

DOPING IN ESPORTS: A DISREGARDED REALITY

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Abstract—League of Legends, Counter-Strike, Dota, Fortnite, Overwatch, and PubG are some names that every sports enthusiast has heard in recent years. These are some of the most popular E-sports which have taken the world by storm and today, account for a billion-dollar industry of its own - the E-sports Industry,¹ and are as popular as traditional sports. As it begins to involve fame and high-level stakes for its players, it leads to the rise of a problem that plagues traditional sports for years to strike E-sports as well.

While doping in traditional sports has been one of the most discussed topics in recent sports news, authorities, players and audiences alike have turned a blind eye to the menace of doping in Esports. Doping in Esports can be categorized into two aspects. The first is the abuse of substances similar to that in traditional sports.² The second is the ignored aspect of mechanical and electronic manipulation of software.³ The paper analyses both the forms of doping in E-sports as well as the

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¹ THE GLOBAL ESPORTS MARKET IS EXPECTED TO REACH A VALUE OF USD 2.8 BILLION BY 2028, AT A CAGR OF 14.50% (2022-2028) SKYQUEST TECHNOLOGY' (Globe Newswire, 6 June 2022) <https://www.globenewswire.com/en/news-release/2022/06/06/2456862/0/en/The-Global-Esports-Market-is-expected-to-reach-a-value-of-USD-2-8-Billion-by-2028-at-a-CAGR-of-14-50-2022-2028-SkyQuest-Technology.html> (last visited on October 1, 2022).

² Mukul Mudgal & Vidhushpat Singhania, *Doping-The Plague of Sports*, LAW & SPORTS IN INDIA DEVELOPMENT, ISSUES AND CHALLENGES 115 (2nd ed. 2016).

³ Harsh Malpani, *Understanding 'E-doping' and the need for Fair Competition in E-sports*, RSRR BLOG, (October 1, 2022, 10:00 AM) <https://rsrr.in/2019/07/28/understanding-e-doping/> (last visited on April 20, 2023).

regulatory framework surrounding the same. Further, the paper goes on to suggest steps that can be taken in the direction of solving the problem of doping in E-sports.

Keywords: Doping, E-Sports, Pub-G, Online Games, Digital Games.

I. TRADITIONAL DOPING AND E-SPORTS

Before beginning with an analysis of doping in E-sports, it is pertinent to discuss what kind of sports is included under the term E-sports. E-sports can roughly be understood to be video games that are played in highly organized competitive environments.⁴ These games are played primarily against other individuals online, commonly for financial gain, and are frequently viewed by other internet users at professionally planned events.⁵ Online e-sports broadcasting has made it possible for people to turn into professional gamers and monetize their gaming activity.

The popularity of esports as a sport has grown as a result of growing public interest and pressure from many organisations. This took on significance when it sparked the creation of several regulatory agencies and precise guidelines to guarantee fair competition. Because of its growth and acknowledgment, the 6th International Olympic (IOC) summit in 2017 recognised esports as a sport.

Doping in e-sports is the use of substances or methods to enhance e-game performance. This may include stimulants, performance-enhancing drugs, and even cheats/hacks. Doping in e-sports involves the use of banned substances or practices to gain an unfair advantage in competitive gaming. Stimulants: Players might use substances like amphetamines or caffeine to enhance focus and reaction times. It includes –

- a) **Stimulants:** Players might use substances like amphetamines or caffeine to enhance focus and reaction times. Stimulants: Players might use substances like amphetamines or caffeine to enhance focus and reaction times.

⁴ Marc Leroux-Parra, 'Esports Part I: What are Esports?' (HARVARD INTERNATIONAL REVIEW, 24 April 2020), <https://hir.harvard.edu/esports-part-1-what-are-esports/> (last visited on September 30, 2022).

⁵ 'E-SPORTS' (Cambridge Dictionary, 5 October 2022), <https://dictionary.cambridge.org/dictionary/english/e-sports> (last visited on October 5, 2022).

- b) Performance-Enhancing Drugs:** Similar to traditional sports, players might use drugs like steroids to improve their reflexes, endurance, or cognitive abilities.
- c) Beta Blockers:** These can be used to reduce anxiety and tremors, helping players maintain steady aim and composure under pressure.
- d) Adderall:** A prescription drug for ADHD that some players might misuse to enhance concentration and reaction times. Performance-Enhancing Drugs: Similar to traditional sports, players might use drugs like steroids to improve their reflexes, endurance, or cognitive abilities.
- e) Cheats/Hacks:** Using software or external devices to gain an unfair advantage in the game, such as aim-bots or wall-hacks.
- f) Adderall:** A drug that some players might misuse to enhance concentration and reaction times.

