

ACCESS OPEN

2020/07/29: Submitted

2020/08/10: Accepted

eSports: legal reading

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Summary

It is rapidly growing at the national level, and is growing E-sports is a modern and widespread phenomenon worldwide internationally. E-sports does not have a comprehensive legal regulation in the Arab countries; Therefore, the study seeks to read this phenomenon legally, in an attempt to arrive at a statement of the nature of this sport, its importance, nature, and its relationship to games in light of the criteria of the International Olympic Committee to recognize electronic sports activity. And discuss the extent to which it is considered a Riyadh. The study presents the legal challenges facing e-sports at the level of internal law, represented in; Professional contracts, sponsorship contracts, contracts of assignment of exploitation rights, and intellectual property protection. The study was concerned with identifying the challenges that hinder the progress, growth and development of electronic sports, whether in the Arab countries, or at the international level.

And we came up with a set of suggestions to meet these challenges.

Keywords: electronic sports, electronic games, professional contracts, sponsorship contracts,

Intellectual property, eSports challenges

To quote: Al-Rabawi, Hassan Hosni. "E-Sports: A Legal Reading ", International Journal of Law, Volume Ten, First Regular Issue

0155.2021.irl/29117.10/org.doi://https

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Perspective legal a From: sports-E

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Abstract

world the throughout spreading fast been has that phenomenon modern a is sports-E a lack still countries Arab many, Yet. level international and national the both on to seeks study this, Therefore. phenomenon a such of regulation legal comprehensive ,significance its identify to perspective legal a from phenomenon sports-E the explore which extentto the with along games electronic with relationship and nature, importance by adopted standards ofthe light in, activity sports a deemed be could phenomenon a such .activities sports of recognition the for Committee Olympic International the

legal national the in sports-E the facing challenges legal the examines study the, Moreover contracts licensing, contracts sponsorship, contracts player professional as such, system attempts further study The. property intellectual of protection the and, exploitation for sports-E of development and growth, progress the thatimpede challenges highlightthe to of set a with concludes finally It. level international the on or countries Arab in whether .challenges these of all tackle to proposals

;contracts Sponsorship; contracts Professional; games Electronic; sports-E: **Keywords** challenges sports-E; property Intellectual

,10 Volume, *Law of Review International*" Perspective legal a From: sports-E., "H Barawi-Al: as article this Cite 2021, 1 Issue

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Introduction

The first e-sports event took place in October of 1972, when a number of University Stamford students competed among themselves for the game Spacewar , a space fighting game that was first developed in 1962 and dedicated to the winner Bruce Baumgart (Baumgart Bruce (Grand Prize, which was a one-year subscription to Stones Rolling). By the beginning of 1980, esports took on the familiar form, with Atari (Invaders Space) organized . The event attracted more than 10,000

The interest in e-sports within universities has increased. And I found special competitions here between universities. ¹ Play

² Studies have begun on the impact of e-sports on the educational process towards esports, according to the data of the International Esports Federation; The world is witnessing rapid American growth, and by 2019, the total revenue of the esports industry reached \$1.1 billion.

As they expect viewership to increase by 14% in 2021, Newzoo predicts (the annual growth rate will be approx.

casualty to 307 million. And that there will be 250 million esports enthusiasts, bringing the total to one million

audience 557

At the level of the leading countries in e-sports, according to a census conducted by (Statista), the United States of America leads the list, followed by China, then Korea, France, Germany, Brazil, Canada, Australia, Russia, Britain, Japan,

It is interesting to note that there is no Arab country in this census. ⁴ Sweden

E-sports has produced significant economic, social, and legal effects. On the economic level, this sport has become one of the most important investment priorities that investors are turning to. In fact, major sports clubs have begun to form teams for which international competitions can enter, and some of these teams have expanded in establishing halls to practice this sport.

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On the history of esports, see:
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(Navarre la de Tristian) indicates that the first appearance of electronic games was in the fifties and sixties of the last century, when a number of interactive visual games were developed, along with computer programs, to test their ability to perform specific functions, and those games were for programmers and engineers. Computer equipment was not available for commercial or recreational use. see:
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Thus, the emergence of sponsorship contracts for electronic sports by major commercial companies. On the social level, it is no more denial of the role of electronic sports in society, especially in the Arab region, as it gives the opportunity for people to practice this type of sports, comprising groups and individuals have appeared, placing Controls and rules governing the practice of this sport in relation to the segments that practice it. On the legal level, this sport raises many legal problems.

Study Methodology:

From a legal point of view, the topic of eSports is recent. Hence, we try to establish it by following the inductive approach, in an attempt to return what is related to electronic sports to sects or legal systems, and since this is complete in most Arab countries; So we will look at the legislation legally

The topic is an unorganized topic

Following the comparative approach becomes necessary to complete this study

Comparing at the European and international level, and then through discussion and analysis of the provisions contained in the comparative legal texts. Accordingly, the study will follow more than one legal research methodology; In order to reach a solution to the problems posed by the topic.

Study problem:

Electronic sports raise many legal problems, about what it is, and the extent of its classification within games is an existential issue, as the provisions and rules regulating it will vary in light of its classification. Electronic and related sports determine the nature of this new sport, which is activities; Then, the rules relating to the practice of traditional sports are applied to them in terms of: organization, licensing, work contracts, tax exemptions, etc., or is it not a religious activity, and does not fall within a factory, which is applied to it as it applies to industrial products of activity

The traditional sport? Do we then view it as a product of judgments regarding the obligations of the producer, the seller, and the protection of the consumer? As for the intellectual property rights of this product, do copyright rules apply, or do patent rules apply? Associated with this are a

are challenges in terms of concluding contracts and protecting these games. These questions and problems, in their entirety, constitute the problem of players, and the rights of manufacturers and producers of research, which we are trying to answer and solve in the course of our approach to the subject, through the following plan:

Study plan:

We address the issue of electronic sports through a plan based on dividing the topic into two sections: the first topic is devoted to explaining the nature of electronic sports, and the second topic is devoted to presenting the legal challenges facing electronic sports at the national and international levels.

The first topic: Electronic sports - concept and significance

E-sports is a phenomenon with many social, economic and legal connotations. In order to read the legal aspects of this phenomenon, we must understand its concept and significance, by defining it, stating its importance, and the extent to which it can be considered among the recognized sports activities. This is done by dividing this study into two sections as follows:

The first requirement: What is e-sports and its importance?

Section one: What is e-sports

E-sports is a type of electronic games. To find out its definition, we must first get acquainted with electronic games, which are

5. The known in the Cambridge Dictionary as: a game in which we move images on a screen

game 6. For electronic specialists, it is the game that is played through an audio-visual device, and it may be based on a story.

The electronic game is the use of technology and animation, by specialized companies, in which competition takes place between people, or over the Internet. The player and the computer, or the player and another player physically present

Electronic games mean all the different games that are played using an electronic control to move the light, symbols, or graphics

on the visual display screen, and include: 1- All games that are played on a

video screen, or a TV set with a computer.

2 - All games played on a device controlled by a chip, such as a game or an arcade machine

In more detail, video games are defined as: All interactive video games of any kind or nature, including written material, characters, plot elements, scenes, stories, names, visual effects, music, sound effects, voiceover tracks, and all The contents contained in, produced by, or through the physical means of the arcade, console, or promotion thereof, whether this game is offered electronically

personal computer, fixed line device, mobile device, online, networked platform, or any other hardware, derivative platform, or other platform that exists now or will be created in the future (including multiplayer games . Online games, casual games, social media games, and games

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13, 2020, p. 231.

, A ⁴ 8 Reem Mukhais Mahdi, "The Global Ranking of Electronic Games," The Arab Journal of

Specific Education, vol. 28/7/28 (visited last (games-Video/com.thefreedictionary.www://https://https://www .

9 broadcasts, downloaded games)

The definition of the French legislator can be extracted by referring to Article 101 of Law 10/7/2016, Towards Digital Republic No. 2016-1321⁹, which referred to Article 220 of the General Tax Law, where some defined it as: "A video game is any entertainment program available to the public. On a physical medium, or over the Internet, including elements of artistic and technological creativity, it presents to one or more users a series of interactions based on a text frame, or simulated situations, and results in the form of moving pictures, with or without sound."¹⁰

First: Classification of electronic

games The aim of presenting the classification of electronic games is to identify the place occupied by electronic sports among the various categories of electronic games; Where there is a large variety of competitive electronic games; To name a few, among the most popular competitions are: Legends of League and DOTA - 2 (and Counter-Counter).

