STATE OF NEW YORK

3740

2021-2022 Regular Sessions

IN SENATE

January 30, 2021

Introduced by Sen. COMRIE -- read twice and ordered printed, and when printed to be committed to the Committee on Mental Health

AN ACT to amend the mental hygiene law, in relation to gaming disorders

The People of the State of New York, represented in Senate and Assembly, do enact as follows:

Section 1. Section 1.03 of the mental hygiene law is amended by adding a new subdivision 59 to read as follows:

59. "Gaming disorder" means a disorder due to addictive behavior, as defined in the most recent edition of the international classification of diseases (ICD), published by the World Health Organization.

§ 2. This act shall take effect immediately.

EXPLANATION--Matter in *italics* (underscored) is new; matter in brackets [-] is old law to be omitted.

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