Doping has been defined in the World Anti-Doping Code 2021 and primarily includes usage, attempted usage or possession of prohibited substances.⁶ It further includes evading sample collection and missing three or more tests of doping.⁷ The definition of Doping can be construed to include traditional forms of doping in E-sports. However, this definition does not cover the second kind of doping that is prevalent in e-sports, mechanical doping.

There is a lack of a uniform definition for E-Doping a.k.a Mechanical Doping. The digital aspect of Doping in E-sports has not been well-defined in the regulatory frameworks of WADA (World Anti-Doping Agency) or ESL (Electronic Sports League). Digital doping includes software manipulation which creates an advantage for players.⁸ While the use of performance-enhancing drugs (PEDs) is permitted in esports tournaments, there are distinct sorts of cheating used in esports than in mainstream sports.

E-sports organizations often have rules and anti-doping policies to maintain fair play and protect the integrity of the competitions. The World Anti-Doping Agency (WADA) plays a significant role in curbing doping in e-sports by extending its anti-doping efforts to this rapidly growing sector of competitive gaming. Here's how WADA contributes to combating doping in e-sports. Function of World Anti-Doping Agency (WADA) includes:

- a. Developing and Updating Rules:** WADA collaborates with e-sports organizations to develop and update anti-doping rules specifically tailored to the unique aspects of e-sports. These rules outline prohibited substances and methods, as well as testing procedures.

⁶ *World Anti-doping Code* (World Anti-doping Agency 2021).

⁷ *Ibid.*

⁸ Malpani (n 3).

- b. Education and Outreach:** WADA provides educational resources and materials to e-sports athletes, coaches, and support staff to raise awareness about the dangers of doping, the importance of clean competition, and the consequences of violating anti-doping regulations.
- c. Monitoring and Testing:** WADA supports the implementation of anti-doping testing programs in e-sports, both in-competition and out-of-competition. This involves testing players for prohibited substances to ensure fair play and protect the integrity of e-sports events.
- d. Accreditation of Laboratories:** WADA accredits and monitors laboratories that analyze e-sports athletes' samples for banned substances, ensuring accurate and reliable testing results.
- e. Adapting to Technological Advances:** WADA stays current with technological advancements in e-sports to address new methods of doping, such as cheats and hacks. This includes collaborating with the e-sports community to identify and prevent new forms of cheating.
- f. Collaboration with E-sports Organizations:** WADA collaborates with e-sports organizations to establish anti-doping policies, procedures, and sanctions. This ensures consistent enforcement across different e-sports titles and events.
- g. Research and Innovation:** WADA conducts research to improve anti-doping methods in e-sports, including the detection of emerging doping substances or practices.
- h. Promoting Fair Play:** WADA promotes a culture of fair play and sportsmanship in e-sports by working with players, teams, and organizers to uphold the values of integrity and healthy competition.

II. ADVENT OF E-DOPING

E-doping, which especially relates to the use of prohibited technologies in esports contests, is the term used in esports to describe in-game doping.⁹ These innovations might take many different shapes. For instance, players may employ specialised software or so-called “cheatcodes” to unfairly gain an edge, or they may even conduct a denial-of-service attack (DoSattack) to obstruct the games of their opponents.¹⁰ Cameron Jeffers, a British professional cyclist was one of the first famous instances of digital doping by using a virtual bike.¹¹ It was an E-racing championship wherein participants had to

⁹ John T. Holden, Anastasios Kaburakis, & Ryan Rodenberg, *The Future is now: Esports Policy Considerations and Potential Litigation*, 1 JOURNAL OF LEGAL ASPECTS OF SPORT 27 (2017).

¹⁰ Adam Brickell, *Addressing Integrity and Regulatory Risks in Esports: The Responsibility of the Whole Esports Community*, 8 GAMING LAW REVIEW 603 (2017).

