



Safe Zone: Indonesia Launches 2026 Game Rating System

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Starting in January 2026, all video games distributed in Indonesia will be required to display an official [Indonesia Game Rating System](#) (“IGRS”) age rating. The IGRS is a platform developed by the Ministry of Communication and Digital Affairs (“**MOCDA**”) to ensure that digital games available in Indonesia are properly classified and age-appropriate.

Failure to comply may result in reclassification, suspension or permanent takedown of the affected titles. The requirement applies across all platforms, foreign titles, and user-generated content. To strengthen age verification, the government also plans to integrate digital ID verification tools into the system.

The launch of the IGRS on 11 October 2025 forms part of Indonesia’s broader effort to improve child protection within the digital ecosystem. Earlier, the government issued Government Regulation No. 17 of 2025 on the Management of Electronic System Operations in Child Protection, setting a stronger legal foundation for safeguarding children online.

This advisory explains the background, registration and classification process, and practical uncertainties facing game publishers and distributors.

Background

The IGRS was established under Ministry of Communication and Informatics (“**MOCI**”) Regulation No. 2 of 2024 on the Classification of Games (read our full advisory on this regulation [here](#)). MOCI, renamed MOCDA when President Prabowo Subianto took office in October 2024, recently confirmed that enforcement will begin in January 2026.

All physical and digital video games distributed in Indonesia must display an IGRS age rating label: 3+, 7+, 13+, 15+, 18+, or RC (Refused Classification). Assigning a game an incorrect rating could result in a rating escalation or a takedown, according to MOCDA's Director General of Digital Ecosystem, Edwin Hidayat Abdullah.

The age rating policy aims to protect minors from violent, pornographic, or gambling-related content and to provide consistent local oversight of both domestic and foreign game distribution. The Minister of Communication and Digital Affairs, Meutya Hafid, said the policy also seeks to strengthen the [local game industry](#) through responsible development.

The rules apply to all gaming channels, including console, PC, mobile, foreign-developed games and user-generated content.

Registration and Classification Process

To distribute a game in Indonesia, game publishers must complete the IGRS classification process through an online portal managed by MOCDA. The process is designed to be straightforward and accessible to both local and foreign entities.

Steps in the IGRS Game Classification Process by the publishers:

1. Register an account on the IGRS website.
2. Conduct a self-assessment and assign a proposed age rating.
3. Submit materials for verification by MOCDA or an authorized reviewer. These materials include: a completed game description form, gameplay video clips (showing representative content and mechanics), and a classification questionnaire.
4. Await verification results; if disputed, an appeal may be filed.
5. Download the official classification certificate once approved.

The classification certificate must then be quoted in all relevant packaging, game descriptions, advertising, digital storefronts and official distribution platforms.

MOCDA or its designated classification examiners may conduct periodic or random conformity checks. Misclassified or prohibited titles may face reclassification, suspension or permanent takedown. Extreme violence, pornography or gambling can trigger immediate removal.

IGRS Age Rating Criteria

3+ — Suitable for all ages. Contains no references to cigarettes, alcohol, drugs, violence,

blood, mutilation, cannibalism, coarse language, swearing, adult humor, nudity, pornography, gambling, horror, or online interaction (chat).

7+ — Similar to 3+, but may include minimal and non-realistic content. Still contains no references to harmful substances, violence, blood (even unrealistic), strong language, adult humor, gambling, nudity, horror, or online conversations.

13+ — May include unrealistic blood, filtered online chat, and non-hateful animated violence using unrealistic weapons. Does not include references to harmful substances, mutilation, cannibalism, pornography, gambling, or intense horror. Limited non-explicit adult humor is allowed.

15+ — May feature animated violence, blood, non-sexual adult humor, and online interaction with filters. Still excludes references to harmful substances, mutilation, cannibalism, nudity, pornography, gambling, or intense horror.

18+ — Allows adult themes such as violence, blood, mutilation, cannibalism, sexual humor, horror, gambling without real or digital money, and references to cigarettes, alcohol, or drugs. Does not allow pornography or explicit nudity. Online interaction is permitted.

RC (Refused Classification) — Assigned to games with prohibited content, including pornography, gambling with real or tradable digital currency, or content violating Indonesian laws and regulations. Also applies to games that support cash-out mechanics.

Furthermore, the IGRS provides labels indicating references to prohibited content and other content that may be harmful or pose potential risks (<https://igrs.id/rating-info>):

1. Harsh Language
2. Blood, Mutilation, and/or Cannibalism
3. Horror
4. Online Interactions
5. Character Appearance
6. Tobacco, Drugs, Alcoholic Beverages
7. Gambling Simulation
8. Violence

Age Verification and eKYC Integration

MOCDAs plan to integrate digital ID verification tools (electronic Know Your Customer – “**eKYC**”) to prevent underage access.

These systems enable real-time checks using national ID cards and biometric verification (facial recognition, liveness detection) to reinforce age controls.

MOCDA has emphasized that digital safeguards must be complemented by parental supervision. The government also aims to close loopholes, such as adults lending their ID cards to children.

Conclusion

The introduction of the IGRS is a key measure in Indonesia's ongoing efforts to build a safer and more accountable digital ecosystem for children. As the implementation date approaches, game publishers and distributors are encouraged to review their existing titles to ensure compliance and avoid potential sanctions. The system provides clear rules for content classification and age-appropriate distribution, helping both regulators and the gaming sector in maintaining compliance and consumer protection.

While it does not restrict game development or creativity, the IGRS sets clear boundaries to protect minors. It aims to ensure that Indonesia's thriving gaming sector, including genres such as action, strategy and even "fantasy violence", operates within a system that supports child safety and upholds local values, including education, cultural norms, and appropriate content standards.

Click the "download file" button to read the PDF version.

If you have any questions, please contact:

1. Maria Sagrado, Managing Partner – maria.sagrado@makarim.com
2. Kaila Arinta Nazneen, Associate – kaila.nazneen@makarim.com
3. Aliya Ilysia Irfana Ampri, Associate – aliya.ampri@makarim.com

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