

Games Need Approval to Go Live

DoNews Games June 2 Report (Editor Liu Yunfei) The Office of the State Administration of Press, Publication, Radio, Film and Television (the SAPPRFT) has issued the Notice on Mobile Game Publishing Service Management, publishing regulations relevant to the acceptance of mobile games, subject matter for publishing application and procedures for changing operators. According to the announcement, the Notice shall come into effect as of July 1, 2016.

Original Notice on Mobile Game Publishing Service Management as follows:

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The bureaus of press, publication, radio, film and television and Internet information offices of all provinces, autonomous regions and municipalities, the Press and Publication Bureau and the Internet Information Office of Xinjiang Production and Construction Corps, the Propaganda Department of the Political Work Department of the Central Military Commission, and all game publishing service units;

In order to further standardize the order of the mobile game publishing service management and improve mobile game case acceptance and approval efficiency, and in accordance with The Regulations on Publication Administration, The Requirements on Network Publishing Service Management and relevant regulations, the matters of the Notice are as follows:

I. This Notice, in referring to mobile games, is referring to games available for public download on the Internet or those played interactively online, and which are played on mobile phones and smart devices.

This Notice, in referring to mobile game publishing service, is referring to Internet publishing operations service behaviors of mobile games available for public download on the Internet or those played interactively online.

This Notice, in referring to game publishing service units, is referring to those online publishing service units which include game publication in their scope of business and have acquired a web publishing service license from the SAPPRFT.

II. Game publishing service units shall be responsible for mobile game content review, publishing declaration and game publication no. application.

III. Submissions for publication shall not involve political, militaristic, ethnic or religious subject matter. Yet, those domestic mobile games without plots or containing very simplistic plots like elimination, Parkour, flying, chess, puzzles, sports, music and dance and casual puzzles, shall be handled in accordance with the following requirements:

(I) Game publishing service units shall adhere to the requirements of The Regulations on Publication Administration and The Network Publishing Service Requirements, reference The Mobile Game Content Guidelines developed by the China Audio-visual and Digital

VI. Updates and new additions to publication-approved mobile games (including significant changes to story plot, quest content, map forms, characters, role characteristics and interactive features, and with additional names, or when the name is unchanged but a subtitle is added, or where words are added before the name, such as New XX, or where the game uses numbers after it to illustrate a change in version, such as XX 2, and in promotion, etc.) considered new works should re-perform the appropriate approval procedures according to their category, in accordance with the requirements of this Notification.

VII. Changes to the game publishing service unit, game name or operators of publication-approved mobile games should submit the relevant change materials through the provincial publishing administration department for audit and then report to the SAPPRFT for change procedures.

VIII. During online publication of a mobile game, the game publishing service unit shall be responsible for the integrity of the game content, and before the game begins and after the "healthy gaming advice" must set up a special page indicating the game's copyright owner, publishing service unit, approval number, publication number and other approval information of the SAPPRFT, and must strictly adhere to the publishing operations of the approved content. The game publishing service unit is responsible for reviewing the game and recording daily game updates and promptly stopping unauthorized and inappropriate content behavior; for incompliance, a report should be submitted to the local provincial publishing administration department in a timely manner to dispose of the matter. In serious cases, the local provincial publishing administration department may apply for a revocation of the corresponding game's publication approval and hold them accountable.

IX. During joint operations in mobile gaming, mobile game joint operating units must verify whether or not mobile gaming approval procedures have been completed and whether or not related information is indicated. Unapproved games or those with no information indicated shall not be joint operations.

X. When pre-installing games on any type of mobile phone, tablet or other smart device, manufacturers and business units must verify whether or not all mobile gaming approval procedures have been completed and whether or not related information is indicated. Unapproved games, those with no information indicated and pirated mobile games should not be pre-installed.

XI. All provincial publishing administration departments should be equipped with personnel and technical equipment sufficient to meet the needs of the work. Supervisory reviews of approved mobile games within the territory should be completed within thirty (30) working days, and results should be reported to the SAPPRFT.

XII. As for games approved and involving remote operations, the provincial publishing administration department that approved the game publication by acceptance of the application is responsible for regulatory work as according to article 11 of this Notice.

Remote operators should have daily supervision by the local provincial publishing administration department.

XIII. This Notice shall come into effect as at July 1, 2016. From the effective date, those mobile games without approval from the SAPPRT shall not be published on the Internet.

XIV. Mobile games (including all kinds of pre-installed mobile games) with online publication operations at the time of implementation of this Notice, all game publishing service units and relevant game enterprises should do the proper clear up work, which is necessary to continue online publication operations. In accordance with the requirements of this Notice, relevant approval procedures should be undergone at the local provincial publishing administration department before October 1, 2016. By then, those that have not gone through the relevant examination and approval procedures will not be allowed to continue online publication operations.

XV. Those mobile games not in compliance with the relevant approval procedures, namely Internet publishing operations, in this Notice, once found, will be investigated and dealt with by the relevant publication administration law enforcement departments for illegal publications.

XVI. All provincial publishing administrative departments please carefully organize and implement according to the requirements in the Notice, and report to the SAPPRT progress of such work in a timely manner.

Office of the State Administration of Press, Publication, Radio, Film and Television
May 24 2016

This text is a translation of the law and may differ from the current version of the law.
Link to the original law
<http://tech.sina.com.cn/i/2016-06-02/doc-ifxsvenx3156574.shtml>