gambling is generally considered a vice and is discouraged as it can reduce morality and spirituality.

Buddhism:

While not strictly prohibited, gambling is generally discouraged as it can lead to suffering, attachment to material possessions, and harmful behaviors.

2.4 Theories :

According to Potenza, Fiellin, Heninger, Rounsaville, and Mazure (2002), gambling is a relatively common legalized activity that has the potential to become addicted and is not tied to drugs. "Any risky behavior, based on a combination of skill or chance, or both, in which something of value can be won or lost" is the definition of gambling for the purposes of this research (Kassinove, 1996, p. 763). sociological, behavioral, and psychodynamic viewpoints. While behavioral theories stress the importance of reinforcement and conditioning, cognitive theories concentrate on flawed thought patterns. According to psychodynamic theories, gambling may be used as a coping mechanism for unconscious tensions or as a kind of self-punishment. Sociological theories that examine how societal factors and institutions may influence gambling behavior include the anomie theory.

Here's a more detailed look at some key theories:

1. Cognitive Theories:

- **Irrational Beliefs:**

Cognitive theories suggest that gamblers hold irrational beliefs about their ability to influence outcomes or about the likelihood of winning, leading them to overestimate their chances of success.

- **Cognitive Biases:**

These theories highlight biases like the "illusion of control" (believing one can influence random events) and the "gambler's fallacy" (believing that after a losing streak, a win is more likely).

- **Focus on Maladaptive Thinking:**

Cognitive-behavioral therapy (CBT) for gambling addiction focuses on identifying and modifying these faulty thinking patterns.

2. Behavioral Theories:

- **Reinforcement:**

Behavioral theories propose that gambling is maintained by reinforcement, both positive (e.g., winning money) and negative (e.g., reducing stress).

- **Classical and Operant Conditioning:**

Classical conditioning links the physiological arousal associated with gambling (increased heart rate) to the gambling situation itself, making the situation a trigger for gambling behavior. Operant conditioning explains how the variable reinforcement schedule in many games (not winning every time) keeps gamblers playing in the hope of a future win.

- **Partial Reinforcement:**

The inconsistent nature of gambling wins (not every bet is a winner) can make gambling behavior highly resistant to extinction, as gamblers continue to play in anticipation of a future reward.

3. Psychodynamic Theories:

- **Self-Punishment:**

Some psychodynamic perspectives suggest that gambling can be a form of self-punishment, potentially stemming from unresolved guilt or unconscious conflicts.

- **Delayed Gratification:**

Gambling may also be seen as a way to delay or avoid other forms of gratification, potentially related to childhood development or unmet needs.

4. Sociological Theories:

- **Anomie Theory:**

This theory suggests that social conditions that create a sense of normlessness or a lack of social integration can increase the likelihood of deviant behaviors like gambling.

- **Differential Association:**

This theory posits that gambling behavior is learned through social interactions and exposure to others who gamble.

- **Social Learning Theory:**

This theory emphasizes the role of observing and imitating others' gambling behaviors in the development of gambling habits.

5. Other Perspectives:

- **Motivational Theories:**

These theories focus on the various reasons people gamble, such as the desire for financial gain, social interaction, excitement, or escaping negative emotions.

- **Nudge Theory:**

Nudge theory explores how subtle environmental changes or "nudges" can influence gambling choices.

Understanding these different theories can help in developing effective prevention and treatment strategies for gambling problems. It's important to recognize that gambling behavior is often complex and can be influenced by a combination of factors.

2.5 Methodologies :

A bettor may be prevented from actively being in an event in which he has some sort of stake (professional sports, lotteries) but he may be permitted to participate in the game while betting on the results (it could happen in card games, craps). Without the betting activity several games such as coin flipping, poker, dice games and lotteries, become dull or nearly meaningless, and are hardly played. Methods for gambling encompass a wide span of methods used by both researchers and bettors. These methods generally fit into three categories: methods to analyze gambling behaviour, data analysis methods, and betting methods of propagation. They are used to analyse the various facets of gambling, from the mathematical probabilistic basis that governs games, to the psychological behaviours of gamblers.