Offensive Global: Strike)yll StarCraft)FIFA)Overwatch)Storm the of Heroes)NBA

2KX , League Rocket , and Duty of Call . This helps to understand the nature of this sport, and in this context, there are multiple classifications of electronic games according to the direction it is viewed¹¹, but we will limit here to the classification that helps us determine the nature of electronic sports¹² The classification of electronic games in terms of the nature of the game is the most important of these classifications and the most related to electronic sports, and in general, electronic games are classified according to the nature of the game into sects, and within each sect there are a number of games, and the most famous sects of electronic games

she:

Adventure games : these games are usually played by one player, and they depend on the story in which the player's action participates. Which path it takes, and is characterized by being in a creative environment

Either in the past or the future, such as prehistoric factors or space.

That's it

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12 There is a classification of electronic games according to the device used to play the game, as electronic games are played through devices. There are many devices through which electronic games are played; We have for example; Console Games Video device that is made for the sole purpose of playing electronic games. It is an electronic device for electronic games, and it does not perform any other function. The same is true for what Sony produces for PlayStation devices (PlayStation), and Microsoft Company (Box-X) for Xbox devices . We have a personal computer and simulators . Arcade machines . For more information on the classification of electronic games, see: Mahdi, previous reference, p. 232.

Simulation games : These games simulate reality to a large extent, and require special skills for the player, as they depend on the player's ability to control realistic vehicles, such as planes, tanks and ships, where the player controls all the devices

for driving these vehicles as they are in Indeed. Shooting games (Games Shooter): These games are based on shooting and the use of weapons.

The player has a spatial awareness of situations and the speed of reaction, and it can be played by one player, or a number of players, and the goal in front of each player is to shoot the opponent, and it is closer to being war games, or espionage, that depends on shooting at the enemies.

These games are characterized by that they require a degree of thinking on the part of the player that goes beyond mere control of the game, and they are independent, as the player must use all the resources and capabilities of individuals, and control them. Fighting

Games : These games are characterized by combative confrontation in martial arts, such as boxing, wrestling, and other Asian martial arts, where the player himself is good in a combat confrontation with another player, or a borrowing player programmed by the game, and usually does not use weapons, It depends on the physical confrontation, and ends with the

killing of the opponent. Action Games : (Action games are considered the historical origin of electronic games; As the majority of modern games are action games, and these games depend on physical action, where the player moves within an atmosphere that pushes him to run, climb mountains, or fight, and seeks to get rid of the enemy and achieve

the goal. Games Online Multiplayer Massively : It is one of the most popular games on the Internet, and these games are played over a local network (LAN), or over the Internet, in which players interact with each other in the virtual game room, and is characterized by the competition of players By the hundreds, or even by the thousands, among themselves at the addition to the fact that it requires a long time for the player to integrate the programming of these games requires a great effort, in

- Games Sports : Sports are characterized by being a realistic simulation of traditional sports, and include all individual sports such as tennis, or university such as football, volleyball, or basketball, and in these games the player controls a team A, where the of players, plays the role of coach, and directs them. These games have developed recently that real players are embodied in these games, and the player can use these players in his team, and this is done after obtaining a permit from the teams to which these players actually belong.

As for the International Federation of Electronic Sports, it classifies e-sports into four main sects, each sect includes a number of games¹³ , and these four sects are:

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1 - Shooters Tactical : First-person shooter games, where players compete as a team to secure goals, and defeat the opposing team.

- MOBA : strategy games; Where players compete as a team to destroy the main structure of the team

competitor.

Sim Sports 3 - Virtual simulation games for current sports, such as football, basketball, cycling, and others.

4 Fighting : Close combat games, where two players compete and use skills to defeat their opponent.

Second: Defining e-sports

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Electronic sports is a type of electronic games, based on the simulation of traditional sports, and is usually defined

This can be a huge spectacle¹⁴ . They are simply organized video game .Bahana: A video game that is played at a professional level, and is often

competitions¹⁵. The ESPORT phenomenon is described as a sport that takes place in and through the middle of cyberspace, in which time and place are

precisely defined, in which players compete individually, or in a team. Contests take place over the Internet, called Local Area Networks (LANs) . The most

prestigious competitions take place in a LAN , where small and large numbers of computers are held together in one building¹⁶ .

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connect all of

The British Electronic Sports Association defines Electronic Sports as :

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The Internet, and also indoor arenas, are competitive video games, where people usually play against each other for a cash prize. Esports are played

by amateurs and professionals and are universal, available to all, regardless of gender, physical ability, etc. Esports can be played on computers, consoles

and mobile phones. The sport enables around 40 leading international teams and players to earn significant amounts of wages and financial rewards each

year. There is a present

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A different e-sports

Recognized address, including ¹⁷

1 - Multiplayer online battle arena games (MOBA) such as (Legends of League) and (2 Dota.)

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eSports are sports. The organizations and bodies concerned with sports, and the authors point out that the most popular types of electronic games such as the World Electronic Games (WCG), the World Cup for Electronic Sports (ESWC), and Cyberathletes

CPL (League) , in cooperation with companies in the computer games industry, arranging LAN competitions at local and national levels.

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2 - First-person shooting games (FPS) (such as (CSGO), (Duty of Call) and (Overwatch.)

- 3 fighting games, such as (Fighter Street) and (Bros Smash.)

4- Sports games, including (FIFA) and (League Rocket) and racing games (SIM (such as F1).

In turn, the French Association for Electronic Sports attempted to develop a definition of eSports, and it compiled more than 37 definitions from major French dictionary in the French language, as well as languages presented by the British Electronic Sports English, and replaced it by the most feasible, and the three criteria are: Eleven Nearly a rivalry event between Alaabni.

1- Confrontation: we mean the competition between players, as electronic sports are 2- Players: whether they are individually or within teams.

3- Electronic support, or digital support: It is basically a video game.

As for other criteria, it may not seem essential to say that there is an e-sports, such as the audience, sponsorship, and others.

The association concluded that e-sports are all practices that allow players to compare their level through An electronic medium, and primarily video games, regardless of the type of game, or platform (computer, console, or tablet) .

All of the previous definitions agree in that they see that we are in the process of an electronic sport if we have a number of players, They are competitively playing an organized electronic game, using an electronic medium.

After reviewing all the previous definitions, we can conclude by defining e-sports as: an electronic game (video game) that is played competitively by a number of players, or teams, via the Internet, so that competitions are seen in the virtual world through the devices controlled by the players.

Third: The relationship between electronic games and electronic sports Ayodele

sees that one of the misconceptions of many who enter the field of electronic sports is the confusion between (and sometimes one of them is used as an alternative to the other, the terms "Gaming " and "E-sports ") categorizing electronic sports as one of the electronic categories. There are nuances between them that Electronic games, but there are undeniable differences between them. If electronic sports are necessarily electronic games, the opposite is not true, not all electronic games are classified as electronic sports, and it is likely

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The confusion between the two concepts is due to the Twitch platform , as it is the platform reason)Elchison Scott) Ann that people go to to keep up with their favorite live broadcasts, and watch people play their favorite games, and it is also the number one destination for e-sports tournaments to broadcast competitions such as Championship Legends of League Series . On a large scale, Twitch has become the one word people cling to when describing all gaming-related content. With the growing popularity of Twitch and the diversity of the content it hosts, the line between esports and gaming has begun to blur, as they all happen on the same platform²⁰. These differences are especially important in sponsorship contracts where companies insist that their sponsorship contracts are events, or players , or esports teams, and there are rarely sponsorship contracts for games. The differences between electronic games, in general, and electronic sports, in particular, from our point of view, are:

1 - Electronic sports are practiced competitively, while games are practiced as a hobby, or entertainment, when a person's friends play alone for recreation, or to spend time, or even for training, or when a number of people gather and play just for fun. As for electronic sports, it is of a competitive nature, whether at the level of individuals or teams, where players or teams compete to win a championship or competition. The goal of a player in electronic sports is to win, and not just for entertainment, as is the case in electronic games.

2 - E-sports often take place over the Internet, where players from different countries of the world, who have a connection to this network, can easily enter into competition with each other, and viewers can follow those competitions and tournaments from anywhere in the world. On the contrary, the games, where there is no culture of collective play together via the Internet.

3- Electronic sports usually assume the presence of a number of players, while games do not require this, as it can be the same, in other words; In games, the player plays against robots, but in games, a person can play with electronic sports, he plays against other players, or against another team such as DOTA (and Le Of League 2) gends . (Note that some esports may contain single player strategy elements, such as: Heartstone and Starcraft 2 .

4- E-sports is an organized sport, where it is practiced through tournaments and competitions supervised by international bodies, organizations and conglomerates, and it has regulated rules, and prizes are allocated for them in large amounts of money. Most of the electronic sports take the form of "organized" multi-player competitions. While the Games lack this organization, as there are no international or local bodies to organize the Games. In short, if we can describe the sport

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While electronic games are formal, games are informal.

