

119TH CONGRESS
2D SESSION

H. R. 8970

To direct the Secretary of Health and Human Services to conduct research to advance the understanding of gambling disorder, and for other purposes.

IN THE HOUSE OF REPRESENTATIVES

MAY 21, 2026

Mr. GOLDMAN of New York (for himself and Mr. MOORE of Utah) introduced the following bill; which was referred to the Committee on Energy and Commerce

A BILL

To direct the Secretary of Health and Human Services to conduct research to advance the understanding of gambling disorder, and for other purposes.

1 *Be it enacted by the Senate and House of Representa-*
2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Gambling Disorder
5 Health Study Act”.

6 **SEC. 2. FINDINGS.**

7 Congress finds that—

8 (1) gambling disorder was categorized as a be-
9 havioral addiction in 2013 in the Diagnostic and

1 Statistical Manual of Mental Disorders (5th ed., text
2 rev. 2022) published by the American Psychiatric
3 Association;

4 (2) although gambling disorder is categorized
5 along with substance-related and addictive disorders
6 that include alcohol, tobacco, and drug-related addic-
7 tions, no Federal agency has been designated to
8 fund and guide research, programs, or policies ad-
9 dressing gambling disorder in the United States on
10 a national level;

11 (3) this absence of Federal funding and guid-
12 ance has resulted in a lack of research and resources
13 available to address gambling disorder and gambling
14 harm;

15 (4) in *Murphy v. National Collegiate Athletic*
16 *Association*, 584 U.S. 453 (2018), the Supreme
17 Court overturned the Professional and Amateur
18 Sports Protection Act (Public Law 102–427), allow-
19 ing States to legalize and regulate sports betting;
20 and

21 (5) following the Supreme Court’s ruling in
22 that case, 38 States, the District of Columbia, and
23 Puerto Rico legalized some form of sports betting,
24 consequently making sports betting and other forms
25 of gambling more accessible and popular and gar-

1 nering billions of dollars of revenue for the gambling
2 industries.

3 **SEC. 3. RESEARCH ON GAMBLING DISORDER.**

4 (a) IN GENERAL.—The Secretary of Health and
5 Human Services (in this section referred to as the “Sec-
6 retary”) shall carry out a program (in this section referred
7 to as the “program”) under which the Secretary shall con-
8 duct research, either directly or through agreements with
9 other public or nonprofit private entities, to advance the
10 understanding of gambling disorder, including its origins,
11 manifestations, and long-term effects.

12 (b) RESEARCH OBJECTIVES.—The research to be
13 conducted under subsection (a) shall include—

14 (1) efforts to identify the initial emergence or
15 earliest documented cases of gambling disorder and
16 the developments leading to its categorization as a
17 behavioral addiction in the Diagnostic and Statis-
18 tical Manual of Mental Disorders (5th ed., text rev.
19 2022);

20 (2) investigation of the long-term psychological,
21 social, economic, and behavioral impacts of gambling
22 disorder on affected individuals, communities, and
23 public discourse;

1 (3) analysis of the effects of mobile, online, and
2 app-based gambling technologies on the prevalence,
3 development, and progression of gambling disorder;

4 (4) examination of the implications of related
5 technology mediated behavioral activities, including
6 video games, social media, in-app purchases, and vir-
7 tual reality platforms, on the prevalence, develop-
8 ment, and progression of gambling disorder;

9 (5) analysis of the contributing factors to, and
10 the policy implications of, the development and
11 spread of gambling disorder, including sports betting
12 legalization, media exposure, political polarization,
13 and social dynamics;

14 (6) exploration of potential interventions, treat-
15 ments, coping mechanisms, and strategies to miti-
16 gate the adverse effects of gambling disorder, as ap-
17 plicable;

18 (7) analysis of the demographics of those indi-
19 viduals who are susceptible to gambling harm or al-
20 ready diagnosed with gambling disorder, as well as
21 the demographics of individuals who partake in indi-
22 vidual gambling types; and

23 (8) comparative analysis of the regulatory and
24 public health frameworks of other economically de-
25 veloped countries with respect to gambling, including

1 the effectiveness of any prevention policy approaches
2 and risk reduction measures for individuals exhib-
3 iting signs of gambling disorder, and the cir-
4 cumstances under which such countries have modi-
5 fied or reversed policies that had liberalized gam-
6 bling and the outcomes of those actions.

7 (c) PARTICIPATION OF FEDERAL AGENCIES AND
8 OTHER ENTITIES.—The Secretary shall carry out sub-
9 section (a)—

10 (1) in consultation with the National Institutes
11 of Health, the Assistant Secretary for Planning and
12 Evaluation, the Comptroller General of the United
13 States, and the National Academies of Science, En-
14 gineering, and Medicine; and

15 (2) in collaboration with the heads of other
16 Federal and State agencies, academic institutions,
17 and relevant organizations.

18 (d) ANNUAL REPORT TO CONGRESS.—Not later than
19 2 years after the date of enactment of this Act, and annu-
20 ally thereafter during the term of the program, the Sec-
21 retary shall submit to the Committee on Energy and Com-
22 merce of the House of Representatives and the Committee
23 on Health, Education, Labor, and Pensions of the Senate
24 a report on the progress of research conducted under this
25 section, including—

1 (1) findings relating to the initial emergence,
2 demographic analyses, public health impact, and
3 long-term effects of gambling disorder and engage-
4 ment with gambling types; and

5 (2) recommendations for further research, pub-
6 lic health actions, treatments, preventative measures,
7 and public policies relating to gambling disorder and
8 mitigating gambling harm.

9 (e) DEFINITIONS.—In this section:

10 (1) GAMBLING DISORDER.—The term “gam-
11 bling disorder” has the meaning given such term in
12 the Diagnostic and Statistical Manual of Mental
13 Disorders (5th ed., text rev. 2022) (or a successor
14 edition) and includes—

- 15 (A) pathological gambling;
- 16 (B) gambling addiction; and
- 17 (C) compulsive gambling.

18 (2) GAMBLING TYPE.—The term “gambling
19 type” includes—

- 20 (A) lotteries and scratch-offs;
- 21 (B) sports betting;
- 22 (C) prediction markets;
- 23 (D) casino games;
- 24 (E) horse racing;
- 25 (F) online gambling;

1 (G) social gaming with virtual currency;

2 (H) betting on esports; and

3 (I) other activities that involve risking
4 money or other stakes in a game or bet, as de-
5 termined by the Secretary.

6 (f) AUTHORIZATION OF APPROPRIATIONS.—There is
7 authorized to be appropriated to carry out this section for
8 each of fiscal years 2027 through 2029 the amount that
9 is 10 percent of the amount estimated by the Secretary
10 of the Treasury as being equal to the amount of taxes
11 received under section 4401(a)(1) of the Internal Revenue
12 Code of 1986 during the preceding fiscal year. Such sums
13 shall remain available until expended.

○