¹¹ Victor Ocando, ‘Digital Doping Invading Virtual Events, Esports’ (*Global Sports Matters*, 18 November 2019) <https://globalsportmatters.com/health/2019/11/18/digital-doping-invading-virtual-events-esports/> (last visited on Oct. 3, 2022).

link a stationary bike to a subscription and run it on a device. Jeffers used a bot to unlock the Zwift Concept Z1 bike (commonly referred to as the Tron bike). He had employed a third party to run a simulator on the bike, so as to unlock the Concept Z1 bike, by faking performances. It involved logging in from multiple locations, riding for over 200 km with massive elevation gain and then not saving such data so that it does not show in the checks.¹² These details were received in an anonymous mail by British cycling. British Cycling fined Jeffers 250 euro and put a 6-month suspension on his participation from all racing events.¹³ British cycling in its statement included the fact that such steps would ensure fair play, and prevent future instances of technological fraud. The actions of Jeffers were considered a violation of the sporting conduct rules. It can thus be seen that there is a conclusive and immediate need to discuss E-frauds and include the same within the ambit of doping.

There is a lack of regulation in E-sports itself, with different organisations holding various tournaments. Electronic Sports League noticed the lack of a comprehensive definition of Doping which includes E-sports under its ambit. On discerning the deficit of a definition, ESL partnered with the National Anti-Doping Agentur (NADA) to adopt policies which regulate the E-sports regime for instances of Doping.¹⁴ As per the policy rules, the ESL will randomly test players and those testing positive for any of the prohibited substances listed would be penalised.¹⁵

ESL became aware of numerous occurrences of substance abuse problems in the E-sports industry after competitive Counter-Strike: Global Offensive player Kory Friesen (Semphis) stated in 2015 that he and his teammates were misusing Adderall while competing in an international sporting event carrying a \$250k prize pool.¹⁶ Adderall is considered a performance-enhancing drug (PED) by a large sector of people and hence is a prohibited drug.¹⁷ He also added, during the exchange with the interviewer, that Adderall was frequently

¹² *Ibid.*

¹³ Jack Elton Walters, 'Obvious Flaw in E-racing Exposed by Rider Cheating to Win National Championships' (CYCLIST, 4 October 2019) <https://www.cyclist.co.uk/news/7188/obvious-flaw-in-e-racing-exposed-by-rider-cheating-to-win-national-championships> (last visited on October 1, 2022).

¹⁴ Samit Sarkar, 'Electronic Sports League Anti-doping Policy E-sports DrugTesting' (*Polygon*, 23 July 2015) <https://www.polygon.com/2015/7/23/9022613/electronic-sports-league-anti-doping-policy-esports-drug-testing> (last visited on October 2, 2022).

¹⁵ <https://www.polygon.com/2015/8/12/9136721/esl-adopts-anti-doping-WADA-list-banned-substances> (last visited on September 29, 2022).

¹⁶ Emanuel Maiberg, Counter-Strike eSports Pro: 'We were all on Adderall' (VICE, 14 July 2015) <https://www.vice.com/en/article/gvy7b3/counter-strike-esports-pro-we-were-all-on-adderall> (last visited on October 1, 2022).

¹⁷ Coleman Hamstead, 'Nobody Talks about it because Everyone is on it' (WASHINGTON POST, 13 February 2020) <https://www.washingtonpost.com/video-games/esports/2020/02/13/esports-adderall-drugs/> (last visited on September 30, 2022).

used by players in E-sports to increase concentration and that the ESL rule-book made no mention of the specific drug.¹⁸

Since February 2016, all ESL competitions have been subject to the Esports Integrity Coalition's (ESIC) Anti-Doping Code, created after Friesen's revelations about usage of PEDs in esports.¹⁹ The World Anti-Doping Code includes the ESIC list of prohibited substances. Even post ESL guidelines, however, there have been rampant claims of usage of Adderall in the gaming community. Call of Duty World Champion, Adam "KiLLa" Sloss went on to state that the only reason people do not talk about instances of Adderall abuse is because every one consumes it.²⁰

III. DOPING IN E-SPORTS: WORKING MECHANISM IN CURRENT SCENARIO

As stated earlier, Doping in E-sports includes two facets – traditional abuse of PED's and digital doping – as discussed above. Performance-enhancing substances are utilized in traditional doping techniques to attain the desired outcome. Desired outcomes are essential since athletes are amply rewarded for their accomplishments, which leads to cash prizes, fame, and sponsorships. An esports professional may utilise performance-enhancing substances to get precise concentration, quick thinking and attentiveness, and the capacity to anticipate what other competitors will do.²¹

The second aspect which is harder to regulate includes instances of software manipulation. Aimbots and Triggerbots are frequently used in games like Valorant and CS: GO. Nodwan Gaming which organised the Valorant Conquerors Championships 2022 event in South Asia included the mention of prohibition of cheating in its rules.²² It stated that any manipulation of the game Valorant by the players would be considered as a form of cheating.²³ Aimbots and triggerbots are so common in games like Valorant that there are growing studies on the same.