The second section: the importance of e-sports

Researchers indicate that e-sports bring social and economic benefits²¹. From a social point of view, electronic sports, and electronic games in general, are important to the individual regardless of his age, as this sport is a means of entertainment and recreation in leisure time, and it helps to build strong social relationships, and it is one of the most important topics of electronic sports for general audiences, skills that are predicted to have²³.

As for children and youth, studies indicate the importance of this sport in the education and development of the personality of the child and youth.

According to the British Electronic Sports Association, (Esports) interact with the younger audience in particular, and when practicing e-sports in moderation, many benefits are achieved compared to watching and following some programs on TV or social media, as electronic sports is an exciting group activity, related to the education and development of computing, science, technology, engineering and mathematics subjects, and digital skills. Practicing e-sports among young people generates for them a sense of psychological and physical security, and works to develop relationships and belonging, and build skills, as it is an opportunity that allows them to deal with others, which gives them the ability to make decisions. Research shows that playing esports can help: enhance personality development, increase perceptual and cognitive skills, enhance decision-making skills, determine reaction times, enhance social and communication skills, enhance teamwork and develop communities, improve dexterity and focus, and increase student attendance levels²⁴.

From an economic point of view, e-sports represents one of the most important aspects of investment for companies producing sports, and other companies looking to promote their brands began to sponsor e-sports. At the level of individuals, e-sports caused a financial boom for many players. It is no longer just a hobby, but it has become a real profession from which he earns a lot of money, and professional contracts have appeared for players.

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Just like Pam is found in traditional sports²⁵.

The second requirement: the nature of e-sports and the extent to which it is considered a

Section One: Standards for Sports Activity and E-Sports

It applies to it everything that applies to it a sports activity. Countries vary in their view of electronic sports. Some consider traditional sports as provisions, as is the case in: South Korea, Poland, Russia, China, Denmark, and Hungary, while some countries consider them video games, as is the case in Britain; And then the provisions that apply to the latter are applied to them.²⁶ There is a group of countries that are confused about regulating this type of modern sports. It is worth noting that some countries have legal regulation of online games in general, as is the case in France, where there is Law No. 1321-2016 of 2016 called the Law Towards a Digital Republic, which is regulated in the third part of Chapter Two, specifically from Article 95 and above. Then there are online games, but this regulation includes all games that take place over the Internet, whether or not those games are classified as e-sports. to a comprehensive legal system regulating e-sports; Therefore, the issue of whether electronic sports are considered a sport like traditional sports, or in other words, the extent to which it is considered a sport or not, is extremely important.

The importance of this issue appears from a legal point of view in determining the legal rules that govern electronic sports. Supporters go to the fact that electronic sports are the same as traditional sports, in which the standards of sports activity are met. In order to establish the truth of the matter, we first show They are the standards that must be met in an activity so that it can be considered an

activity, and then we look at the extent to which those standards apply to e-sports. Athlete

First: Standards for Sports Activity

Article 2 of the European Olympic Charter defines sport - in general - as: "Sport" means all forms of physical activity that aim, through casual or organized participation, to express physical fitness and mental well-being.

²⁵ eSports of Benefits The, Sanders Kate - author Guest 25
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²⁶ At the level of the Arab countries, there are federations and associations for electronic games in: Saudi Arabia, Egypt, Syria and Tunisia. On the international level, we find the Arab countries that are members of the International Electronic Games Federation: Egypt, Tunisia, Syria, Lebanon, and the United Arab Emirates. see:
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Or improving them, forming social relationships, or obtaining results in competition at all levels.²⁹ Legal jurisprudence defines sport as: a physical activity that is practiced regularly for pleasure, or competition, and is subject to certain rules. According to this view, sport is characterized by two elements: physical activity, and the rules. The game.³⁰ A part of jurisprudence sees that sports activity is an activity based on talent, as well as a competitive activity that depends on competition between its participants, based on several criteria: It is an organized activity that is subject to rules, it is a physical and intellectual activity where sports are practiced for the purposes of strengthening and development of the body, as well as for the entertainment and recreation of the participants and the recreation of the spectators, which is an activity that depends on the intention of the athlete to play.³¹ And part of the jurisprudence goes that there are seven criteria that must be met in the activity even and these criteria are: play, organization, competition, skill, activity.³² Physical, global, institutional sports activity. At the

international level, the International Olympic Committee sets many criteria that must be met for the activity to be recognized as an Olympic sport. First of all, sport must be governed by an international federation that undertakes to follow the rules of the Olympic Charter, which is a prerequisite for recognition around by the International Olympic Committee. It should also be widely practiced in all countries. The Executive Board of the International Olympic Committee recommends adding a world-recognized sport and meeting various standards. Thereafter, the International Olympic Committee approves the proposal, if 33 These criteria are met

Classifying it into five main sects: 1- The Olympic

proposal: It includes the history of the sport, whether it has been included in the Olympic program before or not, the number of affiliated national federations, and the level of participation in world or continental championships.

2- Institutional: the financial situation of sport, its governance, gender equality and strategic planning.

3- The added value of the Olympic movement: the image of the sport, and whether it represents the Olympic values.

4 - Popularity: the number of viewers you will attract, sponsorship and interest in the media, and whether the best athletes will compete in the Olympic Games.

Business model: the income generated by the sport, the costs of organizing the sport and its financial condition.³⁴ The

ninety members, examines the applications, once the "International Federation of the Game" (IFIG) International Application Committee (IAC), which has the Committee considers The extent to which the request complies with the rules

(2020/7/28 visited last (16804c9dbb/int.coe.rm://https 29

.2. no, 3100. Fasc, Distribution – Contracts JurisClasseur, Sport Du Contracts, Boffa Romain 30

.no, 2015, LGDJ, 4th edition, Sport du Droit, Rizzo Fabrice and poracchia Didier, Marmayou Michel-jean, Buy Frédéric 31
.s and 11

Within Fit eSports Where: Athletes) ly(Virtual, Olrich. W Tracy and Keiper. C Margaret, Manning Douglas. R, Jenny. E Seth 32
Accessed. 1144517.2016.00336297/1080.10/full/doi.com.tandfonline.www://https", Sport "of Definition the
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(2020/7/28 visited last (results-and-programme-sports/faq/org.olympic.www://https 33

(2020/7/28 visited last (62917-olympics-the-for-chosen-get-sports-how/com.theconversation://https 34

from the Olympic Games and the regulations contained in the Olympic Charter, to consider whether the sport will become a part

To accept the application, the sport must be widely practiced by men in at least 75 countries, one country and three continents. In addition, sport must also ensure that four continents, and by women in at least 40 Pure sports and mechanical sports are recognized as Olympic sports. There are rules that Olympic sports are

The International Olympic Committee determines the scope of the Olympic Games through its management of requests for recognition of a sport as a sport that excluded a number of other Olympics and in recent years, a number of new sports have been recognized, and in conjunction with

The Olympic Games are periodically reviewed to consider whether they should be retained, or excluded from Olympic sports, in light of the possibilities and resources necessary to practice a sport, and the Olympic Program Committee reports that problems arise when trying to find places to accommodate some special sports needs, such as baseball and softball, which was suspended from Olympic programming after the 2008 Beijing Games.

When selecting a sport for inclusion in the Olympic program, the IOC must take into account the media and the public interest; Because it is a major driver behind the Olympic Games, as the measurement of television audiences, social media and event attendance includes among the evaluation criteria. It should be noted that a sport may be recognized by the International Olympic Committee, but it does not become an Olympic Games event. For example: bowling and

a competitor chess are sports that are recognized, but they do not compete in the Games as part of the Olympic Games, the sport they wish to be recognized by the Fédération Internationale de l'Azur must apply for admission by submitting a petition outlining their eligibility criteria to the IOC. The IOC could then accept activity in the Olympic program in one of three different forms: as a sport, as a discipline, which is a branch of sport, or as an event, which is a competition within a discipline, for example, triathlon was accepted as a sport, for the first time in a Games. To qualify a sport as an activity, it must meet specific criteria. 2000 in Sydney. get rid of

Second: Availability of sports activity standards in e-sports

It became clear to us that the International Olympic Committee sets specific standards that must be met in any activity to be recognized as a sport.

