



House of Representatives

General Assembly

File No. 633

January Session, 2025

House Bill No. 7215

House of Representatives, April 9, 2025

The Committee on Public Health reported through REP. MCCARTHY VAHEY of the 133rd Dist., Chairperson of the Committee on the part of the House, that the bill ought to pass.

AN ACT CONCERNING PROBLEM GAMING.

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

1 Section 1. (NEW) (*Effective October 1, 2025*) The Commissioner of
2 Mental Health and Addiction Services shall establish a program for the
3 treatment and rehabilitation of individuals and families impacted by
4 Internet gaming disorder in the state. The program shall provide
5 Internet gaming disorder prevention, treatment and rehabilitation
6 services. The commissioner may enter into agreements with subregional
7 planning and action councils and nonprofit organizations to assist in
8 providing such services. The commissioner may impose a reasonable
9 fee, on a sliding scale, on program participants who can afford to pay
10 for any such services. As used in this section, "Internet gaming disorder"
11 means a disorder in which a person is chronically and progressively
12 preoccupied with videogames and the urge to play and exhibits
13 behavior that compromises, disrupts or damages personal, family or
14 vocational pursuits.

This act shall take effect as follows and shall amend the following sections:		
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Section 1	<i>October 1, 2025</i>	New section
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PH *Joint Favorable*

The following Fiscal Impact Statement and Bill Analysis are prepared for the benefit of the members of the General Assembly, solely for purposes of information, summarization and explanation and do not represent the intent of the General Assembly or either chamber thereof for any purpose. In general, fiscal impacts are based upon a variety of informational sources, including the analyst's professional knowledge. Whenever applicable, agency data is consulted as part of the analysis, however final products do not necessarily reflect an assessment from any specific department.

OFA Fiscal Note

State Impact:

Agency Affected	Fund-Effect	FY 26 \$	FY 27 \$
Mental Health & Addiction Serv., Dept.	GF - Cost	at least \$853,000	at least \$853,000
Resources of the General Fund	GF - Potential Revenue Gain	See Below	See Below
State Comptroller - Fringe Benefits ¹	GF - Cost	42,000	42,000

Note: GF=General Fund

Municipal Impact: None

Explanation

The bill results in a cost to the Department of Mental Health and Addiction Services (DMHAS) to establish a program to provide Internet gaming disorder prevention, treatment and rehabilitation services to impacted individuals and families in the state.

DMHAS will incur costs of at least \$103,000 to support a Prevention Services Coordinator (with associated fringe of approximately \$42,000) to oversee the problem gaming expansion and manage related contracts. Assuming DMHAS contracts with the regional behavioral health action organizations (RBHAOs) for prevention services, DMHAS will experience additional costs of approximately \$750,000 (\$150,000 per region) to support problem gaming prevention work as well as outreach and education. While the extent of the need for treatment services is currently unknown, DMHAS may utilize the BETTOR Choice program

¹The fringe benefit costs for most state employees are budgeted centrally in accounts administered by the Comptroller. The estimated active employee fringe benefit cost associated with most personnel changes is 40.71% of payroll in FY 26.

infrastructure to expand clinical services to address problem gaming (estimated cost of approximately \$75,000 per program or \$375,000 for five programs).

The bill allows DMHAS to impose a reasonable fee, on a sliding scale, on program participants who can afford to pay for any such services, resulting in a potential revenue gain to the state.

The Out Years

The annualized ongoing fiscal impact identified above would continue into the future subject to inflation.

OLR Bill Analysis**HB 7215*****AN ACT CONCERNING PROBLEM GAMING.*****SUMMARY**

This bill requires the Department of Mental Health and Addiction Services (DMHAS) to create a program providing prevention, treatment, and rehabilitation services for people and families in the state impacted by Internet gaming disorder. Under the bill, this is a disorder in which someone is chronically and progressively preoccupied with video games and the urge to play and shows behavior that compromises or harms personal, family, or vocational pursuits.

The bill allows the DMHAS commissioner to (1) enter into agreements with subregional planning and action councils (presumably, regional behavioral health action organizations) and nonprofits to help provide these services and (2) charge a reasonable sliding scale fee to program participants who can afford to pay.

EFFECTIVE DATE: October 1, 2025

COMMITTEE ACTION

Public Health Committee

Joint Favorable

Yea 20 Nay 10 (03/27/2025)