



General Assembly

February Session, 2026

Raised Bill No. 240

LCO No. 1585



Referred to Committee on PUBLIC HEALTH

Introduced by:
(PH)

AN ACT CONCERNING INTERNET GAMING DISORDER.

Be it enacted by the Senate and House of Representatives in General Assembly convened:

1 Section 1. (*Effective from passage*) The Commissioner of Mental Health
2 and Addiction services shall develop a comprehensive public health
3 plan to (1) identify, prevent and reduce the risks associated with Internet
4 gaming disorder, and (2) identify any link between Internet gaming
5 disorder and gambling behaviors. The plan shall include data
6 monitoring, public education, early screening, health care provider
7 training, evidence-based treatment pathways and coordination with
8 existing gambling harm prevention efforts with particular attention to
9 reducing harm to youth and other vulnerable populations. Not later
10 than January 1, 2027, the commissioner shall report on such plan, in
11 accordance with section 11-4a of the general statutes, to the joint
12 standing committee of the General Assembly having cognizance of
13 matters relating to public health.

This act shall take effect as follows and shall amend the following sections:

Section 1	<i>from passage</i>	New section
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Statement of Purpose:

To require the Commissioner of Mental Health and Addiction Services to develop a comprehensive public health plan to identify, prevent and reduce the risks associated with Internet gaming disorder and identify any link between Internet gaming and gambling behaviors.

[Proposed deletions are enclosed in brackets. Proposed additions are indicated by underline, except that when the entire text of a bill or resolution or a section of a bill or resolution is new, it is not underlined.]