(2020/7/28 visited last (olympics-the-for-chosen-sports-are-how/story/com.britannica.www://https 35

events to the Games since their resumption in 1896, and a large number of them have been sidelined. Rope tug-of-war, for example, was a respected Olympic sport. Cricket, lacrosse, polo, boating, paddle board, and ski hockey were all

Olympic games, but have been discontinued over the years. see Rocky, surfing were all part 6/#event-olympic-an-becomes-sport-a-how/09/08/2016/kurtbadenhausen/sites/com.forbes.www://https (2020/7/28 visited last (d8ef8ea2ce9

Here we discuss the availability of these standards in e-sports, and these standards are:

Practice (play):

Guttman asserts that play constitutes the basis of all sports, as it is the voluntary activity that one does for the purpose of enjoyment.³⁷ Play means an activity of will and choice, and the term (play) is usually associated with the term (Games)

The other is known as structured play. Does e-sports respond to this criterion, in the sense that there is practice, or play in e-sports, it may be said that e-sports take place in a virtual reality; Hence, there is no play or practice in it, but if we look closely, we find that electronic sports include playing, that is, it is a sport that involves practice through what the player does in controlling and managing the game. **Regulation:** All traditional sports are subject to regulatory

rules, regulating how to play, the rules of contact, the duration of

play,

9

and procedures for announcing the winner, and other rules and regulations that regulate the practice of sports activity and make it an activity with rules, regulations and procedures. If we look at e-sports, we find that it is an organized sport that is subject to governed rules

Play has procedures and procedures in its practice, especially with regard to the leagues that are held between a number of teams. Although it is online, Day by day, there are rules that determine the number of players, the duration of the game, the procedures for announcing the winner, and the day of the game.

many rules are set regulating e-sports³⁸

competition:

All traditional sports involve competition, and the concept of competition is determined by the presence of an opponent who may win, lose, or withdraw, and the rules regulating the sport usually include procedures and methods for announcing the winner, and competition is one of the criteria not only for the players, but for the audience as well. For the players, there is no The mission that gains sport momentum and interest

Uncompetitive sport, and for the non-sporting audience, they are not motivated to support one team with other teams³⁹

Achieving this victory requires competition and competition appears in electronic sports more than traditional sports; According to the nature of electronic sports, it expands the circle of participation, and the possibility of practicing it via the Internet. It can be practiced in various parts of the world simultaneously, which increases competition and participation. This requires a series of this superior, which plays at the world, however, this problem will be overcome with the passage of time.

.1978, Press University Columbia: NY, York New. sports modern of nature The: record to ritual From. A, Guttman 37

38 See the International Electronic Sports Federation's (ITEF) rules of regulation:

(2020/7/28 visited last (regulations/governance/org.sf-ie://https

.Thompson: Canada, Toronto. 2003, Sport of Philosophy the to Introduction An?: Sport Why, Drewe Bergmann Sheryle 39

Competition supposes to overcome the opponent, and this is achieved in traditional sports through the player's control over his opponent;

For this, he trains a lot, strengthens his muscular and motor structure, and sweats so that he can control the opponent. Can this be achieved in electronic sports? Some see that in electronic sports competition is achieved in the sense of controlling the opponent until he writes victory for you, and control is achieved through the player himself when he controls his emotions and directs his will to control the opponent; And then the victory will be his share, as control means that the athlete presses on his physical limits, and pressure on physical limits means pressure on mental and emotional limits, and this is what happens in e-sports⁴⁰.

And the presence of competition in e-sports is what shows its players as athletes like traditional athletes, and not just video game players. Where tournaments are organized through local qualification, then competition at the international level, and a large number of players and their fans participate in this, from which it hosts and organizes more than 200 tournaments, and more than 30

different factors, and ESWC (during 16 years) has been able to

41. More than three million dollars were distributed as prizes to the winners of the sporting event

Skill:

Recognition of the sport must include a skill in the player, so that winning in the sport is not based on the skill the player has done while playing, and proponents of sporting electronic games believe that the skill is present in these games through the player's control of the keyboard present. With the console, moving the images and graphics in the game to win, and the design of electronic games depends largely on the player's skill in coordinating the movement of the hand with the eye in moving the images and graphics. Some point out that the skill in electronic games is not limited to controlling the keyboard to show ingenuity in its use, but the skill is also found in the game's mathematical intelligence, as one of the basic components of electronic games is that it includes problems raised, and the player, or the team must use His skill to overcome these problems he faces in playing until he wins, for example in the game (Craft Star) the player tries to overcome the opponent's army by managing complex resources, where he must create what he needs from units and pieces that enable him to overcome the army of discount; To achieve this, the player must enter fast rates of keyboard movement, which may exceed 300 actions per minute, and this comes with strategic thinking and making plans to beat your opponent. Sports intelligence in e-sports means that players solve problems in a creative way. It is a creative and skillful work that is done through

.7.p. cit. op, Olrich. W Tracy and Keiper. C Margaret, Manning Douglas. R, Jenny. E Seth
(2020/7/28 visited last (eswc-about/page/com.eswc.www://https 41

The Internet through the skill of linking the movement of the avatar with the challenges posed by the game 42 .

As for the performance of e-sports, there is a correlation between the performanceskills, and some believe that this skill dimension is necessary

And the higher these skills, the rapid, decision-making, and kinetic response of the player, or team, and performance at a high level

the higher the odds of winning, and this was reflected in the level of cognitive performance of the players, as electronic games work to enhance a

range of cognitive functions, and perhaps this prompted the use of electronic sports to develop traditional sports by developing the cognitive

performance of the players and enhancing work Collegiate in collegiate sports43

physical activity:

Some believe that the distinguishing feature of sports activity is not only that it is a skill activity, which does not depend on chance, or luck, but

that it is a physical skill activity, i.e. an activity that requires physical skill44 . However, the question is; What physicality is required here to sport such

an activity? To explain this, he gives an example of the distinction between chess and basketball. Chess is a traditional non-numerical game, in which

the player has to move the chess piece on the board in a strategic manner to gain an advantage over his opponent, while in the basketball game the

player has to catch the ball and jerry and jump to put the ball into the net. So is the amount of physical movement in chess the same as the amount

of physical movement in the game of basketball, the answer is no, because the movement of moving the chess piece is only constructive

On strategic planning and employing creative skills,

and this affects the outcome of the match. The method of physical implementation of moving the chess piece has a wide impact on achieving the

result as long as the chess piece is moved to the right place on the board. The method chosen by the player to implement the movement has no effect

on the result, and on On the contrary, in the game of basketball, if the player catches the ball and runs and shoots, but outside the net, he loses, and

therefore the way the player implements the movement has an effect on achieving the result or not. The player's physical movement will have a direct

impact on the player's success in placing the ball in the net; Therefore, the physical skills must be present and strong, as they have an effect on the

result. On the other hand, it can be said that simply pressing the control panel has no effect on achieving the result; Therefore, for the activity to be

described as sports, the physical skills must be present and have an impact on achieving the result 45

Therefore, some argue that in determining the degree of physical activity required to give him a sporty character, a distinction must be made

between new motor skills versus gross motor skills, where gross motor skills include traditional sports in which a large group of muscles are produced,

such as the quadriceps, hamstrings, and hamstrings. and others, and this appears in many sports such as football, basketball, and its rivals. While

the new motor skills are

.s et 161. p, Kinetic Human, edition second, activity physical and sport of philosophy Practical, Kretchmar Scott. R 42

March, 3. No 78 Volume, Joperd, Education Physical into Games Video Incorporating, Silberman Lauren Hayes Elisabeth 43

.18. p, 2007

.2007, Kinetics Human: IL, Champaign). 19-9. pp (sport in Ethics.), Ed (Morgan. J. W In. sport of elements The. B, Suits 44

.207-195, 32, Sport of Philosophy the of Journal. Cybersport). 2005. (D, Hemphill 45

Precise movements with increased precision and control that use smaller muscle groups, and these skills appear when one deals with something, as is the case with the keyboard of electronic games⁴⁶.

Wide spread and follow-up:

The International Olympic Committee sets the criteria for the recognition of a sport; To be widespread, practiced in more than one continent and of both sexes, and some have argued against the non-proliferation of electronic games such as traditional sports, where the criterion of spread and popularity, through the practice of activity in different places of the world, and from different age groups, is one of the criteria for giving sports character. On Activity 47, First, as some statistical sites indicate that the total ^y however, the contemporary reality is the opposite amounted to 1.1 ^y number of participants at the beginning of 2021 will reach 557 million⁴⁸, and the esports revenues The esports market is expected to reach over \$6.1 billion in 2020.

)2023)49.

Institutional character:

The institutional character in the field of sports activity is inferred by the existence of a long history of the activity, unified rules governing it, the development of the activity over time, the presence of trainers, governmental and non-governmental supervisory bodies, and regulatory bodies that set the ^y rules and monitor their regulation. It appears from this that the institutionalized character presupposes a degree of stability in the practice of the game, and necessitates ^y that time.

If we look at electronic sports, we will find its recent history, as it began to be practiced not long ago, and the organizational and institutional nature is neither clear nor fixed for it, unlike in the case of traditional sports, where there are global organizations such as the International Olympic Committee, the European Olympic Committee, and others One of the international federations that supervise different sports. So far, e-sports lacks the presence of an organization, a federation, or a single global body, which sets the rules for playing the game and monitors their implementation at the global level. In order to ensure the unification and development of the rules of practice, in fact there are many groups and blocs concerned with e-sports, such as the International Esports Federation (IESF), and the World Esports Alliance (WESCO).