2.6 Salient Features :

Gambling is defined as the betting and or staking of something of value with knowledge of risk and hope of gain on the outcome of a game, contest or uncertain event, the outcome of which may be determined by chance or accident or an extraordinary result caused by miscalculation on the part of the bettor. There are three parts to gambling and they are consideration (the amount wagered), risk (the chance), and prize. Gambling is the act of gambling something of value (eg. money) on an uncertain outcome, with the hope of making more than what was gambled.

2.7 Conclusion:

Gambling is a popular pastime and activity across the globe, but there remain very few models of (1) why people participate in gambling or (2) how they behave once they are

gambling. In this article, we illustrate that(3) there exists a theory of gambling, and a theory that highlights quite a rich theory of gambling behaviour and shares many elements of actual gambling behaviour. gambling brings so many unanswered questions; for example; who actually wins, but gambling can drastically change a person's life. A gambler who suffers a gambling addiction can lead themselves into severe debt or in worst cases an end to their own life.

Chapter 3

Legal Regime

3.1 Introduction :

It might be argued that gambling has been in our civilization for as long as humanity. transforming from a pastime to a source of revenue, with players' abilities becoming increasingly significant. Gambling is the act of placing a wager or staking of anything of value, with an awareness of risk and the expectation of profit, on the result of a game, competition, or uncertain event, the conclusion of which may be decided by chance or accident, or it may have an unexpected consequence due to the bettor's poor estimate.

3.2 Policy review :

Before we begin to examine the gambling-related literature, we will briefly discuss some of the key terminology within this literature, including: public policy, policy making, and policy analysis. The most basic definition of public policy is as follows: "...a course of action or inaction, chosen by public authorities, to respond to a given problem, or intertwined set of problems" (Pal, 1997, p 1).

A gambling policy is another type of insurance policy that is prohibited in most states. It is, though, issued to a person with no insurable interest in the person or property specified in the policy. Again, this means the individual taking out the policy, has no financial interest in the outcome of the event being insured. For example, a person could not take out a gambling policy on another's life or property. Wager policies are also known as graveyard insurance because they are frequently issued to insure the lives of elderly, sick persons. They are illegal because they effectively allow an individual to profit from the misfortune of another. I want to be clear that gambling policies are not interest policies. An interest policy is a policy whereby the insured has a financial interest in the person or property that is insured. For example, a person can take out an interest policy on their own life or property.

Policies purchased by people who are unrelated to the insured person or property are examples of gambling policies. These insurance are frequently purchased for substantial

quantities of money and are dependent on how a particular event, like a horse race or athletic competition, turns out. Due to their arbitrary nature and lack of a valid financial interest, these policies are unlawful.

3.3 International Law :

Other countries have used several approaches to control gambling. Countries that place a high value on religion and morals have outright restricted or prohibited these practices, making gambling illegal in those countries. On the other hand, some countries have permitted gambling as a source of revenue. At the same time, other countries decide to operate in the middle, regulating these activities in a controlled manner in order to produce significant tax revenue that may be used to support sporting activities, culture, charitable works, or any other economic expansion or developmental activities.

Legislation regarding gambling, the gaming industry, and the rules governing their regulation exist in a variety of collated laws, known as gambling legislation, or gambling law. In its usual, traditional sense, gaming law is not a discrete form of law, but is instead a collection of many forms of law, like as administrative law, criminal law, regulatory law, constitutional law, corporation law, contract law, and in some countries, competition law. In common law, gambling is considered as having consideration, chance, and prize—three legal ideas that gaming lawyers have to think about in light of all gaming businesses.

The law around gaming is extremely complicated. It includes challenges to both federal and state law in the U.S. It includes considerations of both federal and provincial law when resolved in Canada,) and it also includes consideration of different areas of law.

United States:

All states in the US have laws pertaining to some form of control or outright ban on gambling. In states that allow this type of gambling, there is typically a gaming control board that is responsible for regulating the gambling industry, including issuing licenses for individuals employed in the gaming industry. States that allow casinos and gambling businesses almost always have strict zoning laws to separate gambling businesses from residential areas and schools.