¹⁸ Maiberg (n 16).

¹⁹ Colby Stivers, *The First Competitive Video Gaming Anti-doping Policy and its Deficiencies under European Union law*, 18 SAN DIEGO INT'L. L.J.263 (2016).

²⁰ Hamstead (n 17).

²¹ Ben Gilbert, 'There's an Adderall Doping Scandal in the World of Professional Gaming' (*Business Insider*, 23 July 2015) <https://www.businessinsider.in/tech/theres-an-adderall-doping-scandal-in-the-world-of-professional-gaming/articleshow/48194463.cms> (last visited on September 30, 2022).

²² 'Tournament Rules' (Nodwin-Valorant Conquerors Championship) <https://vcc.nodwingaming.com/rules/>> (last visited on October 2, 2022).

²³ *Ibid.*

Another form of cheating is known as whispering which is frequently used and gives a player an additional advantage.²⁴ Screen Peak is one of the examples that was used in the 2012 League of Legends championship by the team Azubu Frost. The players kept looking towards the screen set up for audiences to have information about opposite teams and were later fined 30,000 dollars (20% of the winnings of the tournament) for the same.²⁵

Wall glitches are another similar example. A wall glitch was exploited in PUBG in the 2018 IEM event.²⁶ OpTic Gaming which had finished in second place in 2018 were disqualified for abusing a bug and gaining the advantage.²⁷ Such repeated instances showcase that while some teams may win an E-sports championship it will come to light later that there was exploitation of bugs and software.

IV. MEASURES TO COUNTER E-DOPING

The software known as Valve Anti-Cheat (VAC) was created by Valve to stop users from utilising illegal software cheats.²⁸ Because releasing the company's software in public would make it easier for cheaters to identify system weaknesses, this data has been kept private. However, it is well known that VAC uses deep learning algorithms to examine user signatures, enter the system's database, and analyse information to determine whether they are employing any cheats.²⁹

Software obfuscation describes the real-time security measures used by particular games. To accomplish this, game creators utilize software protections. The intention is to prevent direct access by hackers to the software for inspection or modification.³⁰ Real time decryption could result in a few issues, such as a game with a reduced frame rate and a slower-than-expected operation.

²⁴ Marc Rouf, *eSports-Professional Cheating in Computer Games* (RESEARCHGATE, September 2018), https://www.researchgate.net/publication/336838499_eSports_Professional_Cheating_in_Computer_Games/link/5db5d1be4585155e270b4461/download (last visited on October 4, 2022).

²⁵ Leana Hafer, *Riot Rules on League of Legends Screen Watching Incident, Issues \$30,000 Fine* (PC GAMER, 11 October 2012), <https://www.pcgamer.com/riot-rules-on-league-of-legends-screen-watching-incident-issues-30000-fine/> (last visited on October 2, 2022).

²⁶ Sherif Saed, *Optic Gaming Disqualified from a Round of PUBG IEM Invitational for Exploiting a Bug (VG 247, 8 March 2018)*, <https://www.vg247.com/optic-gaming-disqualified-form-a-round-of-pubg-iem-invitational-after-exploiting-a-bug> (last visited on October 4, 2022).

²⁷ *Ibid.*

²⁸ Emma Witkowski, *On the Digital Playing Field: How we "Do Sport" With Networked Computer Games*, 5GAMES AND CULTURE 14 (2012).

²⁹ Michael Kedziora et al., *Anti-Cheat tool for Detecting Unauthorized user Interference in the Unity Engine using Blockchain*, DATA-CENTRIC BUSINESS AND APPLICATIONS 191, (2019).

³⁰ Hui Xuand Michael Lyu, *Assessing the Security Properties of Software Obfuscation*, 14 IEEE SECURITY & PRIVACY 80, (2016).

Player surveillance is the process through which gaming server admins keep an eye on specific participants to see if any cheating is occurring. This strategy does, however, come with a cost. Some participants might believe that doing so enables the admins to eavesdrop on particular players and divulge their vulnerabilities to their adversaries. Crucial problems would arise in competitive games as a result. Some games address this issue by postponing the supervisors' video-stream, whilst other games do not support observer mode.³¹

These aren't always helpful, though, as athletes may figure out innovative methods to get around them and utilize e-doping.³² When players break the rules, it becomes important to take the necessary action to penalize them. However, it is important to keep in mind that there is no single regulatory authority in esports that decides the penalties for such actions. Rather, the officials of a specific game or the event organizers are in charge of issuing penalties.

