

Amendments: CA/CMA/FINAL - GST
FOR MAY/JUNE 2024 EXAMS

"ONLINE MONEY GAMING"

Goods or
services
&
chargeability

Supplier

who makes supply of
goods/services and
also includes:
• Supplier of "Specified
Actionable claims" over
the app. for a
consideration (in money,
money worth or crypto)
will be the deemed
supplier.
(SECTION: 2 of CGST ACT)

online money
gaming app.

Recipient in
INDIA (UNREGISTERED)

(Legal or Illegal)

= Actionable
claims

= Goods

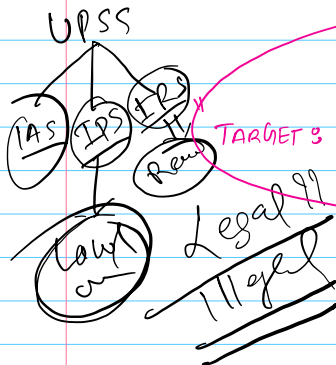
e.g. ZUPEE LUDO

Actionable claims = contingent Assets

- ✓ unsecured debts
- ✓ pending litigations etc

Specified Actionable claims

- ① Lottery, Betting, Gambling
- ② CASINO, HORSE RACING
- ③ online money gaming.



ROUGH PAGE

TARGET: ONLINE MONEY GAMING = GST काटने की जरूरत है

APP = online = money = Prize ✓

- Zupee LUDO
- Dream=11
- RummyCircle
- POKER
- LUDO

PROBO

ENTRY: ~~1000~~ ~~100~~

Virtual DIRT ASSET MONEY

DIGITAL CURRENCY (Crypto) money form

Online gaming: Game on Internet
 + online money game
 + sites: only game e.g. Roblox

10000 ✓
3000

7000 etc
AV = entry fees (first)

28%

MODEP

Entry fees: ~~100~~ + ~~100~~

Skill/LUCK/Skill

$$\frac{2}{1+2} = \frac{2}{3}$$

$$\frac{1.7}{1.7+1} = \frac{1.7}{2.7}$$

$$\frac{.3}{1}$$

Player WON: ~~2/7~~ ~~1.7~~ ~~1.30~~ @ Zupee LUDO

CONTINGENT ASSETS = ACHIEVABLE CLAIM

Withdraw
Fara - get entry ✓

NOT TO WITHDRAW
ajou 1.7

Goods
→ Re-ou

ROUGH

CRUX ; online money game = Goods

✓ (S) Zupce lodo
 ✓ (R) Players. > PRIMA FLEW = Service

लडके साडी पहरा पीई) Actual
Goods

Goods

Service

Defn - Achieve claim

IT
 Speaking
 Achieve
 claim

• dolby / belly / Ann

• Online money games..

• CASIO, HORCE RACING

Goods

Supply
 GSR

• bns pa raba

• Peta luv

• llo

Goods

GSR
 X=Supply

USA

Online money
 Import Goods

IGST

Collection

~~Custom~~

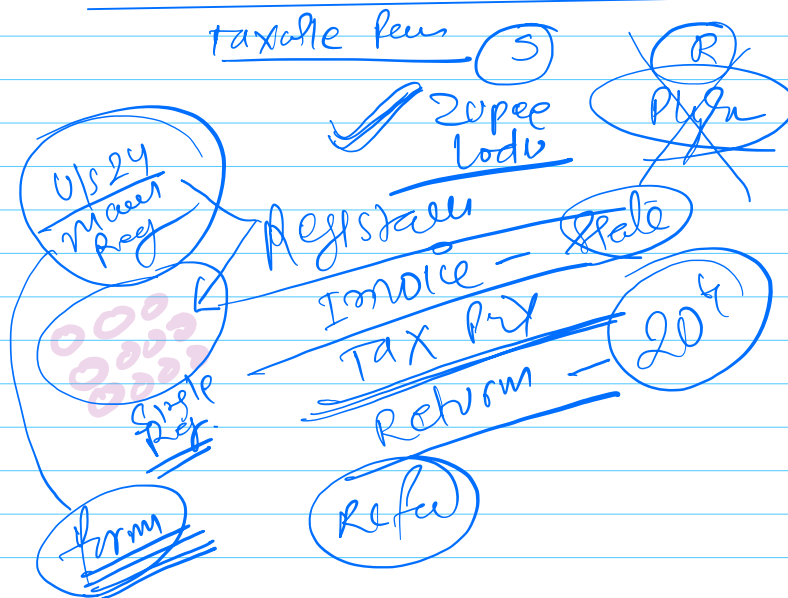
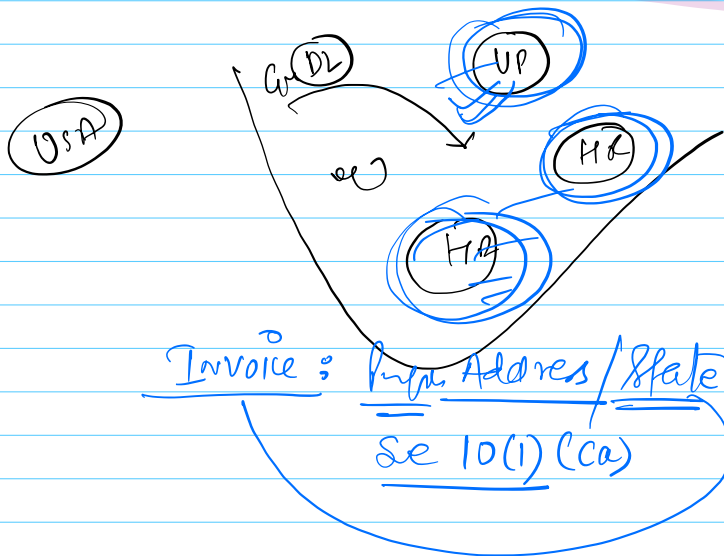
~~CST Collect~~