Ukraine

Following a May 2009 fire in a Dnipropetrovsk gaming facility that claimed nine lives, Parliament banned gambling in 2009. On May 15, the Ukrainian parliament enacted the "On Prohibition of Gambling Business in Ukraine" (Gambling Ban Law), which outlaws gaming establishments and gambling-related activities in Ukraine. The bill was signed by Ukrainian President Viktor Yushchenko on June 23 and became operative on June 25. Lotteries were exempt from Ukraine's Law on Prohibition of Gambling Business, but online casinos were. The Parliament legalised gaming again on 14 July 2020, but with controls and age limits (minimum age of 22).

Japan

In Japan, gambling, including various lottery games, is strictly prohibited. Penal Code of Japan 185–187 governs lottery and gaming, including recreational gambling among individuals. As a result, there haven't been any legal casinos or similar establishments. Furthermore, one of the Yakuza's revenue streams is illicit gaming. There are a few exceptions, though, such Pachinko, Takarakuji lottery, and official games (like horse racing). Edmond Kofi Agbenutse Deh, Ghana's ambassador to Japan, was called back in 2014 following a casino raid on Ghana Embassy premises. A document bearing Edmond's name was found that described the casino's monthly payments of ¥500,000 to the Embassy.

Ireland

The new Gambling Regulatory Authority of Ireland (GRAI) began its work on March 5, 2025. The GRAI has broad authority to regulate gambling, lotteries, and online and offline gaming, apart from the National Lottery. The GRAI will issue licenses and supervise all Irish gambling businesses. If the gaming Regulation Act 2024 is fully brought into effect, gaming businesses will require a license to, among other activities, offer online gambling in Ireland. There will be separate licenses for gaming, betting, and for some lottery-related operations. There will also be a separate license for gaming for charitable purposes.

India

varies by jurisdiction; each state has the right to create its own gambling-related legislation. Casinos are permitted in several jurisdictions, such as Goa. Except for certain categories like horse racing and the lottery, common gambling activities like organized betting are prohibited.

In India, more people engage in betting and gambling activities in the twenty-first century. Gambling's detractors assert that it promotes money laundering, crime, and corruption. On the other hand, supporters of controlled gambling contend that it can generate a significant amount of state revenue. In 2013, Goa's casinos brought in ₹135 crores for the state. Maharashtra state provides the most number of online casino gamers in the nation, according to recently released information.

Today, Goa, Daman, and Sikkim all have casinos.

3.4 Legislation :

Additionally, the Act states that anyone who is in a gaming establishment with the intention of gambling can be fined 100 taka or imprisoned for up to one month. As noted earlier, existing laws in Bangladesh disallow any type of venue or location in which some type of gambling takes place

3.5 Law Enforcing Institutions:

Gambling is illegal in Bangladesh. Public gambling and other widely-known gaming are illegal under the Public Gambling Act, 1867; however, the influx of internet gambling in Bangladesh has left law enforcement in a state of uncertainty. Due to the lack of any penal provisions, which could result in severe punishment for the operation of gambling establishments, in practice, police have found that they can enforce other legal provisions to curtail illicit gambling activity. Police have enforced other sections of the Digital Security Act including, Sections 23, 24, 26, 30 and 35. Laws concerning money laundering and fraud have also been invoked in criminal cases regarding deliberate unlawful gambling operations.

3.6 Case Laws :

In the case of Jafar Ullah vs. Bangladesh :

Muktijodhya Welfare Club allowed Jafar Ullah to hold indoor games such as Nipun Khela, Charchari, Dice, Howji, and cultural programs in the Naogaon Muktijodhya Welfare Club's grounds.

Judgment :

The court does not doubt that Dice & Howji are gambling because they are games played to win more money. Nipun Khela and Charchari are also considered gambling because they are all involved in wagering and betting to win extra money. It was held that authorization by the Muktijodhya Welfare Club to operate a common-gaming house was considered illegal and punishable under the Public Gambling Act of 1876.²

The development of Native American gambling was at the heart of the 1987 United States Supreme Court decision *California v. Cabazon Band of Mission Indians*, 480 U.S. 202. The United States Supreme Court decision essentially nullified the existing restrictions prohibiting gaming in the United States.

