

Federation of Computer Sports of Russia creates legal framework to implement a loyalty system with Dentons' help

2 July 2018 – The Federation of Computer Sports of Russia (“FCS of Russia”) has created a legal framework to implement a system intended to provide additional benefits to those supporting the development of computer sports in Russia. The system will go on line in the near future. Dentons’ Russia IP, IT and Telecommunications practice was engaged to accomplish this task.

“The legal aspects of the gaming industry are an interesting and unique area in the overall context of developing the digital economy. Since computer sports were recognized as a form of sport at the state level, these legal aspects also include complex interdisciplinary issues of the activities of sports federations, as well as practical tasks related to adapting the classical legal structures to the new realities,” says practice head and Partner **Victor Naumov**.

“Dentons now has unique experience of assisting with e-sports and gaming industry projects,” says Counsel **Vladislav Arkhipov**, who is developing this line of business. “The project required serious work in civil and tax law, a thorough understanding of how non-profit organizations operate and knowledge of computer sports. Our previous experience in this area also turned out to be very useful.”

“The FCS of Russia, the sports federation responsible for developing mainstream computer sports in Russia, prepared a legal framework for implementing a unique partnership program with the help of the professionals from Dentons law firm,” says FCS of Russia president **Dmitriy Smit**. “Together we managed to build a new integrated, automated system allowing all e-sports lovers to get closer to major events, to get benefits from the program’s partners and to participate in exclusive events.”

Vladislav Arkhipov says in summarizing the work that “The objective of this work was to create a unique legal model within Russian law that would suit the non-profit nature of ‘official’ e-sports (i.e., of computer sports as a type of sport being developed at the federal level) and would allow the stakeholders to not just express their formal support, but to become full-fledged participants in the Russian e-sports movement that is gaining momentum. Although it is not an entirely unique phenomenon that computer sports have been recognized as a sport at the legislative level, it did take considerable effort to resolve the organizational and legal issues. Cooperation with FCS of Russia, which we highly value, was not only an interesting project for us but also a way of expressing our support for an entirely new social and cultural phenomenon that totally fits into the digital economy.”

The work with FCS of Russia is not Dentons’ only e-sports and gaming project. Today the Firm has extensive experience of “gaming” practice, which includes providing comprehensive advice on matters of intellectual property, structuring relationships in the gaming industry and e-sports, and the restrictions set by the Federal Law on Protecting Children from Information Harmful to Their Health and Development and other restrictions on the dissemination of information on the Internet under information, administrative and criminal law, including choosing one or another solution for game design and content at various stages of development. Many projects are related to providing strategic advice on matters of compliance with personal data laws, including personal data localization. Dentons has done the legal support for more than one project to organize esports competitions and promotional events, and has handled gaming industry dispute resolution. Dentons’ Tax practice represents gaming companies in relations with the Federal Tax Service of Russia and advises them on “digital” VAT.

Federation of Computer Sports of Russia

The Federation of Computer Sports of Russia is a national civic organization responsible for developing mainstream computer sports (e-sports) in the Russian Federation. RF Ministry of Sports Order No. 618 of July 5, 2017 vested FCS of Russia with the rights and obligations of the national "Computer Sports" sports federation <http://resf.ru/>.

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