

# Chapter 29

## The Legal Validity of E-Sports as a Sport

**Reyhan Mir**

*Independent Researcher, Spain*

### ABSTRACT

*The chapter aims to investigate the e-sports phenomenon and analyze its legal relevance and validity with the traditional sports world. The chapter looks to provide the current framework of the e-sports field and its potential to be a sport, followed by the legal challenges it faces towards being possibly recognized as one. The second segment of this chapter additionally looks into the regulations currently in place as well as analyzes the minimum changes required in order to ensure the growth of this field. The chapter eventually concludes by analyzing the possible future for the field and suggestions to help facilitate its development.*

### INTRODUCTION

In general, it takes an activity about 50 years to be recognized as a sport by society, taking note that professional gaming tournaments began in the 1970's, the professional gaming industry is near achieving that 50 year milestone (Taylor, 2012). Considering its rapid growth and development over the past few years as well as the ever increasing reliance of society on technology, it is evident that the question of whether esports can be considered as a sport is a major topic for present as well as future discussion.

The traditional perspective of sport is that it would be an activity involving a form of physical exertion while also involving a social element. The development and advancement of technology and consequently esports has lead this conventional concept to be challenged. Over the past few years, there have been numerous articles and perspectives put forward proclaiming esports as the sport of the new generation (Stubbs, 2017; Young, 2016). Such arguments have naturally caused controversy and debate as to whether esports can legitimately be termed as a sport. The numbers for the industry have been astronomical and have displayed an unprecedented growth rate with major endemic and non-endemic brands entering the field to provide sponsorships as well as major investors from traditional sports investing in various aspects of the industry.

DOI: 10.4018/978-1-7998-7707-3.ch029

The following chapter aims to investigate this phenomenon and analyse its legal relevance and validity with the traditional sports world. The chapter looks to provide the current framework of the esports field and its potential to be a sport, followed by the legal challenges it faces towards being possibly recognised as one. The second segment of this chapter would additionally look into the regulations currently in place as well as analyse the minimum changes required in order to ensure the growth of this field. Eventually the chapter would conclude with the possible future for the field and suggestions to help facilitate its development.

## **BRIEF INTRODUCTION INTO THE ESPORTS INDUSTRY**

Esports (Darcy, 2017) is the term given to a select group of competitive videogames which are selected on the basis of their popularity and ability to incorporate multiplayer game play. Among others, the conventionally popular games have included League of Legends (LoL), StarCraft 2, Counter-Strike: Global Offensive (CS:GO) and the comparatively recent Overwatch.

Each of these games are governed by their respective developers such as Riot for LoL or Valve for CS:GO. Due to this setup, there are no universal regulations for all esports and it is usually dependent on the game publisher or particular tournament organiser to establish their preferred regulations. Therefore, it would be useful to provide a basic framework of the industry to provide clarity further into the chapter.

The monopoly of the industry resides with the game publishers and secondarily with the tournament organisers. Unlike other sports such as the International Tennis Federation for tennis, there is no overarching governing body for all esports which has led to a lack of standardisation in governing the esports system with each esports title having its own set of rules and regulations. The game publishers such as Activision Blizzard, Riot and Valve can organise tournaments featuring their own games. In contrast, tournament organisers such as the Electronic Sports League (ESL), DreamHack and Gfinity would have to obtain licenses from the publishers to host tournaments featuring these games.

In May 2016, due to the evident lack of player and team influence, the ESL alongside various other esports teams formed another organisation called the World Electronic Sports Association (WESA) with the aim of providing player representation, standardising regulations and revenue sharing between teams. The effectiveness of this initiative has however been limited as the teams are mainly based in CS:GO and do not have sufficient influence in other games. Within the same context, Riot games themselves plan to introduce a players representation group to allow players to have more influence in the developments of the LoL (Conditt, 2017). An additional organisation to take note of is the International Electronic Sports Federation (IeSF) as they have attained some commendable accomplishments which have been helpful in recognising esports as a sport.

## **The Relevance and Potential of the Industry**

The videogame industry is currently estimated to be worth USD 108.9 billion with a predicted 7.8 per cent year on year growth (McDonald, 2017). The revenues for video games in fact are now comparable even to long established entertainment fields such as music and film. Naturally with the rise in interest for gaming there has been a rise in popularity of competitions which have increased at an exponential rate. For example, a report showed that esports tournaments held per year increased from 8809 in 2011 to 47,509 in 2014 (Lien, 2014).

15 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage:  
[www.igi-global.com/chapter/the-legal-validity-of-e-sports-as-a-sport/270749](http://www.igi-global.com/chapter/the-legal-validity-of-e-sports-as-a-sport/270749)

## Related Content

---

### The Value Creation Ecosystem (VCE): A Novel Business Model Design Tool to Capture Multi-Stakeholder Value Exchanges

Jordi Vinaixa, Winnie Vanrespailleand Hasan Muslemani (2022). *Journal of Business Ecosystems* (pp. 1-15).

[www.irma-international.org/article/the-value-creation-ecosystem-vce/309124](http://www.irma-international.org/article/the-value-creation-ecosystem-vce/309124)

### Managing and Shaping Change in International Projects

Jürgen Janssens (2019). *Managerial Competencies for Multinational Businesses* (pp. 150-173).

[www.irma-international.org/chapter/managing-and-shaping-change-in-international-projects/209236](http://www.irma-international.org/chapter/managing-and-shaping-change-in-international-projects/209236)

### Online Learner Satisfaction and Collaborative Learning: Evidence from Saudi Arabia

Salem Alkhalaf, Jeremy Nguyen, Anne Nguyenand Steve Drew (2017). *Remote Work and Collaboration: Breakthroughs in Research and Practice* (pp. 495-507).

[www.irma-international.org/chapter/online-learner-satisfaction-and-collaborative-learning/180117](http://www.irma-international.org/chapter/online-learner-satisfaction-and-collaborative-learning/180117)

### Tacit Knowledge Sharing and Value Creation in the Network Economy: Socially Driven Evolution of Business

Wioleta Kucharska (2018). *Global Practices in Knowledge Management for Societal and Organizational Development* (pp. 293-316).

[www.irma-international.org/chapter/tacit-knowledge-sharing-and-value-creation-in-the-network-economy/191048](http://www.irma-international.org/chapter/tacit-knowledge-sharing-and-value-creation-in-the-network-economy/191048)

### Architectures for 3D Virtual Environments

Thiago Pereira Rique, Samara Martins Nascimento, Rodrigo da Cruz Fujiokaand Fernando da Fonseca de Souza (2017). *Remote Work and Collaboration: Breakthroughs in Research and Practice* (pp. 419-449).

[www.irma-international.org/chapter/architectures-for-3d-virtual-environments/180114](http://www.irma-international.org/chapter/architectures-for-3d-virtual-environments/180114)