.2011, Kinetics Human: IL, Champaign. development and learning Motor. H. D, Collier and., G, Reid., S. P, Haibach 46

.2007, Kinetics Human: IL, Champaign). 19-9. pp (sport in Ethics.), Ed (Morgan. J. W In. sport of elements The. B, Suits 47

.(2020/7/28 visited last (stats-esports-of-growth/com.influencermarketinghub://https 48

.(2020/7/28 visited last (revenue-market-esports-global/490522/statistics/com.statista.www://https 49

The second section: Our opinion on the nature of electronic sports, and the extent to which it is considered a sport like sports
traditional

It is clear to us from the discussion of the advanced criteria that e-sports have not yet qualified for recognition as a sport.

reason Traditional sports, despite attempts to approximate it with traditional sports, and we believe that its lack of standards of physical activity, and institutional. With regard to physical activity, this criterion is still one of the most important criteria that the International Olympic Committee relies on as part of the criteria for recognizing a sport as an Olympic sport. As for the institutional, e-sports lacks an institutional character, as there is no organization at the international level, or a strong international federation that owns the enactment of the rules of the game and monitors their implementation. On the national federations, while some of them allow membership to national federations and commercial companies, and other groups of a predominantly commercial nature established by game production companies, as they seek to preserve their interests. The institutional nature of this sport at the present time.

We believe that the recognition of e-sports at the present time is dependent on several changes, the most important of which is changing the current perception gradually. For sports in general, the contemporary world has changed the way of life due to technology and the information revolution, and the world is moving towards digital in various aspects of life. yourself and go to work every morning if you can manage and run your work from behind a computer screen at home.

It is that many social interactions are taking place now, and there is an undeniable reality in the modern era, which is an integral part of human life in various parts of the world.

From the daily contact and social relations between humans, it takes place through modern technological means, the most important of which is social networks, and it is possible to erase the temporal distance between people thanks to these media, and as for the spatial distance, it can be through the Internet. In this atmosphere, the transformation of sports activity into a digital world is not surprising, and perhaps the world's view and the supervisory bodies on sports may change and there will be new concepts of sports, new standards, concepts and standards that allow the inclusion of e-sports within the recognized sports. However, this is a forward-looking view of the future, but what is the legal status?

eSports now

For our part, we believe that e-sports is a mixture of sports and industry at the same time. It is an industry in terms of the games that players compete for. These games are in fact manufactured games that simulate reality, or create

a factory; And then the maker of this game has all the rights and has all the obligations that the law imposes on the Oh, but it keeps something default factor
producers and manufacturers of products. On the other hand, e-sports is a sport where; Play, competition, skill, and organization, and therefore must be subject to
the rules governing sports activity, and this dual nature has very important legal implications, represented in determining the legal rules that apply to this type of
modern sports, rules that take into account this dual nature of this Sports, and we believe that these rules will, in part, be different from the rules applied to
traditional sports in order to be compatible with the dual nature of this modern sport.

The second topic: the legal challenges facing e-sports

We believe that the recognition of electronic sports, like other traditional sports, is contingent on future changes to the concepts of sports in general. It is
difficult to attribute the character of sport to this dual nature of this sport, and it is based on this that e-sports must be faced with a modern type of sport; consideration

The current data has been a set of legal challenges, some of which appear at the level of domestic law, and others at the international level. We address these
challenges in two demands, as follows:

The first requirement: legal challenges at the internal level

Section One: Challenges in the Field of Contracts

legally in front of players, organisers, manufacturers and producers of games Esports regulation contracts are a challenge
electronic; These contracts go through negotiating stages before concluding them, and this negotiation requires legal expertise that most players lack, especially
since they are usually young. Also, the governance of traditional sports requires in some contracts the presence of a so-called sports mediator, and rules within the
scope of traditional sports regulate the way he works, the extent of his powers, and his duties, and these issues constitute challenges facing electronic sports, but
the most important of these challenges appear in particular in three types of the contracts are; Professional sports contracts, sponsorship contracts, and contracts
for the exploitation of images and marks. **First: Professional sports contracts** Traditional sports are practiced either as a hobby, or as a profession, and
the essential difference between an amateur player
and a professional player is that the former engages in sports activity for entertainment and development of his physical abilities, while the second is linked to his
club with a work contract⁵⁰. This results in The contract has legal effects on both the professional player and the club.

The Kuwaiti legislature defines professional sports - in general - as: "Practicing sports activity as a profession, or as a craft."

50 Hassan Hassan Al-Rawi, "The legal nature of the football contract – a study in light of the model contract prepared by
Journal, p. 2, 2017, the Qatar Football Association", **Legal and Judicial**
2012, contracts football professional for requirements minimum the on agreement Autonomous, Gopalakrishna Roshan 51
for-requirements-minimum-the-on-agreement-autonomous/22/05/2012/home/in.sportslaw://https
(2020/7/28 visited last (contracts-football-professional

The player engages in it on a regular basis with the aim of achieving a financial return according to contracts whose terms are agreed upon in advance.”⁵² As for the French legislature, a professional video game player is defined in Article 102 of the Law “Towards a Digital Republic” as “every person who participates in In return for a fee in video game competitions, and it is linked to a legal affiliation with an association or a company licensed by the Minister concerned with digital technology, in accordance with the procedures determined by it.

Regulation 53 .

In the field of electronic sports, some English football clubs such as West Ham and Manchester City concluded contracts with some players after they won world championships, but the vast majority of players from such large clubs in Europe, such clubs are not associated with them except after the electronic sports They are not bound by contracts, however, is to spread the player's reputation and fame. As for the Arab countries, there are no professional contracts for players. The reason for regulating it depends on the federations such as Saudi Arabia, Egypt, Tunisia and Syria, for example.

In the future, jurists must find a formula for professional e-sports players contracts that are compatible with the nature of this sport. There are problems that arise. Is it first to club, as some English clubs did, as is the case in traditional sports, or it is concluded with the player, by concluding the professional contract with the player, designating the sports has the sole right to develop it, as it is more capable than others. To train the player? Also, defining the mutual obligations of the two parties needs to be studied and determined. In traditional professional contracts, a professional player must train and play for the club, and this requires a physical presence.

For the club and its facilities, while electronic sports do not require that, as he can train and play from his home, or from his place of study, or from anywhere, so how can the club monitor and make sure that the player fulfills his commitment to training, it may seem easy to find technical solutions for this However, these technical solutions must be accompanied by legal solutions that translate into clear and specific obligations contained in the professional contract concluded with the player.

Second: Sponsorship Contracts

It is practiced with the aim of maintaining physical integrity or recreation, but sport is no longer a physical activity. In terms of economic investment, there are many aspects of sports investment, and the proceeds of sports sponsorship contracts are the most important

fertile beauty

52 Article 1 of Law No. 49 of 2005, promulgated on 7/13/2005 , promulgated on 24/7/2005 , is effective as of 14/8/2005 , regarding organizing crafts in the sports field. Kuwait today 726, year 51.

53 Less than a year after the issuance of the French law on a digital republic, Decree 872, 2017 , 5/9/2017, was issued , which included the procedures for obtaining the aforementioned approval for gaming companies and associations. For more see: compétitifs vidéo jeux de salariés professionnels joueurs des statut au relatif 2017 mai 9 du- 2017872° n Décret ,2017 May 10 from 109° N - French Republic the Official Journal =fastReqId&2=fastPos&JORFTEXT000034633579=cidTexte?do.affichTexte/fr.gouv.legifrance.www://https .(2020/7/28 visited last (rechTexte=oldAction&id=categorieLien&1642209162

Third: Contracts for the exploitation of images and marks

Typically, traditional sports laws do not regulate the financial rights of the legal person⁵⁹ . natural ⁵⁸ , respect

The private agreements concluded between companies in terms of how to waive the right to exploit images and marks, but the agreement

.2. no, Lextenso editions, 2014, Sports Sponsorship of Les Contracts, RIZZO Fabrice and Marmayou Michel-Jean 54

International Football Federation (FIFA) Sports FIFA 20 series is a game that is played by the world's best young people and young people participating and following this tournament. ar.com.aetoswire <https://www.youtube.com/watch?>

28/7/2020 .

Clan Faze v . Tenny (cf. Case 56 .).

