

S 2126

Family Entertainment Protection Act

Congress: 109 (2005–2007, Ended)

Chamber: Senate

Policy Area: Commerce

Introduced: Dec 16, 2005

Current Status: Sponsor introductory remarks on measure. (CR S1888)

Latest Action: Sponsor introductory remarks on measure. (CR S1888) (Mar 8, 2006)

Official Text: <https://www.congress.gov/bill/109th-congress/senate-bill/2126>

Sponsor

Name: Sen. Clinton, Hillary Rodham [D-NY]

Party: Democratic • State: NY • Chamber: Senate

Cosponsors (3 total)

Cosponsor	Party / State	Role	Date Joined
Sen. Bayh, Evan [D-IN]	D · IN		Dec 16, 2005
Sen. Lieberman, Joseph I. [D-CT]	D · CT		Dec 16, 2005
Sen. Johnson, Tim [D-SD]	D · SD		Feb 16, 2006

Committee Activity

Committee	Chamber	Activity	Date
Commerce, Science, and Transportation Committee	Senate	Referred To	Dec 16, 2005

Subjects & Policy Tags

Policy Area:

Commerce

Related Bills

No related bills are listed.

Family Entertainment Protection Act - Prohibits a business from selling, renting, or permitting the sale or rental of any video game with a Mature, Adults-Only, or Ratings Pending rating from the Entertainment Software Ratings Board to any individual who has not attained the age of 17 years.

Subjects violators of this Act to a civil penalty.

Requires the Federal Trade Commission (FTC) to contract with an expert, independent organization to determine annually whether Board ratings remain consistent and reliable.

Authorizes the FTC to conduct: (1) and publicize the results of an annual secret audit of businesses to determine how frequently minors who attempt to purchase video games with a Mature, Adults-Only, or Rating Pending rating are able to do so successfully; and (2) an investigation into embedded content in video games that can be accessed through a keystroke combination, pass-code, or other technological means to estimate certain data about video games with embedded content.

Expresses the sense of Congress that whenever the FTC determines that the content of a video game is inconsistent with the rating given to such game, it shall take appropriate action under its authority to regulate unfair or deceptive acts or practices in or affecting commerce.

Requires the FTC's Bureau of Consumer Protection to ensure that consumers can file complaints alleging misleading or deceptive content-descriptions or labels on a video game using the same procedure (including an easily accessible online filing system) by which complaints are now accepted concerning other forms of unfair, deceptive, or fraudulent advertising.

Actions Timeline

- **Mar 8, 2006:** Sponsor introductory remarks on measure. (CR S1888)
- **Dec 16, 2005:** Introduced in Senate
- **Dec 16, 2005:** Sponsor introductory remarks on measure. (CR S13789-13791)
- **Dec 16, 2005:** Read twice and referred to the Committee on Commerce, Science, and Transportation.