

GamingMalta

ESPORTS FUND

Requirements and Distribution Policy



1. INTRODUCTION

The Esports Fund introduced by the GamingMalta Foundation has enabled esports business in Malta since 2019. The Fund has been instrumental in putting Malta on the esports map with various physical and online events, and ranging from expositions, to tournaments, to conferences.

The purpose of this document is to provide more detail on the adjudication criteria and requirements which the GamingMalta Foundation will be using in assigning the esports funds to eligible applicants.

2. CLASSIFICATION

GamingMalta reserves the right to classify requests for funding in various categories, and assign a budget to each category, in accordance with the manner in which the funding best suits the various objectives of the GamingMalta Esports Fund.

GamingMalta will consider the following as important principles in any classification:

- 2.1 **The Plurality of Operators:** The Esports Fund should not be dominated by a single or a small number of applicants. Rather, the manner in which the funding is distributed will consider that if numerous applicants are eligible, then a larger pool of applicants should receive the funding.
- 2.2 **Diversity of Events and Activations:** In order to maximise the impact of the Esports Fund, GamingMalta will pay due attention to events and activations that are different to others already performed in previous years, or which are being applied for this year.

3. DUE DILIGENCE

All applicants shall be required to undergo due diligence.

The application for funding shall include:

- 3.1 Company Structure diagram indicating all UBOs exceeding 10% interest for corporate entities;
- 3.2 Stamped Beneficial Ownership form for non-profit entities;
- 3.3 Tax compliance certificate for the applicant;
- 3.4 Police conduct certificate:
 - ii. For companies: 25% UBOs and Directors of applicants
 - ii. For individuals: For the person applying
 - iii. For non-profits: Persons holding 25% or more of the voting rights

4. ELIGIBILITY

In order to be eligible as an applicant for the Esports Fund, one must be:

- 4.1 Corporate entities formally incorporated in the EU having presence and activities in Malta;
- 4.2 Non-profit entities formally registered in the EU having presence and activities in Malta;
- 4.3 An esports competitor registered as an esports professional by means of a registration for tax purposes with the Maltese tax authorities;
- 4.4 A public track record of activities indicating that the person is a legitimate player in the industry

5. DISTRIBUTION

The applicant must provide a detailed breakdown of expenses for which they are requesting funding. GamingMalta will select eligible expenses, which are expenses directly related to the organising of events and activities within the esports sector, and shall exclude any form of capital expenditure.

Eligible expenses include:

- 5.1 Travel expenses;
- 5.2 Staff costs;
- 5.3 Stage;
- 5.4 Audio-visual and broadcast expenses;
- 5.5 Rental of facilities;
- 5.6 Design, branding and marketing;
- 5.7 Competition expenses such as prizes.

All funding will be distributed in accordance with eligible expenditure. GamingMalta may elect to provide initial funding up to 80% of the eligible expenses.

Applicant shall be required to provide invoices and receipts against expenses incurred and claimed from GamingMalta. Following an analysis based on the expenses actually incurred and documented, GamingMalta shall make any outstanding payment to the applicant, or the applicant may be required to re-pay any amount that is unspent, or ineligible back to GamingMalta.

6. CONTENT OF THE APPLICATION

Applicants seeking support from the Esports Fund must submit a comprehensive proposal that outlines all relevant details of the planned activity. The application should clearly demonstrate the scope, intent, and operational planning of the event, and must include the following information:

- 6.1 Type of event being organised;
- 6.2 Start and end dates;

- 6.3 Location and venue details;
- 6.4 Expected number of attendees (in-person and/or virtual);
- 6.5 Key objectives and intended outcomes;
- 6.6 Branding and marketing strategy;
- 6.7 Broadcast and media arrangements;
- 6.8 Competition format and/or content details;
- 6.9 Detailed breakdown of projected expenses;
- 6.10 Summary of previous relevant work or experience;
- 6.11 Due diligence information, as indicated above.

This information will support the assessment process by ensuring transparency, accountability, and alignment with the strategic objectives of the Fund. Applicants are encouraged to provide clear, and well-evidenced submissions.

7. EVALUATION CRITERIA

Applications to the Esports Fund will be assessed against a range of strategic and operational criteria designed to support the growth and sustainability of the domestic esports sector. Proposals will be evaluated based on their ability to demonstrate clear outcomes and alignment with priorities.

Assessment criteria include:

- 7.1 Location, set-up, and suitability of the venue;
- 7.2 Broadcast quality, including commentary and on-air talent;
- 7.3 Number of attendees, both in-person and online;
- 7.4 Use of domestic employment or engagement of paid esports services provided by local suppliers;
- 7.5 Competition integrity, including fairness, expertise, and legitimacy;
- 7.6 Licensing and rights secured from relevant game publishers;
- 7.7 Opportunities created for local participants to engage on an international level;
- 7.8 Demonstrated commitment to diversity and inclusion within the event.

Applicants are encouraged to provide comprehensive evidence addressing each criterion, highlighting how their proposed activity will deliver meaningful benefits to the local esports ecosystem and broader community.

