

ICS 03.200
CCS A12



**NATIONAL STANDARD OF THE
PEOPLE'S REPUBLIC OF CHINA**

GB/T 44456-2024

**Specifications for operation and service of electronic sports
arena**

电子竞技场馆运营服务规范

Issued on: August 23, 2024

Implemented on: August 23, 2024

**Issued by: State Administration for Market Regulation;
Standardization Administration of the PRC**

Table of Contents

1 Scope	1
2 Normative references	1
3 Terms, definitions and abbreviations	1
4 General Requirements	2
5 Service Equipment and Facilities	3
6 Service Environment	5
7 Personnel Requirements	6
8 Service Content	6
9 Safety management requirements	8
10 Reference	13

Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part

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Mohan, Zhao Mingyi, Qiao Tingting, Feng Lanxiao, Li Xiao, Xue Lei, Huang Zeyuan, Shi Weiwei, Shuwei Cen, Zhijian Zhu, Hao Qin, Jinzhong Bai, Feng Lin, Zhicheng Zhang, Li Wang, Huafang Hu, Ruijun Chen, Hua Huang, Yangmin Li, Yufei Du, Bin Yu, Xufeng Qin, Xing, Xiaoqi, Huang, Siyuan, and Wang, Lijie. E-sports venue operation service specifications

1 Scope

GB/T 44456-2024 specifies how an esports venue is run. Competitive gaming has grown into an industry with ticketed audiences, broadcast production and prize money, and its venues fall between existing categories: they are not sports stadiums, not cinemas, and not internet cafés, yet they combine a crowd, a broadcast operation and a competition whose integrity depends on the equipment. That creates requirements nobody else has - network latency and reliability treated as competition conditions rather than amenities, workstations that must be identical between competitors, physical separation preventing outside communication with players, and crowd safety in a hall where the audience faces a screen rather than a field. This document specifies the overall requirements for esports venue operation services, covering service equipment and facilities, the service environment, personnel requirements, service content, safety management requirements and service quality. Under ICS 03.200 and CCS A12, it is written for venue operators and the companies building them, for the tournament organisers who need to know what a venue can guarantee, and for the local authorities licensing them.

This document specifies the overall requirements for e-sports venue operation services, service equipment and facilities, service environment, personnel requirements, service content, Safety management requirements, service quality evaluation and improvement. This document is applicable to regulating the operational services of e-sports venues.

2 Normative references

The contents of the following documents constitute essential clauses of this document through normative references in this document. For referenced documents without a date, only the version corresponding to that date applies to this document; for referenced documents without a date, the latest version (including all amendments) applies to This document.

GB/T 2893.1 Graphic symbols, safety colors and safety signs Part

3 Terms, definitions and abbreviations

3.1 Terms and Definitions The following terms and definitions apply to this document.

3.1.1 Electronic Sports In the virtual environment created by information technology, electronic technology and electronic equipment are used to adopt unified competition rules

and compete within a limited time. An intellectual confrontation activity between people.

3.1.2 To provide e-sports training, hold e-sports competitions and related activities, and provide live broadcast, rebroadcast and viewing of events and activities, etc. A place where service is the core.

3.1.3 A venue that is temporarily built or renovated and used for e-sports (3.1.1).

3.2 Abbreviations The following abbreviations apply to this document. LED. Light Emitting Diode