



THE LEGAL ISSUES OF DIGITALIZATION IN THE FIELD OF PHYSICAL CULTURE AND SPORTS IN THE REPUBLIC OF UZBEKISTAN

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Abstract

Digitalization encompasses all spheres of public life, including physical culture and sports. In the Republic of Uzbekistan, digital technologies are being increasingly integrated into the training process, the management systems of sports organizations, and the organization of competitions. However, this development is accompanied by a number of legal issues that require comprehensive analysis and legislative regulation. The article examines the key legal challenges of digitalization in sports, including the protection of personal data, the legal status of electronic registries, the regulation of e-sports, and issues related to intellectual property.

Keywords: Digitalization, sports, physical culture, personal data, e-sports, Uzbekistan, legal regulation.

Introduction

In the modern world, physical culture and sports are becoming increasingly prominent not only as social but also as political factors. Physical culture and sports have always been an important part of human culture, symbolizing health, willpower, and spirit.

The development of physical culture and sports is given high priority in our country as well. In the context of Uzbekistan's current socio-economic development, physical culture and sports are key factors in promoting a healthy lifestyle among the population.



In the new edition of the Constitution of the Republic of Uzbekistan, Article 48 states: "The State shall create conditions for the development of physical culture and sports, and for the formation of a healthy lifestyle among the population."

At present, the world is witnessing the digitalization of sports — a process that has also reached our country. Regulating the digitalization process and the use of artificial intelligence (AI) in sports is an important task facing legal professionals in the field of physical culture and sports.

The topic of sports digitalization is key to understanding how it has impacted legal regulation, particularly in the area of civil law relations.

Main Body

Modern technologies are significantly transforming the structure and functioning of the sports industry. In Uzbekistan, the process of digitalization in the field of physical culture and sports is also actively underway. This is evident in the creation of electronic databases, the use of biometric monitoring systems for athletes, the development of e-sports, and other areas. However, despite technological advancements, a number of important legal issues remain unresolved.

Digitalization in the sphere of physical culture and sports in the Republic of Uzbekistan presents significant opportunities, but it also gives rise to a range of legal challenges. Below are the main legal aspects and issues associated with this process.

Firstly, there is the absence of a comprehensive regulatory framework. Currently, Uzbekistan lacks a specific law governing the use of digital technologies in sports and physical culture.

The existing legal acts — for example, the Law “On Physical Culture and Sports” — do not contain provisions related to:

- digital platforms for training and competitions,
- sports analytics and big data,
- electronic athlete passports,
- video broadcasting and online monitoring of the training process.

Secondly, there are issues related to the protection of personal data. The digitalization process involves the processing of large volumes of athletes’



personal data, such as medical indicators, biometric data, and performance statistics.

The Law of the Republic of Uzbekistan “On Personal Data” requires additional by-laws to clearly define:

- who is authorized to collect and process athletes’ data,
- how the security of such data is ensured,
- the procedure for transferring data to international sports organizations (e.g., WADA, FIFA, etc.).

Thirdly, in our view, there are legal concerns related to electronic sports registries and documents. The authenticity and legal force of digital registries of athletes, coaches, sports achievements, and contracts have not yet been adequately regulated.

Furthermore, the legal status of electronic versions of licenses, certificates, and training contracts remains unclear.

Fourthly, it is necessary to address e-sports as a modern civil-law-related phenomenon influencing sports relations. E-sports is officially recognized as a sport in Uzbekistan, but:

- there is no separate legislation regulating e-sports,
- the specifics of taxation, player contracts, and competition broadcasting are not defined,
- copyright issues regarding streaming content and gaming platforms remain unresolved.

I’d like to remind that streaming content refers to digital media content (video or audio) transmitted in real-time over the internet without the need for prior downloading.

In this context, examples of streaming content include:

- Live broadcasts of sports competitions (e.g., football, boxing, tennis matches);
- E-sports streams — live broadcasts of games featuring professional gamers;
- Online fitness workouts that can be watched live;
- Live interviews, presentations, or masterclasses.

The main platforms for streaming are:

- YouTube Live
- Twitch



-Facebook Live

-Instagram Live

-Zoom, Microsoft Teams (in a professional context)

Let's also mention some legal aspects related to streaming content, such as:

-Copyright — who owns the rights to the video and audio?

-Commercial use — how are streams monetized (donations, subscriptions, advertising)?

-Public broadcasting — is a license required to show certain content?

Thus, streaming content is a modern method of distributing sports, entertainment, and educational information, which requires legal regulation, especially in the area of intellectual property.

Fifthly, in our view, the issue of intellectual property and content is very relevant.

Online broadcasts of sporting events, the use of sports videos and photos, and the publication of statistics all require clear legal regulation concerning copyright and related rights.

The involvement of foreign platforms (such as YouTube, Twitch, and others) also calls for international legal cooperation.

Sixthly, the classification of digital violations and sanctions is an equally important aspect related to the digitalization process in our country. Currently, issues of liability are not regulated for:

-digital doping (e.g., the use of AI to gain a competitive advantage),

-interference with competition results through IT means,

-cyberattacks on sports information systems.

Conclusion

The digitalization of sports is a necessary stage in the modernization of the industry in Uzbekistan. However, without effective legal regulation, digital transformation may lead to violations of the rights of sports stakeholders, as well as technological and ethical conflicts. Therefore, it is essential to develop a comprehensive regulatory framework aimed at ensuring a balance between innovation and the protection of citizens' rights.



Proposals for improving national legislation:

1. Adoption of a special law on the digitalization of sports.
2. Development of by-laws to the Law “On Personal Data” specifically tailored to the field of physical culture and sports.
3. Implementation of electronic registries of athletes with legal data verification.
4. Establishment of a legal framework for e-sports (taxation, labor relations, licensing).
5. Protection of digital rights — especially copyright on sports content.
6. Creation of a coordinating body for digitalization in sports (for example, under the Ministry of Sports or the Agency for Innovations).

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