

## Patch notes: DLA Piper guide to esports state of play in 2020



As the world starts to embrace the "new normal" our global team will continue to offer insights into various aspects of those areas most impacted by COVID-19. High on the list is the relationship between sport and technology - and esports in particular.

In this series, we consider some of the issues which publishers and organisers should consider in relation to administering esports events. Over the next few weeks we will publish a number of reports looking at other key aspects of esports: including its relationship to sport, esports gambling, the protection of minors and advertising/influencer issues.

### ISSUES

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#### **Safeguarding children in the virtual world of esports – lessons to be learnt from the real world**

11 August 2020

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The challenge of protecting the rights of young people facing the esports industry is not unique. Traditional sports industries have been learning how to balance the nurturing of talent with the protection of young people for many years. In this article we explore the lessons that can be learnt from traditional sports in the growth of esports.

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#### **Esports as sport**

22 June 2020

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As esports evolve and the business grows, the sector has a major hurdle to overcome. Only recognition of competitive, organized video gaming as a sport can lift regulatory restrictions that are currently limiting its global growth. To maintain the recent momentum this sector needs to rapidly implement a consistent regulatory regime worldwide.

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## **Influencers and esports**

9 June 2020

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Esports have been widely reported as a beneficiary of the restrictions flowing from the COVID-19 pandemic as other competitive sports were placed in lockdown. This article explores the commercial background to the European esports sector and how far the last few months will have a lasting impact.

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## **The rules of the game**

4 June 2020

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As we look to the future of sport, our global MSE team consider a variety of the issues impacting on esports and their development. In this report we consider some of the concerns regarding the regulation of esports and the lessons which organisers, participants and administrators need to learn as the industry continues its meteoric rise.

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