(2020/7/28 visited last (agreements-and-contracts-sports-e-of-west-wild-the/news/law.feldman://https

.(2020/7/28 visited last (contract-needs-player-esports-every/com.esportsobserver://https 57

58 See Article 333 of the Qatari Penal Code, Article 378 of the UAE Penal Code, Article 438 of the Iraqi Penal Code, and Article 309 bis of the Maritime Penal Code. du Droit, Thomas Vincent, Mardière La de Chirstophe, Jacotot David, Icard Philippe, Chaussard Cécile, Simon Gerald 59 .s and 529.no. right puf Thémis. 2012. Sport

And clubs, or players on the other hand, or contracts concluded between players and clubs on the one hand, and clubs and companies on the other hand, that regulate the waiver mechanism and the rights of each party, and usually the waiver is not absolute, but only, it is limited to the economic exploitation of the name, or The picture, or the mark 60 .

Assignment of exploitation rights for images and marks raises many questions in the field of e-sports, especially in light of the overlap between game producers on the one hand and organizers of tournaments and competitions on the other hand, and when signing contracts to waive exploitation rights for their images and names, players must be aware of the scope of rights waived 61 , and the duration of the exploitation, and the countries in which the exploitation is established.

A new face e-sports.

Section Two: Intellectual Property Protection

For eSports, intellectual property is a concern; The reason for this is due to the dual nature of electronic sports, as it is considered a sport that involves competition, activity, and organization, but it is a sport based on a game manufactured and produced by a factory, and this game depends on its operation mainly on the computer, whether the personal computer , or other large devices, and the participation of a number of players or followers requires a connection to the Internet. This interference in e-sports creates problems in terms of protecting intellectual property rights. These problems are numerous in defining the legal mechanism for the problems of intellectual property related to electronic sports, and the protection of electronic sports games is not patentable, as it is based on the right laws.

These games are protected on the basis that patent laws in most Arab countries state that:

62 New methods or new industrial means, or a new application of well-known industrial methods or means 62. It appears from this that it is stipulated that the invention be subject to industrial exploitation⁶³ , and the games are not capable of industrial exploitation; Hence, a patent is not granted. The aforementioned provision has explicitly stated in Chapter Two of the Patent Law

_reg_wipo/en/mdocs/mdocs/edocs/int.wipo.www://https, Rights Image and Athletes for IP of Role The, Pina Carolina 60
(2020/7/28 visited last (pdf.11_t_14_sin_sport_ip_reg_wipo/14_sin_sport_ip

?Undermined Or Mine Gold – Purposes Commercial For Athletes Of Images Use To Right The, Nwabueze Austine Steve 61
athletes-of-images-use-to-right-the/939396/law-commercial-and-contracts/nigeria/com.mondaq.www://https
(2020/7/28 visited last (undermined-or-mine-gold-purposes-commercial-for

62 Refer to Article 1 of Law No. 4 of 1962 regarding Kuwaiti patents; Article 1 of the Egyptian Intellectual Property Protection Law No. 82 of 2002; And Article Two of Decree No. 30 of 2006 promulgating the Qatari Patent Law.

63 See the Egyptian Court of Administrative Justice, Unpublished Provisions, Judgment No. 41285, Judicial Year 59, Administrative Judiciary, First Circuit, dated 1/19/2016.

Tunisia, when it stipulated that it excludes from the field of patenting the field of games⁶⁴.

In accordance with the rules of patents, can they be protected based on the rules of right?

And when did we exclude the protection of games based

on the author?

A new challenge to eSports; Video games are complex creative works; It contains multiple art forms, such as music, text, effects, graphics, paintings, and characters, and involves human interaction during game execution using a computer program on certain devices.

The World Intellectual Property Organization has conducted a study on the legal nature of video games in a number of countries in the world, and the study

concluded that there is no legislative regulation of this issue in a significant number of countries in the world, and regardless of the reason for this lack of regulation, it is in

the countries that organized this issue, there was no agreement on the legal nature of the games; consideration

Because they are complex innovations, and countries have varied among themselves in the mechanisms that they follow to protect these creative works⁶⁵

of computer The majority of countries go to the protection of creative works by inventing a new game; as a program

programs worthy of protection; Based on copyright rules⁶⁶, the basic element that all games have in common is their computer program. Some suggest that games contain three main

elements: sound elements that include: Musical compositions, sound, and sound effects. and visual elements that include: Photographs, animation, and text. The computer code

elements include: ; The main game engine, the auxiliary engine, and the additional components⁶⁷. With regard to the advanced elements, the games are audio-visual compilations⁶⁸.

Law 64 of 84 of 2000, dated August 24, 2000, relating to Tunisian patents: Chapter 2 - A patent is granted for new inventions resulting from an inventive activity and capable of industrial application. Inventions do not have the meaning of the first paragraph of this chapter, especially:

A- C- Designs, rules and curricula related to the exercise of purely intellectual activities, the field of games, the field of economic activities, and the field of economic activities.

Laura. Ms, Ramos Andy. Mr by prepared, Approaches National in Analysis Comparative: Games Video of Status Legal The 65 .2013, 29 July: Date, Wipo, Abrams Stan. Mr and Meng Tim. Mr, Rodriguez Anxo. Mr, Lopez

based on the rules of copyright in the following Arab laws: Article 3 of Law No. 75, ⁶⁶ See the protection of computer programs

For the year 2019, the Kuwaiti issue of the copyright and related rights law. And Article Two of Law No. 22 of 2006

Bahrain, on the protection of copyright and related rights. Article 4 of Ordinance No. 5 of Algeria 2003, regarding copyright and related

rights. Article 184 of the Egyptian Intellectual Property Protection Law 84 of 2002; Article Two of the UAE Federal Law No. 7 of 2002

regarding the protection of copyright and related rights; Article 2 of the Qatari Copyright and Related Rights Protection Law No. 7 of 2002.

.D Robert and Lipson Saunders Ashley by, Materials & Problems, Forms, Statutes, Cases – Law Game Video and Computer 67 .54. p, 2009, Press Academic Carolina, Brain

⁶⁸ The law of the American commissioner is known in Article 101, the hearing items of the grace of us: "The works that consist of a successive group of images, and the number of views, with a specific way, or specific preparations, such as the display of the display, or the applicable, or for the purpose of the purpose, or for the purpose of the purpose, or the purpose of this, or unaccompanied by sounds, regardless of the nature of the support on which the work is fixed, for example, films or videotapes that preserve these works.

for the 1999 Lebanese year, aimed at protecting literary and artistic property; Where it stated: "Audio and land work: is every work that it, or by means of its presentation, pictures related to each other, whether they are accompanied by sound or not, that give an impression of

The challenge facing esports games does not stop there; The issue of identifying the rights holders of these games, i.e. the people who are First, as well entitled to financially exploit these games, is emerging.

as defending what these games may be exposed to from distortion, or forgery, in short, to identify the owners of financial and moral rights, and the question seems very important in view of the multiplicity of participants in the game. The number of participants depends on the size of the project, the type of game, its statute, technological developments, and the attendant increase in the number of participants in making the game. The participants are divided into sects, and within each sect there are a number of participants. Who specializes in these authors? producer, game designers, artist, programmer, engineer, sound designer and related rights holders.

according to copyright rules, They do not participate in the creation of the game, and the works of many of them are They are all innovative works, whether text writer, or music author. Some of them are categorized as adjacent rights holders, as performers. It can be seen that one, and then it is necessary to specify these works together constitute a creative work Every creator has his creativity alive, with my hearing; And then it died from the nature of the game itself cannot be decided. Because the nature of the game was classified on its basis, not listening, that is, without the receiver interfering in the work, and this is in contrast to the game, where the participant interacts with others, and sometimes interferes in the process of developing it, therefore, the game - even if it is described as an audio-visual work according to the rules Copyright - however, it is a work of a private nature.

The question of identifying the owners of the copyright, or the owners of exclusive rights to the game, is very important; It is closely related to Players and teams participating in professional competitions must obtain a license from the game developer to use them in the competitions, prohibits players or teams from re-broadcasting matches, recording them, or creating private videos. Failure of players and teams to obtain such a While playing on YouTube (before acquiring a license to do so, and you may hiccup license could lead to legal liability69

Section Three: Child and Youth Protection

Electronic games in general, and electronic sports in particular, are characterized by the fact that most of their players are young, as most of the players in this sport are underage. Whereas, some of these games are manufactured and published by companies and commercial entities that seek to achieve profit in the first place; There may be some games that pose a danger to young people, or to the child's health and formation, and may affect his scientific achievement and mental development, and sometimes the effect reaches ideological formation70; Therefore, some European countries have addressed this challenge from the beginning. In France, the law of 7/10/2016 " Towards a Digital Republic " explicitly requires obtaining the consent of the legal representative of the player.

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70 Abdullah Awad Al-Ajmi, "The Effect of Electronic Games on the Nodal Formation of Young People," **Journal of Sharia and Islamic Studies**, Kuwait University, Scientific Fire Council, No. 108, 2017, p. 158.

young age; If the young person wants to play competitive video games⁷¹. In Britain, the British Electronic Sports Association issued the Parents' Guide to Electronic Sports 2019/2020, which contains everything a parent or guardian needs to know about competitive games⁷².

