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## **An Exploring Study on Chinese Sports Law System in Digital Economy**

**Hongbing Chen, Xinghua Wang**

Northeastern University, China

[chenhb@pe.neu.edu.cn](mailto:chenhb@pe.neu.edu.cn)

**Abstract.** China uses digital, intelligent, and networked technology as the foundation for the development of sports at this stage of the global digital economy's rapid expansion. Sports laws support digital applications and guide the direction of sports development. This paper organizes one sports law, one sports law soon to be in force, seven administrative policies, 26 State Council documents, 31 sports departmental policies, 165 normative documents, and 110 sports institutional documents of the General Administration of Sports in China that are currently in effect as of June 30, 2022. Reviewing the existing literature shows that China's digital economy-related sports legislation needs to be revised, sports policies and normative documents replace laws, relevant content is advocacy-oriented, the sports legislative system needs to be completed, and the extensive and complex sports legislative needs cannot be met.

**Keywords.** Digital economy, Sports law system, Chinese sport law, Sports policy

### **1. Introduction**

Digital technology is widely used in sports, and half of the IOC's global partners are digital companies or companies related to digital technology. All 13 venues, two ceremonial events, and 232 events of the 2022 Beijing Winter Olympic Games have digital ticketing operations, the first digital ticketing system in the history of the Olympic Games and creating the first use of digital currency during the Olympic Games. The Beijing Winter Olympics Bird's Nest was digitized to showcase traditional Chinese culture with the help of the world's largest-volume LED three-dimensional stage. 5G ambulances, intelligent mobile pods, and remote intelligent medical care improved the response speed and efficiency of treating injured and sick athletes. More than 64 million people worldwide watched the Olympics through the website and mobile app. In terms of Olympics channel on Youtube, which has a 58% increase in the number of followers compared to the 2018 Pyeong Chang Olympics. Digital technologies related to the Winter Olympics can serve human sports and health in the future. Digital technologies from the Beijing Winter Olympics will go into daily life after the Games, with applications in health monitoring, sports analysis, mobile first aid, and other areas. In the face of the rapid development of the digital economy, what is the current status of sports law in China? Is the current stage of sports law adapted to the rapid development of digital sports in China? This paper organizes one sports law, one sports law soon to be in force, seven administrative policies, 26 State Council documents, 31 sports departmental policies, 165

normative documents, and 110 sports institutional documents of the General Administration of Sports in China that are currently in effect as of June 30, 2022. By reviewing the existing literature, we summarize the main problems of sports law in China in the face of the rapid development of the digital economy and study the sports law related to digital sports and the related content.

## **2. Methodology**

The Chinese Sports Law was published in August 1995 and officially on October 1, 1995. The Chinese Sports Law has eight chapters and fifty-six articles, mainly on the legislation and legal responsibilities of different kinds of sports. It has been 27 years since the promulgation of the Chinese Sports Law, and a total of two amendments have been made in 27 years, which is too little. Therefore, the state attaches great importance to revising the sports law in 2021, which is included in the annual legislative plan. The new Chinese Sports Law was drafted in 2021, and the revision was completed on June 24, 2022, and came into force on January 1, 2023. Currently, the Chinese sports legal system includes laws, administrative policies, State Council documents, departmental policies, normative documents, institutional documents of the General Administration of Sports, and local-related content.

Sports Government Departments organize all sports legal system-related content as of December 31, 2021. Including China's current effective law 1, the upcoming implementation of law 1, administrative policies 7, the central and State Council documents 26, departmental policies 31, normative documents 165, and the General Administration of Sports institutional documents 110 (General Administration of Sport of China, 2022). This paper, through a review of the above literature, in addition to sports administrative departments for their management methods and local rules, policies, and normative documents, collated about the digital economy field related, including information, digital, data, and other information related entries and research.