The corporation examines a player's game play if they are alleged to have cheated. If the accusations against the player are found to be true, the corporation or league has the authority to blacklist them, as happened in the instance of NewBee, who was prohibited from playing competitive Dot a 2 in China.³³ A suspension is a momentary prohibition that lasts for a set amount of time. When the cheating techniques used by the participant are not too severe, this strategy is used. If the infraction cannot be established beyond a reasonable doubt, suspensions are occasionally used by gaming companies.³⁴ A ban or suspension could be an unfair penalty in several situations. In such circumstances, the game's creators might opt to permit the player to keep playing, but their ranks would be reduced, moving them to a lesser level of competition.³⁵

³¹ Elie Bursztein et al., *Open Conflict: Preventing Real Time Map Hacks in Online Games*, IEEE SYMPOSIUM ON SECURITY AND PRIVACY 506-520, (2011).

³² Subhrajit Chand, Tarunand Shaun Star, 'Contouring E-Doping: A Menace to Sportsmanship in Esports' (2021) 12(8) TURKISH ONLINE JOURNAL OF QUALITATIVE INQUIRY, <https://www.tojqi.net/index.php/journal/article/view/3927/2697> (last visited on October 3, 2022).

³³ Mike Stubbs, *Dota 2 Team NewBee Banned from Chinese Competitions for Match Fixing* (FORBES, 15 May 2020), <https://www.forbes.com/sites/mikestubbs/2020/05/15/dota-2-team-new-bee-banned-from--chinese-competitions-for-match-fixing/?sh=220f85374dbe> (last visited on October 4, 2022).

³⁴ Vivek Singh, *Galaxy Racer Esports Suspended Coaching Staff Member Until the Claims are all Addressed* (INSIDE SPORT, 17 July 2020), <https://www.insidesport.co/galaxy-racer-esports-suspended-coaching-staff-member-until-the-claims-are-all-addressed/> (last visited on October 1, 2022).

³⁵ Andreas Stavropoulos, *Dashboarders Demoted, Receive Adjusted Ranked Rewards in Apex Legends "Judgment Day"* (DOTESPORTS, 5 February 2020), <https://dotesports.com/apex-legends/news/dashboarders-demoted-and-lose-ranked-rewards-in-apex-legends-judgment-day> (last visited on October 1, 2022).

V. DOPING IN E-SPORTS: EXISTING REGULATORY FRAMEWORK

The ESL is the primary authority in charge of policing illicit substances in esports.³⁶ The ESL encourages the frequent administration of participants' testing. Participants in the competition must undergo a quick saliva test. If they fail a test for illegal substances, they are disqualified from the tournament (or their scores are wiped out), and other punitive actions may be taken. A number of gaming corporations also hold competitions to evaluate their gamers. As an illustration, EA Sports required all competitors in the FIFA eSports World Cup to submit to doping tests.³⁷

One of the challenges is that unlike the World Anti-Doping Agency (WADA), which governs every sport played at an international level, there exists no such organization to govern the e-sports industry at the moment. Further, WADA is affiliated with every National Anti-doping agency globally so as to have a strong common regulatory framework for preventing doping, but the same cannot be applied to the e-sports industry due to its decentralized regulatory structure.

Each e-sport is governed by different bodies organising the specific e-sport tournament. To take some examples, tournaments of games like League of Legends and Overwatch are governed mainly by their developers i.e. Riot Games & Blizzard Entertainment.³⁸ The presence of multiple bodies, yet none have the jurisdiction to penalize every instance of doping creates an obstacle for regulation of E-sports.

VI. PROBLEMS WITH THE EXISTING FRAMEWORK

Anti-doping policies in esports have a number of obstacles to implementation. Conventional athletes must submit to periodic drug tests to see whether their bodies contain any illicit substances, which comes at a high price. Due to this, only major leagues like the ESL, which has been conducting anti-doping checks since 2016,³⁹ are able to perform such examinations. The lower leagues, though, have financial difficulties. In comparison to traditional sports, where national anti-doping bodies and international governing bodies coordinate

³⁶ Lázaro Alessandro Soares Nunes and Denise Vaz de Macedo, *Saliva as a Diagnostic Fluid in Sports Medicine: Potential and Limitations* (2013) 49 JORNAL BRASILEIRO DE PATOLOGIAE MEDICINA LABORATORIAL, <https://www.scielo.br/j/jbpl/a/9F5K9smnNjmKTY3NF6xFc-jF/?lang=en&format=pdf> (last visited on October 3, 2022).