The child is under the age of 73, and a percentage of these. As for the Arab countries, most consider the child a child. legislations regulate the rights of the child by virtue of special laws, and these laws include the basic rights of the child; health, educational, social and cultural. Although it does not explicitly provide for the protection of the child in the field of electronic sports, it does, in general, stipulate the protection of the child from possible harms; As a result of playing electronic games, or the like. For example; The UAE legislature stipulates the prohibition of publishing, displaying, circulating, possessing, or producing any visual or audio works, or games directed at a child that address his sexual instincts, or that adorn children's tools and toys that contravene public order and morals. Oman prohibits the circulation and sale of substances that contain substances harmful to their health, and a decision is issued to specify these substances by the concerned authority.⁷⁵ While the laws of Kuwait, Bahrain, and Egypt stipulate that children are prohibited from entering cinemas, theaters, and other public places, according to the It is decided by the competent authority.

to see what is displayed in it; If viewing is prohibited and these texts, and if it is possible to rely on them to protect the child and youth from the negative impact of electronic games, we believe that they are insufficient to achieve the required protection, and the legislator in Arab countries must enact special rules to confront these negative effects of electronic games, especially Most of these games are manufactured and produced in non-Arab with those societies, but conflict with the religious, social and cultural values of Arab societies. The danger that may arise from the use of such games by children and youth in the Arab world is not hidden, and perhaps what has enriched - recently

A - About the PUBG (electronic) game, the best proof of that

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73 See that: Chapter Three of Law 92 of 1995, dated 9/11/1995, related to the issuance of the Tunisian Child Protection Sentence; And Article One of the Kuwaiti Child Protection Law No. 21 of 2015. And Article One of the UAE Child Protection Law No. 3 of 2016, regarding the Child Rights Law "Deemah". and Article Two of the Maritime Child Law No. 12 of 1996.

74 See Article 26 of the Child Protection Law in the United Arab Emirates, Federal Law No. 3 of 2016.

75 See Article 24 of the General Royal Decree No. 22 of 2014, regarding the issuance of the Child Law.

76 Refer to Article 67 of the Kuwaiti Child Law; In the same sense, Article 40 of the Bahraini Child Law No. 37 of 2012 regarding the issuance of the Child Law; And Article 90 of the National Child Law No. 12 of 1996, regarding the issuance of the Child Law. 77 See the fatwa of Al-Azhar International Center for Electronic Fatwa; Regarding the impact on the electronic game "PUBG", where this game was updated, and the other version of it contained the prostration of the player and his kneeling to an idol in it; With the aim of obtaining privileges within the Center, the Center reiterated the inviolability of all electronic games that advocate violence, or contain game ideas. The Center stated the text: "Ya

Bowing, prostrating to God Almighty, or disrespectful contempt of religion, and calls for through it, distorting the creed, or Sharia, wrong intent

See the center's website: "self, or harm." See website: Hate, hate or hate sanctities, or violence
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The second requirement: legal challenges at the international level

The legal challenges facing e-sports are not limited to the national level. Rather, they extend to the level of its modernity, and its lack of full regulation in the majority of Arab countries. There are some challenges related to the international Here, the Arab countries, and the countries of the whole world, face; Therefore, we refer first to the challenges facing e-sports in the world, to the challenges for all countries of the world. Arab countries combined, and the second

Section one: Legal challenges facing e-sports in the Arab countries

The challenges and obstacles facing e-sports in the Arab world are: 1- Lack of coordination between Arab countries regarding the enactment of unified legal rules governing e-sports. the lack of organization of competitions and tournaments that rise to the level of world championships, compared to the situation in Arab countries for e-sports; However, it does not include in its European and Asian membership. Despite the existence of a union except: Saudi Arabia, Egypt, the Emirates, Tunisia, Jordan, Lebanon, Iraq, Bahrain and Yemen. There is no regulation outside of this union so far regarding the practice and organization of eSports.

2 - Weak funding allocated to e-sports in most Arab countries, which leads to the lack of competitions, and hinders the process of developing e-sports. The spending on sports and competitions is at a high level E-sports in the Arab world is by governments, and this spending, no matter how high, is small, compared to what giant commercial companies spend on e-sports in Europe and Asia.

3- Professional players in electronic sports need a legal framework that regulates and protects their rights, and care in all respects, physical, medical, educational and cultural, and the electronic sports entities in the Arab world lack this, which makes the level of players in the Arab world lower than their counterparts in Europe and Asia.

4 - The social view of e-sports is still a kind of play for the purpose of entertainment and entertainment, and not sometimes - the proceeds of many traditional activities. As a professional sport, it is invested in, and its returns exceed -

Section Two: Determining the legal challenges facing e-sports at the international level

The legal challenges facing e-sports at the international level are: 1- The multiplicity of bodies, organizations and bodies that organize, supervise, and monitor e-sports: there is at the international level more than one body, or an organization that organizes competitions and tournaments, and sometimes

E-sports supervision, we have the International Esports Federation

Federation Esports (IESF), which works to support e-sports as a global sport that transcends national federations to make barriers between countries, so it works to promote it as a global sport, and also works with e-sports at the same level of competition and importance as in traditional sports. nationally 72 and among the Arab countries acceding to it: Egypt, Tunisia, Lebanon, Saudi Arabia, Syria, and the United Arab Emirates⁷⁸.

In addition, there is a global esports alliance (Consortium Esports World).

WESCO (It is an international non-profit organization, headquartered in Brazil, and accepts its membership bodies and organizations interested in e-sports, non-profit, as well as national federations of e-sports. The alliance opens the door for companies and economic entities that seek profit to obtain its membership. This organization is one of the top three major e-sports markets⁷⁹.

A federation, there is the European Esports Association (80 Esports). At the continental level, there is more than Europe (81 AESF) (and the Federation of Electronic Sports Asian Federation).

and the African Esports Federation, and there are some federations specific to certain regions of the world, such as esports in the Middle East (East Middle eSports).

2 - The diversity and nature of the international bodies and organizations supervising e-sports at the international level:

It is noted that there is a diversity and disparity in the nature of the bodies, organizations and bodies supervising electronic sports at the international level.

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.(2020/7/28 visited last (wesco-is-what/are-we-who/portal/com.wescosport://https 79

⁹ esports organization. The European Esports Federation (EEF) was established in February 2020. The aim of the EEF is to promote esports and organizations in European politics, media, sport and society; In addition to building a platform for its members, the esports movement; To develop and promote sports as a conscious, responsible, sustainable, inclusive, healthy and value-based activity. Europe Esports is built to reflect the digital change and deliberative democratic forms of the 21st century. The EEF recognizes that it is a moderate partner for esports stakeholders, rather than a governing body, and therefore aims to bring together national federations, stakeholders and ambassadors in esports. Ultimately, the organization grassroots movements in esports. The European EEF encourages international esports development and esports systems especially for regional bodies. As well as with the developers and publishers of the games in which we compete. The organization respects the intellectual property and dedication that contributes to the development and maintenance of video games. We are looking for a deeper dialogue with content creators in particular, to find shared insights to develop esports into the best movement possible. Look:

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In the bodies and organizations that supervise e-sports, and organize international competitions and tournaments. If the traditional sport is dominated by international federations that include national federations in its membership, and the latter abides by all the rules and regulations issued by the former related to the organization and supervision of sport; The matter is different in e-sports, where non-profit sports organizations and bodies do not monopolize the organization and supervision of tournaments and competitions, but rather the commercial companies and economic entities that manufacture, produce and invest in e-sports participate in that. Some of these companies have formed a federation, or a group that includes the strongest competing teams in electronic sports tournaments, and the largest company in the production of electronic games, and this resulted in a (WESA) 82

We see in this situation, although it is considered an advantage for e-sports on the one hand, that - on the other hand - it may detract from the e-sports situation; The fact that commercial companies play a role in organizing tournaments and competitions and supervising electronic sports and its development may cast shadows of doubt and suspicion about the equality of sports.

consideration

From those that govern sports bodies, where companies seek to achieve profit in the first place, and this goal may reach the sacrifice of some of the values that sports are keen on.

3- The absence of a strong international

federation: Although there is more than one body or body at the international level that organizes competitions and competitions and supervises e-sports, this e-sports lacks the presence of a strong international organization, authority, or federation similar to what It is found in traditional sports, where the International Olympic Committee, and where the international federations concerned with the games, these federations have the power and control of the game, which makes them have the right to impose strict rules on the organization of competitions and competitions, the rules of playing the game, and everything related to it, and perhaps what he does The Fédération Internationale de Football Association is a good example of this. We believe that the progress and development of e-sports depends on the presence of a strong federation, under whose umbrella all national federations include. And that this federation have the exclusive rights in imposing the rules of practicing electronic sports, and organizing competitions so that this federation can establish a balanced relationship with the companies that operate and the competitions. It coincides with electronic sports in the field of

4- The lack of institutionalization of e-sports at the international level: The lack of

institutionalization of e-sports is one of the shortcomings that have been faced with this modern sport in trying to equate it with traditional sports, and this constitutes one of the most important challenges facing e-sports.