## **3. Results**

### **3.1 Sports Laws and Policies in Digital Economy**

As shown in Table 1, there are 0 laws, 0 administrative policies, and one law is about to be issued soon regarding the laws and policies related to the digital economy. The current law was promulgated in 1995, which is relatively backward and does not mention digital economy-related content. The law to be implemented involves related content of 1 article, which requires the government to carry out statistical monitoring of the sports industry and regularly release sports industry data. The state carries out intelligent, networked, digital as the core technology development of the sports industry, strengthens the network technology permeability function, requires the government to strengthen information technology, and improves the efficiency of the sports field. In addition to the requirements of information technology for the government, it has a significant impact on enterprises and individuals, and the legislation and legal responsibilities of different sports must be specified. Sports laws are outside the rapid development of the world. We have successfully bid for the Olympic Games, Winter Olympics, and other world top competitions, but there needs to be more cooperation with other countries and internationally. At present, there are only a few multilateral international treaties in the field of sports. In the process of establishing and improving the sports legal system, it is also necessary to have a global view, stand in a higher perspective, pay attention to international sports legislation, respect international sports rules and practices, and pay attention to the unification and convergence with their contents (Ma, 2021).

**Table 1** Sports Laws and Policies in Digital Economy

Source	Name	Catalog	Content
Sports Law	1995 Edition	0	None
Sports Law	2023 Edition	No.76	The state improves the sports industry statistics system, monitors sports industry statistics, and regularly releases sports industry data (Chinese Sport Law, 2023).
Administrative Policies		0	None

In the face of the rapid expansion of the scale of the digital economy, Government Releases “The 14th Five-Year Plan for the Development of the Digital Economy”, the content includes a significant increase in digitalization by 2025, with the real economy and digital technology moving towards a period of full expansion. In the face of the rapid expansion of the digital economy, the government issued the "14th Five-Year Plan" for the development of the digital economy, which includes a significant increase in digitalization by 2025, with the real economy and digital technology moving toward a period of full expansion. There is no content related to the digital economy, and the upcoming law has a relevant article, but it is only a requirement for government informatization and cannot support the Chinese government's overall planning for the economy. Sports covers important areas such as mass sports, youth sports, sports for the disabled, professional sports, sports industry, sports culture, sports economy, etc. Currently, there is only one sports law at the legal level, and a complete legal system is to have several individual laws in related fields in addition to a basic law. The current Chinese legal system is unable to meet the specific legal needs, and sports legislation and administrative policies are seriously inadequate.

### 3.2 Other Supplementary Documents

In Table 2, in terms of supplementary documents for the sports category in the digital economy, there are 10 State Council documents, 0 departmental policies, and three normative documents. It can be seen that State Council documents, and normative documents put forward more content about digital sports development. Although State Council and normative documents gradually establish and improve the enforcement system, they cannot make up for the authority of the law.

China's sports and sports rule of law construction is mainly developed under the interactive regulation of sports policies, and other supplementary documents, sports-related advocacy provisions, sports lack legal support, the current legislative content is focused on the administrative management of sports work, the lack of regulation of legal relationships outside the administration, legal issues arising between the subjects of sports activities, sports departments can not establish a unified and specialized solution channel, digital sports is the future development direction of sports in China, digital sports-related legislation and policies are seriously inadequate, the government does not have specific guidance and promotion, the sports administrative departments have not yet given full play to the leadership, coordination and supervision functions of sports following the law.