⊙

Kid/Bade

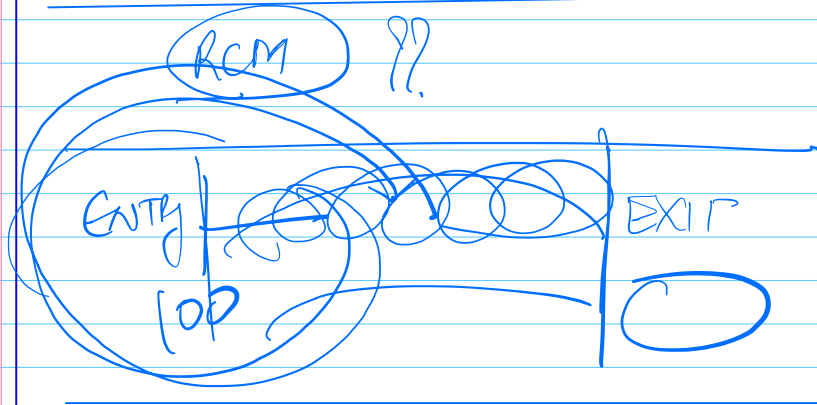
Sec: 5 (House)
 Impst flow of
 IGST - Custom

Rough!

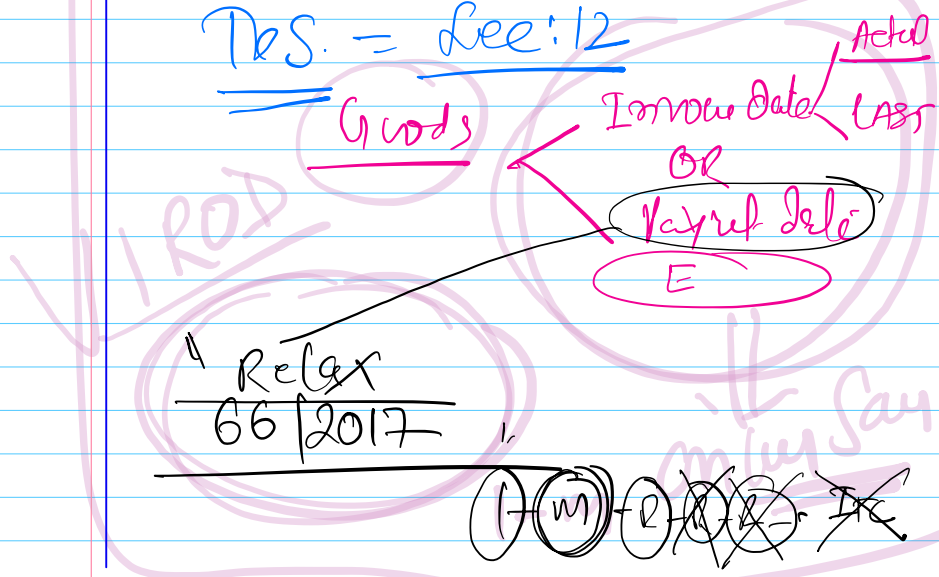


Rough

Exemption ; XII
valuation ??



TDS. = Sec:12



SECTION: 2 of IGST ACT

online gaming = Game on Internet

eg Roblox

eg Zupke Ludo ie online money Gaming

SECTION: 2 of IGST ACT: OIGAR Means

Service over the Internet

- Advertisement
- Cloud Services
- e-Books, movies etc
- Online gaming BUT EXCLUDING ONLINE MONEY Gaming. (which is a Goods)

Roblox

CRUX: * OIGAR: Ek Service:

* Online money Gaming: Ek Goods
(Both are on different TRACK)

Chargeability:

AS per proviso to section 5 of IGST ACT:
" on import of Goods - IGST is levied
uls: 3(7) of C.T.A., 1975 -

But on import of " online money Gaming (Goods), IGST will be levied By secs of IGST ACT & collection of the same shall also be made By GST Deptt.