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As it transforms, in a generational way, the process of developing and progressing this sport, and perhaps the multiplicity of bodies and bodies supervising e-sports at the international level, with its contrast with non-profit bodies and commercial companies, is the main reason for the absence of the institutional character; The role of video game publishers, which is the basis of esports, cannot be denied. These publishers enjoy exclusive rights over the game from the point of view of intellectual property protection. Tournament organizers, or players may not make any modification or development of the game without obtaining a license from the copyright owner, who is the publisher of the game, so the authorities and federations do not have the right to impose rules governing electronic sports. For example, the Legends of League End User License Agreement states that no licensee may, under any circumstances, "alter, or modify, "any part of the Game in any way" not expressly authorized by Games Riot. 83 Therefore, the role of non-profit federations was limited to mere promotion of tournaments and imposing some disciplinary sanctions. Therefore, we believe that the presence of a body, or a strong international federation that works to impose the rules, regulations, and structure of e-sports, will give

There is no doubt that e-sports has an institutional nature.

Conclusion

A careful legal reading of e-sports enabled us to reach some results, and some recommendations that we see in taking what might help in the promotion and growth of this modern sport at the local and international levels, and these results and recommendations are summarized in the

following points: 1- Electronic sports is a modern

and is witnessing a growth in its social and economic importance, and wide phenomenon. Its spread globally is accelerating at the national levels, and it is

and the community. At the present time, it has become one of the most important aspects of sports investment, and many major sports clubs in the world are heading to establish and establish their own e-sports teams, and some of these clubs have even tended to build huge halls to hold e-sports competitions and tournaments.

Electronic sports are a kind of electronic games, but they are distinguished from them in that they are played competitively, while - 2 counts

On the Internet, and on the contrary, games are played as a hobby or entertainment. Electronic sports are mostly done

the games, where there is no culture of collective play together via the Internet. Electronic sports usually assume the presence of a number of players, while games do not require this, as a person can play in the games himself. Also, e-sports is an organized sport, while the rest of the

games lack such organization. 3- To play with electronic sports: An electronic game (video game) played in a competitive manner by a

players, or teams, over the Internet, so that competitions take place in the virtual world through devices that control

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Where players are.

4 - From the discussion and analysis of the criteria set by the International Olympic Committee, to recognize an activity as a sports activity, it became clear to us that e-sports have not yet qualified for recognition as a sport like traditional sports, despite attempts to bring it closer to traditional sports, and we think that its lack of standards of physical activity, reason concluded that and institutionalization. Whereas, the International Olympic Committee still places physical activity among the most important criteria, on which it relies, to recognize a sport as an Olympic sport. Despite attempts by e-sports proponents to show that physical activity is present in e-sports; But not to the same degree and impact as its presence in traditional sports. As for the institutional, at the international level there is no organization, or a strong international federation that has the power to enact the rules of the game and monitor their implementation; Therefore, e-sports lacks an institutional character.

5- We concluded that we see that the nature of electronic sports is a mixture of sports and industry at the same time, as it is an industry in terms of the games that players compete for.

a factory; And then the maker of this game has all the rights, and he has all the obligations that Oh, but it's still something the law imposes on the producers and manufacturers of products. On the other hand, esports is a sport; in terms of play, competition, skill and organization; Hence, it must be subject to the rules governing sports activity, and this dual nature has very important legal implications, represented in defining the legal rules that apply to this type of modern sports, rules that take into account this dual nature of this sport, and we believe that these rules will come in Part of it is contrary to the rules applied to traditional sports in order to be compatible with the dual nature of this modern sport.

6 - We recommend that the special nature of e-sports be taken into account when drafting contracts between participants and those involved in e-sports. In this regard, we suggest finding a formula for professional e-sports players contracts that are compatible with the nature of this sport. There are problems that arise. Oh, to identify the party that concludes professionalism with the player, is it the sports club? As did some English clubs, or does it have to be with the company that produced the game? Also, defining the mutual obligations on the two parties. In traditional professional contracts, the professional player must commit to training through the physical presence in the club and its facilities, while electronic sports do not require the physical presence of the player in the club, where he can train and play from anywhere, so it is necessary to search for It may seem easy to find technical solutions to these issues, but these technical solutions must be accompanied by legal solutions, translated into clear and specific commitments included in the professional contract concluded with the player. P.7 - We recommend developing e-sports sponsorship from a legal point of view, so that sponsorship contracts include regulation

clear

For whom the sponsorship is, it may be for events and activity, it may be for the game itself, and it may be for the players themselves. It also has to be determined whether the player will receive a discount from team sponsorship deals, and if the sponsorship is personal to the player; The percentage obtained by the team must be determined. If imposed, the sponsorship is with the game's producer, or manufacturer, with sponsors competing with the sponsors present in the game. It is necessary to determine the extent of the right of ~~the organizing of these problems if we are looking forward to~~ ~~global electronic sports~~ legal must have specific rules governing and managing esports sponsorship contracts.

8 - We propose to find a contractual legal framework that helps players when signing contracts to waive exploitation rights for their images and names, and to be aware of the scope of waived rights, the duration of exploitation, and the countries in which exploitation takes place, especially in light of the overlap between game producers on the one hand, and organizers of tournaments and competitions From second hand.

9- We believe that it is necessary to clearly stipulate the legal means by which the electronic game is protected, which is the basis of electronic sports, as the majority of countries tend to protect the creative work represented in creating a new computer program that deserves protection based on the rules of copyright, and the games contain The three main elements are: sound elements, compositions, sound and sound effects, and visual elements; Photographs, animation, text, computer code elements, main game engine, auxiliary engine, and plug-ins. Games, given the advanced elements, are audiovisual works.

10 - We recommend identifying the owners of financial and literary rights to these games; Due to the multiplicity of participants in the creation and development of an innovative game. The works of many of them are ~~Ma's works according to~~ some of them are categorized as neighboring rights holders as performers. Each creator can protect his copyright, it is necessary to identify the owner of the right and then Note that these works together constitute a creative work with audio-visual; And then it is done on this basis, but it is not in protection. Most countries tend to classify the game as classified possible to deny the nature of the game itself, where the recipient intervenes in the work, the player interacts in the game with others, and sometimes interferes audio in the development process. Therefore, the game, although described as a visual work according to copyright rules, is a work of a special nature.

11- We call upon the legislator in most Arab countries to enact special rules to confront the negative effects of electronic games, especially since most of these games are manufactured and produced in non-Arab countries, and sometimes games are produced that contradict the religious, social and cultural values of Arab societies, and the danger of spreading and playing games such as These games are made by children and young adults. If the legislator in the Arab world protects young people and children through the protection provided by the provisions of the Child Rights Law in these countries, we believe that it is not sufficient to achieve the required protection.

12- We recommend coordination between the Arab countries among themselves regarding the enactment of unified legal rules governing electronic sports, and the organization of competitions and tournaments that rise to the level of world championships, similar to what exists in European and Asian countries, by activating the Arab Federation for Electronic Sports, and enabling all Arab national federations to join mechanism. And setting legal rules and regulations regulating Arab competitions and tournaments within the scope of e-sports. While encouraging the private sector and major economic entities in the Arab world to invest in e-sports, by increasing the funding allocated to e-sports, and sponsoring events and players participating in competitions at the national and international levels. And work to change the societal view of electronic sports as a type of play for the purpose of entertainment and entertainment, and not as a professional sport, in which investment is made, and its returns sometimes exceed many traditional activities.

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13- Activating the role of the International Federation of Electronic Sports, so that it has the ability - by way of exclusivity - to impose strict rules and regulations regarding the organization of competitions and competitions, the rules of playing the game, and everything related to it, that the Federation be able to establish a balanced relationship with the companies that operate and invest in the field Haba, and coincides with e-sports.

14 - Coordination of efforts at the international level between bodies, organizations and bodies that organize, supervise, and monitor e-sports. And trying to find a formula for cooperation between non-profit bodies and bodies, for-profit entities and companies, in order to ensure the formulation of single rules governing the regulation of e-sports.

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Close of

we say; Electronic sports is a reality, imposed by contemporary technological reality, and is currently facing a number of legal challenges at the national and international levels. The development and growth of this modern sport requires synergy
prestigious in the community. and growing status a day later everyone's efforts; To work on promoting it as a promising future sport, occupying a day
its competitions and competitions; Perhaps it qualifies it to become an Olympic sport in the Olympic Games - Paris 2024.

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