



I-GAMING LICENSING AND REGULATION GROUP
Electronic Gaming Licensing Department

MEMORANDUM

March 26, 2026

TO : ALL GAMING SYSTEM ADMINISTRATORS
ALL GAMING VENUE OPERATORS
ALL LICENSEES OF INTEGRATED RESORTS
ALL GAMING AFFILIATES
ALL SUPPORT SERVICE PROVIDERS
ALL APPLICANTS AND CONCERNED PARTIES

FROM : THE OFFICER-IN-CHARGE

SUBJECT : AMENDMENTS TO THE TRANSITION GUIDELINES AND
REGULATORY FRAMEWORK

Please be informed that the PAGCOR's Board of Directors, in its meeting held on March 26, 2026, approved the following:

1. Implementation of the following amendments to the ***Regulatory Framework for the Accreditation of Gaming Affiliates and Support Service Providers Revision No. 1;***

FROM	TO
1. Definition of Terms	
2. Game Aggregator (GA) refers to an entity that connects electronic and online gaming with game content providers, allowing the Gaming System Administrator (GSA) to offer a variety of games. It unites numerous electronic gaming systems (with or without the suites of games from various game developers) into a single electronic gaming system. It provides the required products and/or services to the GSA such as game integration, payments, and technical support, among others.	2. Game Aggregator (GA) refers to an entity that connects electronic and online gaming with game content providers, allowing the Gaming System Administrator (GSA) to offer a variety of games. It unites numerous electronic gaming systems (with or without the suites of games from various game developers) into a single electronic gaming system. It provides the required products and/or services to the GSA such as game integration, payments, and technical support, among others. <i>It includes the</i>

	<i>entity that provides the electronic gaming system (EGS), online gaming platform (OGP) and/or gaming system software to any PAGCOR-accredited and/or licensed entity.</i>
	13. Exclusive Distributor or Reseller <i>refers to an accredited local Game Aggregator (GA) or Game Content Provider (GCP) duly appointed by a foreign-based GA/GCP of same category or type of accreditation that is given the sole right to offer, sell and/or distribute a gaming system/platform or game contents among the accredited GSAs or IR Licensees.</i>
II. General Provisions	
7. For foreign-based B2B Provider (or its local counterpart/business in the Philippines), the registration with the Securities and Exchange Commission (SEC) of the Philippines shall be required.	7. For foreign-based B2B Provider (or its local counterpart/business in the Philippines), the registration with the Securities and Exchange Commission (SEC) of the Philippines shall be required.
8. A foreign-based Gaming Affiliate (i.e., Game Aggregator and/or Game Content Provider) may appoint a local entity or a GSA as exclusive distributor with full responsibility for its products and/or services. However, any exclusive distributorship agreement shall be automatically deemed void/cancelled once the foreign-based Gaming Affiliate is accredited by PAGCOR.	8. A foreign-based Gaming Affiliate (i.e., Game Aggregator or Game Content Provider) which does not desire to apply for accreditation with PAGCOR but desires its products and services to be offered or continue being offered in the Philippines, must appoint the appropriate accredited Gaming Affiliate as exclusive distributor or reseller with full responsibility for its products and/or services. However, any exclusive distributorship agreement shall be automatically deemed void/cancelled once the foreign-based Gaming Affiliate is accredited by PAGCOR.
9. Each local entity or GSA is allowed	9. An accredited Game Aggregator

to be an exclusive distributor up to a maximum of five (5) distributorships.	(GA) or Game Content Provider (GCP) is allowed to be an exclusive distributor or reseller of a foreign-based entity on the same category or type of accreditation up to a maximum of five (5) distributorships, i.e., an accredited local GCP for exclusive 5 distributorships of suites of games for a foreign-based GCP, or an accredited local GA for exclusive 5 distributorships of gaming system/platform/system software for a foreign-based GA. 10. No GSA shall be allowed as distributor or reseller of any foreign-based GA or GCP. For clarity, no accredited GA or GCP with existing accreditation as GSA is allowed to be an exclusive distributor/reseller of a foreign-based GA or GCP.
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2. The above table of amendments shall form part of the *Regulatory Framework for the Accreditation of Gaming Affiliates and Support Service Providers Revision No. 1* and shall be designated as **Annex D** thereof. The implementation of these amendments shall take effect five (5) days after their publication on PAGCOR's regulatory website.
3. Inclusion of a requirement for concerned GSAs to declare existing Distributorship Agreements in the Transition Guidelines for the existing GSAs and their contracted B2B providers:

"2. Existing Gaming System Administrators and Their Contracted Gaming Affiliates and Support Service Providers

- a. *Gaming System Administrators (GSA), formerly Gaming System Service Providers (GSSP)*

"xxx...xxx...xxx"

- iv. **To recognize the existing distributorship agreements with concerned Gaming Affiliates, all concerned GSAs shall declare and seek confirmation of approval for the continuous distribution of game contents. Any**

extension in the validity period of the existing distributorship agreement of the GSA shall not be allowed in order to effectively assign the distribution of game contents to the accredited Game Content Providers. All undeclared distributorship agreements by June 01, 2026 shall no longer be acknowledged by PAGCOR and shall be deemed void."

XXX...XXX...XXX"

4. Extension of the transition period for the submission of accreditation applications of contracted B2B Providers from March 31, 2026 to May 31, 2026.

For your information, guidance and strict compliance.

Thank you.


JESSA MARIZ R. FERNANDEZ

cc: OCCEO
VP, MEG
AVP, AD
AVP, CMED-EG

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