**Table 2** Supplementary Documents for the Sports Category in the Digital Economy

Source	Name	Catalog	Content
The State Council Documents	Accelerate the development of sports industry No. [2010] 22	No.6	Promote the operation of the sports industry and culture, tourism, electronic information, and other related industries, and promote the development of sports tourism, sports publishing, sports media, sports advertising, sports exhibition, sports film and television, and other related industries (The State Council, 2010).
	Promote the development of health services No. [2013] 40	No.2	Strengthen scientific and technological support, expand the scope of services, encourage the development of new business forms, improve the standardization and specialization of health services, and establish institutional mechanisms for health services in line with national conditions and sustainable development (The State Council, 2013).
	Develop sports industry Promote sports consumption No. [2014] 46	No.4	Support information enterprises to develop products and services in the field of sports. Encourage the development and manufacture of wearable sports equipment, sports and fitness guidance technology, and equipment marketing (The State Council, 2014).
	Development of lifestyle services to promote consumption No. [2015] 85	No.2	Promote the development of industrial integration, use the Internet, big data, cloud computing, etc., to promote the industry, management, and service innovation, and develop services suitable for the needs of different income groups in high school and low school (The State Council, 2015).
	Health China 2030 Plan No. [2016] 23		Play the role of the market mechanism, play a leading role in science and technology innovation and information technology to support the formation of a system with Chinese characteristics and promote all people's health (The State Council, 2016).
	Development of fitness and leisure industry No. [2016] 77	No.8	Encourage the development of fitness and leisure services supported by mobile Internet, big data, and cloud computing technology, promote traditional enterprises to improve the level of comprehensive services, and actively promote the development of fitness and leisure online platform enterprises, integrate upstream and downstream enterprise resources to form a new fitness and leisure industry (The State Council, 2016).
	Promote high-quality development of sports industry No. [2019] 43	No.24	Vigorously develop the "Internet + sports." Promote an e-commerce platform to provide sports consumption services. Support the development of intelligent sports events (The State Council, 2019).
	Fitness for All Program (2021-2025) No. [2021] 11	No.5	Open online and offline volunteer services, launching national fitness volunteer service projects with regional characteristics to create a national fitness volunteer service brand (The State Council, 2021).

		No.8	Promote the digital transformation of the sports industry, and promote data empowerment for the whole industry. Promote the concentration of sports resources to high-quality enterprises and increase the supply of high-quality sports products and services (The State Council, 2021).
		No.14	Carry out online and intelligent sports events, build national fitness information service platforms and electronic maps of public sports facilities, promote the establishment of national fitness information service platforms at the provincial and municipal levels, and form intelligent service mechanisms for national fitness (The State Council, 2021).
Departmental policies		0	None
Normative Documents	Strengthen and improve mass sports	No.17	Give full play to the role of sports research institutions and higher education institutions of sports, the formation of mass sports work database, to further strengthen the scientific guidance of national fitness work, and constantly improve the scientific level of national fitness (General Administration of Sport of China, 2014).
	No. [2014] 135	No.18	Promote the construction of a public information service network for mass sports, use the mobile Internet to improve the level of information services for mass sports work, and improve the public information service capacity for national fitness (General Administration of Sport of China, 2014).

#### 4. Conclusion

The digital economy is the top priority of China's future economic development, and the impact of digital sports on sports will involve the government, enterprises, and individuals. China's sports and sports rule of law construction is mainly developed under the interaction of sports policies and normative documents. Digital sports-related advocacy provisions, policies, and administrative policies are insufficient. The State Council and normative documents put forward more content on developing digital sports. Although the State Council and normative documents gradually establish and improve the law enforcement system, the development of sports law is needed to implement the Constitution's relevant provisions, policies, and policy documents that must make up for the authority of the law. Digital sports is the future development direction of sports in China. Digital sports-related legislation and policies are seriously inadequate, the sports administrative departments still need to give full play to the leadership, coordination, and supervision functions of sports following the law, and sports lack legal support.

China's sports legislation system needs to be completed from the construction of the depth and breadth of the law in two aspects. In terms of breadth, there is only one sports law at the legal level. Most of the policies and policy documents in sports governance and legislation need to be revised at this stage. In the case of a severe lack of legislation, many policies and policy documents are related to the administration of sports work. The legal relations outside of administration need more regulation and coverage. In-depth, digital economy-related content laws are not covered for the time being. Legal issues arise between the subjects of sports activities, and the sports sector needs to establish a unified and specialized solution channel, making the current extensive and complex needs of sports legislation impossible. China's sports law should build a more sound policy and regulatory system.

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