The Supreme Court of North Carolina in *State v. Gupton* ruled there is no sport or athletic event that is a game of chance. To determine whether a particular activity qualifies as a "game of skill" or a "game of chance", many states in the United States use the "dominant factor test". In fact, for example, poker is a game of skill or skill-based game because an expert player will defeat an inexperienced or inexperienced player.

Christian Hainz successfully sued two gambling venues in 2004. In brief, Hainz successfully claimed that these venues were negligent and did not intervene on his behalf to stop him from losing more than \$3 million, while he self-proclaimed was an addict.

In 2009 Bruno Venturi, 41, won a jackpot of more than €700,000 Euroson Eurobet.com, but was advised that it could not give him his jackpot payout as the company had to temporarily

² F:/Gambling%20related%20PDF/Important%20PDF/Gambling%20Act.pdf

shut down due to a software malfunction. Yesterday, a High Court judge agreed that it was a software malfunction and that the virus was included in the terms and conditions of the website.

The "All India Gaming Federation (AIGF) vs. The State of Tamil Nadu," case is focused on the legality and regulation of online real money games in Tamil Nadu. The statute that is being tested is whether the state can regulate online games for real money and if so to what extent.

3.7 Conclusion :

Gambling can have a significant impact on a person's life, but it also raises a lot of unanswered questions, such as who actually wins. A gambler who develops an addiction to gambling may wind up in deep debt or, in the worst situations, commit suicide. The present gambling laws in Bangladesh are covered in the third chapter, where a legal definition of gambling is introduced. A review of policy is conducted, followed by a discussion of gambling laws from both a domestic and international perspective, law enforcement agencies, and, finally, gambling-related case law.

Chapter 4

Analysis and Findings

4.1 Introduction:

Gambling has been an element of society from ancient and primitive society to present society. It involved wagering on specific outcomes of future events throughout time. Gambling as an activity has long-lasting presence as gambling is as old as human society itself. People from time immemorial continue to wager money on events throughout life. Gambling takes place when a player bets on the outcome of an event. The wager is typically money or money equivalent. Prior to the event, the rules and amount of money to wager have to be agreed upon before the event. Gambling addiction occurs when a person has difficulty stopping gambling when it is between them and harm. Gambling addiction includes pathological gambling. Gambling addiction is also referred to as gambling disorder in DSM-V. People with gambling addiction continue to engage in gambling when they are using too much of their time or losing large amounts of money.

This chapter highlights the insufficiency of gambling laws in Bangladesh. This research examines what causes a gambler to commit illegal acts. The increase of gambling in Bangladesh is unprecedented. As youths are the future of this country, gambling has become one of the biggest and most worrying issues for the government.

In this secondary questions, tried find out the current situation of the gambling in Bangladesh. It is very much important to identify the causes the present situation. This chapter tried to found out that, The emerging phenomenon of gambling, and how to prevent this problem.

Our law enforcement agencies need to address this from a broader perspective, not just through legal action. An integrated prevention system needs to be developed by incorporating the issue with the legal and social aspects.

4.2 Key issues of the topic

How can gambling of controlling in Bangladesh?

There is a provision prescribed in our constitution in Article 18(2) runs as follows “The state shall adopt effective measures to prevent prostitution and gambling”. Means gambling is totally prohibited in Bangladesh though this is not judicially enforceable! Apart from this no online or cyber law is enacted in Bangladesh regarding this matter. Key issues related to gambling include the high potential for addiction and its impact on mental health, relationships, and finances. Gambling can also create ethical concerns, particularly regarding the promotion of gambling and its effects on vulnerable populations. Furthermore, the industry's impact on communities, including potential links to crime and poverty, are also significant concerns.

In this study, I will try to find out the following secondary question for solving the primary question.

- 1.What is gambling ?
- 2.What are the elements of gambling ?
- 3.What are the classification of gambling ?
4. Is a gambling sin ?
- 5.Is Online gambling legal in Bangladesh ?
- 6.Is gambling a social problem ?
- 7.Is gambling a criminal offence ?
- 8.What is the effect of gambling on certain popular sports in Bangladesh ?
- 9.How to take control of gambling?
- 10.What are the rules of gambling?
- 11.Is it Legal in Bangladesh?
12. What's say of gambling In Islam?
13. Is 1xbet illegal in Bangladesh?

