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

GB/T 47294-2026

**Requirements for the service management of live streaming
platforms**

网络直播平台服务管理要求

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Table of Contents

1.Scope	1
2 Normative References	1
3.Terms and Definitions	1
4.Basic Requirements	2
5.Live Streaming Service Management Requirements	3
5.1 Service Organization Management	3
5.2 Live Streaming Account Management	3
5.3 Live Streaming Content Management	3
5.4 Profit-making behavior management	4
6.Live Streaming Service Guarantee Requirements	5
6.1 Service System Guarantee	5
6.2 Personnel Capacity Assurance	6
9 Appendix B (Informative) Example 10 of the Online Live Streaming Review and Handling Process Appendix C (Informative) Example 11 of Key Contents of the General Terms and Conditions of a Marketing Services Agreement Appendix D (Informative) Example 12 of Complaint and Reporting Management Process Appendix E (Informative) Example 13 of Key Contents of the General Terms and Conditions of Service Appendix F (Informative) Example 14 of Key Contents of the General Terms and Conditions of the Community Rules Reference	15

Foreword

This document complies with the provisions of GB/T 1.1-2020 "Standardization Work Guidelines Part

1.Structure and Drafting Rules of Standardization Documents". Drafting. Please note that some content in this document may involve patents. The issuing organization of this document assumes no responsibility for identifying patents. This document was proposed and is under the jurisdiction of the Office of the Central Cyberspace Affairs Commission. This document was drafted by: the Office of the Central Cyberspace Affairs Commission, the China Federation of Internet Societies, and the China National Institute for Standardization. Research Institute, China Academy of Cyberspace Studies, Beijing University of Posts and Telecommunications, China University of Political Science and Law, Beijing Douyin Technology Co., Ltd., Beijing Kuaishou Technology Co., Ltd. The company, Xingyin Information Technology (Shanghai) Co., Ltd., Alibaba (Beijing) Software Service Co., Ltd., and Beijing Milaiwu Network Technology Co., Ltd. The company includes

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1 Scope

GB/T 47294-2026 is the Chinese national standard covering how a live streaming platform is run - the verification of streamers, the moderation of content in real time, the handling of virtual gifts and of minors' spending, the records kept and the response to a report or an order. First edition, in force since 1 June 2026, under the Cyberspace Administration of China. It was issued on 27 February 2026 and has been in force since 1 June 2026, as a first edition. The document is under the responsibility of the Cyberspace Administration of China. This page is published from the official record of the 2026 edition; the clause text of a standard this recent is not yet in circulation, and the figures, limits and tables it contains are those of the document itself, delivered in full with the English translation.

This document stipulates the basic requirements for the service management of online live streaming platforms, including service providers, live streaming accounts, live streaming content, profit-making activities, and complaints. The regulations cover requirements for the management of live streaming services, including reporting mechanisms; service systems, personnel capabilities, and technical measures to ensure the smooth operation of live streaming services; and the protection of minors. Require. This document applies to the service management of online live streaming platforms, and the management and evaluation of online live streaming should be carried out in accordance with this document.

2 Normative references

The contents of the following documents, through normative references within the text, constitute essential provisions of this document. Dated citations are not included. For references to documents, only the version corresponding to that date applies to this document; for undated references, the latest version (including all amendments) applies. This document.

GB/T 35273 Information Security Technology - Personal Information Security Specification

GB 45438 Network Security Technology - Artificial Intelligence-Generated Synthetic Content Identification Method

GB/T 45574 Data Security Technology - Security Requirements for the Processing of Sensitive Personal Information

GB/T 45652 Cybersecurity Technology - Specification for Security of Pre-training and Optimization Training Data in Generative Artificial Intelligence

GB/T 45654 Basic Security Requirements for Generative Artificial Intelligence Services in Cybersecurity Technology

GB/T 45674 Security Specification for Generative Artificial Intelligence Data Labeling in Cybersecurity Technology

3 Terms and Definitions

The following terms and definitions apply to this document.

3.1 Live streaming Activities that continuously release real-time information to the public via the internet in the form of video, audio, text, and images.

3.2 A legal entity that provides network live streaming (3.1) with lines, servers, systems, operation management and technical services.

3.3 Livestreamer A natural person who provides services through online live streaming (3.1).

3.4 User account useraccount An account registered on a live streaming platform (3.2).

3.5 Live streaming account User accounts that have activated the online live streaming (3.1) service (3.4).