³⁷ Jacqueline Martinelli, *The Challenges of Implementing A Governing Body For Regulating Esports*, 26(2) U. MIAMI INT'L. & COMP. L. REV. 26, (2018).

³⁸ *Who is regulating e-sports* (ESPORTS.NET, 21 June 2021) <https://www.esports.net/news/industry/who-is-regulating-esports/> (last visited on October 1, 2022).

³⁹ Martinelli (n 37).

athlete examination across games, in this situation there is no centralized governing authority in charge of giving financing for such examination.⁴⁰

Typically, dope tests call for the physical presence of every participant taking part in a given competition. While this is often the case for major esports competitions, there are numerous events in which participants engage remotely, and in such cases it becomes more challenging to carry out these tests.⁴¹ These online participants can also utilise a variety of technical vulnerabilities in addition to these physical forms of doping to obtain an advantage over their rivals.⁴²

VII. POSSIBLE/SUGGESTED MODIFICATION TO THE CURRENT FRAMEWORKS

Solutions can range from changes in the entire regulatory framework of E-sports to simpler steps that can be incorporated by the organizers of E-sports. A possible step to prevent digital doping includes checking the software installed by players or ensuring they install pre-approved software.

A large role is played by private players who have created these games and run its management. Traditional sports are not owned by private companies. On the other hand, private companies own and regulate the games it has created. Thus, this has created a lacuna where sporting laws that govern traditional sports cannot apply, the rules developed by such corporations should include a detailed and inclusive definition of Doping.

It should also include stricter penalisation for doping. ESL, as per its rule-book, states that punishments will be meted out on a case-to-case basis, the possible punishments include having prize money or points in tournaments deducted to a possible two-year ban.⁴³ In comparison to WADA's doping rules, it is visible the WADA rules are far stricter and include much more serious implications like forfeiture of medals, a possible four-year ban on sporting events for a single violation, and a lifetime ban on subsequent violations.⁴⁴ It is also enforced frequently on athletes caught using prohibited substances.

As mentioned previously, it is necessary for regulation of E-sports at a governmental level to regulate violations like Doping. In this aspect, League of

⁴⁰ *Ibid.*

⁴¹ Elizabeth Chung & Gotta Catch, *The Rise of e-Sports and the Evolution of its Regulations*, 22 SMU SCI. & TECH. L. REV. 231, (2021).

⁴² Pranav Bafna, *Challenges to the Anti-Doping Regulations in E-sports*, 2(1) JOURNAL FOR SPORTS LAW: POLICY & GOVERNANCE 133, (2020).

⁴³ Matt Porter, *ESL Outlines its Anti-Doping Policy* (IGN India, 13 August 2015), <https://in.ign.com/counter-strike-global-offensive/78837/news/esl-outlines-its-anti-doping-policy> (last visited on September 29, 2022).

⁴⁴ *World Anti-doping Code* (n 6).

Legends has made strides forward by procuring athletic visas for its players for international tournaments.⁴⁵ P1 visas are issued for athletes which ensures easy travel for sports persons and “internationally recognised” E-sports players. Athletic visas have certain basic criteria, and it could include basic doping guidelines. It could be a mechanism to regulate doping in E-sports.

VIII. CONCLUSION

E-Sports is a growing industry with viewership increasing and new games being invented every day. In such instances when high-stakes matches are common, players will attempt to use technological as well as traditional forms of Doping. While ESIC, ESL etc. are beginning to notice the menace of doping in E-Sports and policies are being formulated, its implementation still has loopholes. As of now testing for doping in E-Sports is less in comparison to traditional sports. In most countries E-Sports is still not institutionalized unlike traditional sports and the effects of drugs, like Adderall, in improving the game of players is not proven.

It is essential to realize that E-Sports and traditional sports both have similar characteristics. Both involve a player’s skill and hard work mixed with practice. Both involve recognition, high monetary awards as well as respect. Thus, if traditional sports have outlawed doping at every facet considering that it hampers the integrity of sports itself, now that E-Sports can be considered to be at the same level.

⁴⁵ Jonathan Blake, *US Issues ‘Athlete’ Visas to League of Legends Players* (BBC NEWS, 15 July 2013) <https://www.bbc.com/news/newsbeat-23321595> (last visited on 30 September 2022).