From my secondary questions, I would find out the current situation of gambling and its consequences in Bangladesh. It is very much important to identify the causes the present situation.

4.3 Explanation of Secondary Questions :

Gambling Defines

Gambling (betting or gaming) is the act of wagering something of value ("the stakes") on the outcome of a random event, when instances of strategy are involved in gaining an additional object of value.

To gamble, you must have three things: risk (chance), reward, and consideration (the amount that is wagered).

Gambling classification:

Various kinds of gambling can be found in different places of the world.

- Casino Games: Pull-tab games, Lotteries, Scratch cards, Mahjong, and Dead pool.
- Sports Betting: Cricket (All international matches, World Cup, all international and domestic T20 Leagues such as BPL, IPL, Big Bash, etc.) Football (World cup, Champion's League, UFFA, La-Liga Etc.), Hockey, Badminton, Kabaddi.
- Card games: Bridge, Teen Patti, Liar's poker, Lansquenet, Basset and Piquet.
- Dice-based Games: Liar's Dice, Pig, Passe-Dix, Backgammon, Hazard, and Threes.
- Carnival Games: Hanky Pank, The Razzle
- Coin-tossing Games: This is the most straightforward form of gambling. It includes only the Head and Tail.
- Two-up Confidence Games: The Shell game, Three-card Monte³

³ file:///F:/Gambling%20related%20PDF/Important%20PDF/Gambling%20Act.pdf

Gambling Sin

Gambling is a sin because it is based upon gaining from another's loss, in other words, a sophisticated form of stealing.⁴

Online Gambling

According to the writ, gambling of any kind is illegal and a criminal offense under Bangladesh's existing laws and constitution. However, due to the inaction of the authorities, online gambling has taken the form of a pandemic in Bangladesh.

Social problem

Given its potential to have detrimental effects on people, families, and communities, gambling may indeed be seen as a social problem. These effects might include interpersonal troubles, mental health disorders, financial distress, and even criminal conduct.

Criminal Violation

On conviction before any court, anyone found playing or gaming with cards, dice, counters, money, or other gaming instruments in any of these types of homes, tents, rooms, spaces, or walled enclosures, or found there specifically for gaming purposes, whether playing for money, a wager, a stake, or something else, will be held accountable.

Gambling effects on certain popular Sports

In Bangladesh, cricket betting is mainly done through online betting platforms. Formats of cricket bets include total runs, subsequent dismissal, most match sixes, sessions run and innings runs, next overruns, dismissal technique, etc.

Numerous sports leagues, such as the Spanish La Liga, the English Premier League, and the Indian Pro Kabaddi League, draw many viewers and gamblers. Most international online Bingo platforms are accessible to Bangladeshi residents.

⁴ <http://wordofgodlutheran.org/wp-content/uploads/2016/11/IsGamblingEntertainmentorSin.pdf>

Take the reins on gambling

What to do if you want to gamble

1. Have a conversation with your support person.
2. Write your feelings and behaviour down in your gambling diary. ...
3. Manage your cash. ...
4. Replace the gap that gambling has created with new activities to do.
5. Practice your relaxation.

The Rules of Gambling

Millions of people participate in gaming and other forms of gambling for safe entertainment purposes. Control your gambling behaviour by following these rules.

The Many Rules of Responsible Gambling

- If you decide to gamble, only do it for fun.
- Consider the money you lose to be the cost of your amusement.
- Set dollar limits and abide by them.
- Set time limits and abide them.
- Decide not to bet on credit as a personal guideline.
- Make your life more balanced. Legal Gambling in Bangladesh

The legality of something in Bangladesh depends entirely on the specific action or activity in question. Bangladesh is a common law country with a legal system inherited from British India, and its laws are primarily enacted by the Parliament. The legality of an action can be determined by consulting the relevant laws, such as the Penal Code, or by seeking legal advice.

Islam says

Ban on gambling in Quran and Hadith

Allah says in Surah al-Maidah: O you who have believed, indeed, intoxicants, gambling, [sacrificing on] stone alters [to other than Allah], and divining arrows are but defilement from the work of Satan, so avoid it. That you may be successful (5: 90).