(Because Goods may not be physically crossing custom frontiers)

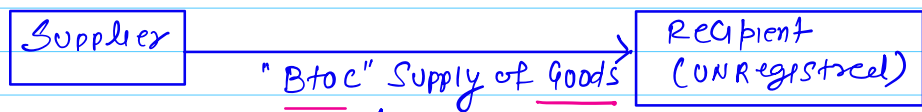
Supply

AS per schedule III read with section 7 of CEST ACT, following will not be a supply -

- Actionable claims
- However: Specified Actionable claims will be treated as supply.
 - ✓ Betting, gambling, lottery
 - ✓ CASINO, Horse Racing
 - ✓ online money gaming

Place of Supply
[over the Counter Sale, Migrant workers, TOURIST, CAR Purchase]

SECTION: 10(C)(CA)



ORIGIN = Location of Supplier
 DESTINATION (POS) = Address / STATE of (R), IF AVAILABLE
 otherwise: Location of (S)

IN CASE OF ONLINE MONEY GAMING: STATE NAME is mandatory to give by supplier on Invoice as per Rule 46. therefore Location of (R) will be the Place of Supplier.

Special Provision where (S) Location is in NTT [SEC:14A of IGST]

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    graph LR
      S((S  
NTT)) -- "ZUPEE LUDO" --> R((R  
INDIA))
  
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- Liable to pay GST ✓
- TAKE Single Registration ✓
- Appoint Agent to pay GST. (आम पेशा) ✓
- NON COMPLIANCE → APP BLOCKED.

Taxable Person

AS per section 24 of CGST ACT :
A person supplying "ONLINE Money Gaming" (Goods)
FROM NTT TO NTT - take mandatory Registration

Exemption

- Nothing -

Valuation & Rate (28%)

AS per section 15(5) of CGST ACT

AV = tariff value fixed By Government (of)

- ✓ ONLINE Gaming
- ✓ ONLINE money Gaming
- ✓ CASINO.

RULES

Rule 31B
IN CASE OF
- ONLINE Gaming
- ONLINE money Gaming

Rule = 31C
IN CASE OF CASINO

AV = Total Amount Paid or payable or Deposited with Supplier to PLAY i.e. ENTRY Fees

AV = Total Amount Paid or payable or Deposited for purchase of Token, CHIPS, COIN, Tickets etc i.e. ENTRY Fees

from Entry Fee

NOTE : Any Amount Returned or Refunded etc then No Deduction of the same i.e. ONCE ENTRY Fees is paid @ Always liable to GST.

Example: PLAYER: RAJ

PLAYER: STUDENT

Entry fee = 1/-

1/-

Prize = 1.70/- [30ps Kept By Zupac]

PLAYER: RAJ WON & GET = 1.70

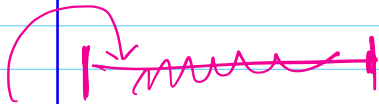
↓

NOW MR. RAJ RE-ENTERED TO PLAY

NOW 1.70 NOT AGAIN LIABLE TO GST

AS IT'S PART OF RS = 2/- THAT HAS

ALREADY GST PAID. =



NCM OR RCM

NCM ie Forward charge ie (S) liable to pay GST.

Time of Supply

In General ToS of Goods U/s: 12

Time of Supply = Invoice (Actual date) OR Invoice (LAST date) as the case may be

OR
payment date

WHICH EVER IS EARLIER

In General Payment "payment date" condition has been relaxed By NIN: 66/2017, BUT remain applicable in case of "Specified Actionable claims" - ie Lottery, Betting, Gambling

- CASINO HORSE RACE
- ONLINE MONEY GAMING.

I-M-
R-R-R
ITC

INVOICE:

As per Rule = 46 where supply made to unregistered person (Btoc) then Invoice shall contain :-

" Address / STATE " in case of

See: 10C1 (CA)
Igst - Act
POS

- ✓ ECO Invoice
- ✓ OIDAR Service
- ✓ online money gaming

Manner of Payment:

As per Rule = 87: There are various mode to deposit in E-cash ledger like Debit / credit card, Net Banking etc.

Moreover: OIDAR wale (NTT) ✓

: online money gaming (NTT) ✓

may also make deposit through " International money transfer " through Society for world wide Inter Bank Financial Telecommunication Payment NETWORK.

REGISTRATION

Normally Registration is PAN BASED @ STATE WISE [FORM = REG-1
RC = REG-6]

BUT for " ONLINE MONEY GAMING " @ single registration for All India, Application in specific form REG # 10 and RC in REG # 6.

FILING OF RETURNS:

NRTP

FORM GSTR-5A

DUE DATE 20th OF NEXT MONTH

FOR: ✓ NRTP (NTT)

✓ OIDAR (NTT)

✓ ONLINE MONEY GAMING (NTT)