БЕЛОРУССКАЯ ФЕДЕРАЦИЯ КИБЕРСПОРТА

Республиканское общественное объединение
«Белорусская федерация киберспорта»
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ACTIVITY REPORT
OF THE BELARUSIAN ESPORTS FEDERATION
FOR 2021–2025

This report highlights the primary outcomes and operational milestones of the Republican Public Association "Belarusian Esports Federation" (RPA "BEF") during the 2021–2025 period.

1. General Information and Organizational Structure

The Republican Public Association "Belarusian Esports Federation" (RPA "BEF") operates in full compliance with its Charter and the legislation of the Republic of Belarus, uniting athletes, enthusiasts, and partners committed to advancing esports.

- **Legal Status:** Republican Public Association (RPA "BEF").
- **Headquarters / Legal Address:** 37 Yakuba Kolasa St., premises 1, 220013, Minsk, Republic of Belarus.
- **Leadership:** Chairman of the Board - Dzianis Bohush.
- **Regional Network:** 7 officially established and operating regional branches across Belarus (Brest, Vitebsk, Gomel, Grodno, Minsk, and Mogilev Regional Branches, as well as the Minsk City Branch).

Membership Base

As of the reporting period, the Federation comprises **147 registered members** across all administrative territories:

Region / Territorial Branch	Members	Share
Minsk City	61	41.5%
Mogilev Region	23	15.6%
Grodno Region	21	14.3%
Brest Region	13	8.8%
Minsk Region	10	6.8%
Vitebsk Region	10	6.8%
Gomel Region	7	4.8%
Members from the other country	2	1.4%
Total	**147**	**100%**

2. Institutional Status and Recognition of Esports

- **Current Legal Status:** Esports is currently **not officially recognized** as a sport in the Republic of Belarus.
- **Board Initiatives:** Throughout 2021–2025, the Board consistently performed methodological, organizational, and analytical groundwork toward official recognition:
  - Continuous monitoring, adaptation, and adoption of global esports competition standards.
  - Upholding strict principles of fair play, sports integrity, and anti-doping policies.
  - Harmonizing internal competition regulations with national sports administration requirements.

3. Tournament Ecosystem and Domestic Competitions

The Federation maintains a structured competitive pathway ranging from collegiate leagues to professional club circuits and corporate events:

3.1. Belarusian Esports Student League (BESL)

The premier nationwide student initiative uniting universities and vocational colleges across Belarus in Counter-Strike 2, Dota 2, and (introduced in Season 8) Mobile Legends: Bang Bang (MLBB).

Metric	Performance Value
Registered Teams	223
Active Participants	1,090 players
Media Publications	138 articles/posts
Total Impressions / Views	2,558,161
Audience Reach	714,378 unique users

3.2. Belarusian Esports League (BEL)

The premier club championship connecting esports clubs fielding Counter-Strike 2 rosters. Carried out as a joint initiative with the Belarusian Association of Computer Sports to support grassroots club infrastructure. All main matches are broadcast live on national cable TV ("Yasnae TV").

Metric / Media Channel	Performance Value
Total Views	3,150,471
Views on Official BEL Social Media	2,632,576
Total Audience Reach	1,168,355 users
Reach via Participating Club Media	224,877 users
Twitch Live Stream Views	165,951
Mass Media & PR Impressions	92,225
Average Broadcast TV Viewers ("Yasnae TV")	34,842 viewers

3.3. Corporate & Special Tournaments

The Board regularly manages turn-key tournament operations and refereeing for major

domestic companies:

- **Beltelecom Annual Tournament:** Organized for 4 consecutive years across 4 competitive disciplines: Counter-Strike 2, Dota 2, World of Tanks (“Мир танков”), and EA Sports FC.

4. International Relations and National Teams

- **International Memberships:** The RPA “BEF” is a full active member of the **International Esports Federation (IESF)**, the **European Esports Federation (EEF)**, and the **Global Esports Federation (GEF)**, consistently fulfilling statutory and financial obligations, including annual membership dues.
- **National Qualifiers for World Championships (IESF WEC):** Structured national qualification stages were organized to assemble and send Belarusian national rosters to European Qualifiers and World Championship finals in:
  - *Counter-Strike 2* (Open & Women’s divisions)
  - *Dota 2*
  - *Mobile Legends: Bang Bang (MLBB)* (Open & Women’s divisions)
  - *PUBG Mobile*
  - *eFootball*

5. Governance, Financial Transparency, and Operations

- **Operational Framework:** The Federation operates entirely on a voluntary, non-profit public basis with zero salaried personnel (0 employees on payroll).
- **Funding Channels:** Supported through voluntary donations, membership contributions, and targeted partner backing.
- **Expenditure Allocation:** All incoming funds are strictly deployed toward core statutory activities:
  1. Payment of annual membership fees to international governing bodies (IESF).
  2. Maintenance and lease of registered legal addresses for regional subdivisions (including the Minsk Regional Branch).
  3. State registration duties, legal fees, and operational banking fees.
  4. Execution of joint esports and social activations with commercial partners (such as JSC “Lidskoe Pivo”).