1xbet illegal in Bangladesh

Yes, 1xbet legal in Bangladesh is fully licensed and compliant with all applicable laws and regulations.

4.4 Conclusion :

All our country's existing laws regarding gambling and casinos are vague and incomplete. However, it is interesting to note that while the 1867 Act is called the Public Gambling Act, it does not specify what gambling means under the Act. Lottery, for example, is legal but not specified. gambling raises plenty of ambiguous and unanswerable questions such as who really wins, but it also affects people's lives incredibly. A gambler with a gambling addiction can take themselves into unmanageable debt or worse still, end their own life.

Chapter 5

Conclusion

5.1 Introduction

Gambling is no longer just a problem, it is now a crisis. This crisis is being expressed in many ways, in many dimensions. Social, economic, political and cultural factors are the main key factors, that are responsible for gambling in Bangladesh. The implication of the study findings is that it will help the policy maker to formulate appropriate policy and program in preventing and controlling gambling in Bangladesh. Gambling is taking part in any game or activity in which you risk money or a valuable object in order to win money.

5.2 Explanation of primary question

How can gambling of controlling in Bangladesh?

The Public Gambling Act of 1867 is the primary legislative tool regulating gambling in Bangladesh. It is well-matched in its legislative flow to the resolution that bans gambling under the constitution. While the Act was amended in 1973 and 1976, post-independence, the amendments did not include the Metropolitan Areas that regulate public gambling (which is now under two separate Dhaka and Chittagong Metropolitan Police Ordinances). The two metropolitan ordinances permit police to regulate public gambling, and gambling in public areas including the streets. According to the Ordinances, public areas refer to the "streets" as the public has a right to the route of passage for access, while "public places" refer to, "public buildings or constructions, and monuments". The amendments also excluded the lottery as a form of gambling. The Metropolitan Police Ordinances punish; and the Public Gambling Act punishes, public gambling including gambling in the public place, and gambling in the streets. The distinctions concerning the two Acts; while the Metropolitan Police Ordinances punish and have jurisdiction on punishment for owning or keeping, or charge of a common gaming-house, the P.G.A punishes "owning or keeping, or being in charge of a common gaming-house". The P.G.A defined "gaming" as "wagering or betting" with exceptions for wagering for capital on race horses only, under certain requirements.

Anyone who is found to be using possible any place for the purpose of facilitating a gaming house is punishable with a fine of two hundred taka or imprisonments for maximum three month in terms of section 3 of the Act. If the District Magistrate or the District Superintendent of Police (or any person that he might authorise by warrant) has reasonable grounds to suspect that a gaming house is being used there, the Act permits them to search the place and to seize anything used for gaming, and he may also permit the destruction of any and all gaming instruments that are found there. A card, dice, gaming tables, boards or other sore of instruments found at any place in terms of section 6 of the Act, shall be taken as evidence that an instrument of gaming was being used at such a place. In the case that a person is found guilty of being in possession of or managing a gaming house there need not be proof that at the particular time persons in the gaming house were playing for any money, wager, or stake.

The Act does not only provide for a fine of up to 100 taka or jail for a maximum period of one month on a person found in a gaming house for gaming purposes. It should be most obvious that any legal aspects of gambling seem to be very much contrary to the laws of Bangladesh. Gambling houses and gambling gatherings are clearly proscribed, and the concept of operating a gambling business would be counter to both those laws and the Constitution of Bangladesh's command to uphold morality. While these legal consequences must be rightly evaluated, sanctioned and regulated, the development of legal gaming businesses eventually makes any real gambling very hard.

5.3 Conclusion

Uncontrollable urges. Some can be controlled and others cannot or are mental illnesses it depends on the determination - potentially leading to criminal activity that is totally beyond comprehension and control; I am referring to drug use, gambling and in some cases, the act of paying of payment for sex with illicit women. The case that we grapple with is the uncontrolled desire to gamble to excess to the detriment of our individual lives. In simplest terms, gambling means risking something of value in desperation of gaining something of even greater value. For the development of the country and the protection of the nation, family awareness should be created about these anti-social crimes, crimes and misdeeds, social resistance should be developed and strict administrative measures should be taken from the state level.

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