

Global Esports Event Insurance Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Esports Event Insurance market size was valued at US\$ 372 million in 2025 and is forecast to a readjusted size of US\$ 810 million by 2032 with a CAGR of 11.7% during review period.

Esports event insurance is an insurance system specifically designed to address the financial, legal, technical, and commercial risks that esports events, esports leagues, game publishers, event organizers, teams, streaming platforms, and offline esports activities may face during their operation. Its coverage typically includes event cancellation or postponement, network and server outages, live streaming incidents, cyberattacks and data breaches, public liability, player injuries, equipment damage, venue risks, intellectual property disputes, sponsorship breaches, ticket refunds, and loss of event revenue.

From an industry perspective, esports event insurance is considered one of the fastest-growing segments of sports insurance. Its growth is primarily driven by five factors: First, the global esports market continues to expand, with international esports prize money, live streaming rights, advertising sponsorships, and esports betting revenue growing rapidly, leading to increasingly larger losses from event interruptions and cyberattacks. Second, esports events are highly dependent on online live streaming, cloud servers, and real-time data systems, making them significantly more vulnerable to cyberattacks, DDoS attacks, hacking, and data breaches than traditional sports. Third, an increasing number of large insurance groups are incorporating esports into the categories of 'digital sports' and 'media and entertainment insurance,' promoting the standardization of professional products. Fourth, the construction of large esports arenas and international esports event centers in Asia, the Middle East, and North

America is rapidly increasing the demand for offline venue liability insurance and event cancellation insurance. Fifth, AI risk control, real-time monitoring, dynamic premiums, and esports data analysis technologies are driving the digitalization of insurance products. In the future, esports insurance will not only cover the events themselves but will also extend to new areas such as virtual assets, digital collectibles (NFTs), game accounts, the streamer economy, metaverse events, and AI esports content, becoming an important component of digital entertainment insurance.

This report is a detailed and comprehensive analysis for global Esports Event Insurance market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Esports Event Insurance market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Esports Event Insurance market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Esports Event Insurance market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Esports Event Insurance market shares of main players, in revenue (\$ Million), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Esports Event Insurance

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Esports Event Insurance market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Tysers Insurance Brokers, Miller, Performance Film & Media Insurance, Towergate Insurance Brokers, Founder Shield, MFE Insurance Brokerage, Netsurance Canada, Fullsteam Insurance, Esport Insure, GG Insurance Services, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

Esports Event Insurance market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Event Cancellation Insurance

Cybersecurity Insurance

Media Liability Insurance

Livestream Interruption Insurance

Data Breach Insurance

Equipment Damage Insurance

Public Liability Insurance

Sponsorship Breach Insurance

Market segment by Event Format

Offline Esports Event Insurance

Online Esports Event Insurance

Hybrid Event Insurance

Market segment by Technology Scenarios

Cloud Server Risk Insurance

DDoS Attack Insurance

Esports Livestream Platform Insurance

Digital Asset Insurance

AI Esports Content Liability Insurance

Market segment by Application

Professional Gamers

Tournament Organizers

Esports Teams or Organizations

Market segment by players, this report covers

Tysers Insurance Brokers

Miller

Performance Film & Media Insurance

Towergate Insurance Brokers

Founder Shield

MFE Insurance Brokerage

Netsurance Canada

Fullsteam Insurance

Esport Insure

GG Insurance Services

K&K Insurance

Relm Insurance

Johnsonese Brokerage

Ping An Insurance

PICC Property & Casualty

Tokio Marine & Nichido

MS&AD Insurance Group

Hanwha Life Insurance

Samsung Fire & Marine Insurance

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Esports Event Insurance product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Esports Event Insurance, with revenue, gross margin, and global market share of Esports Event Insurance from 2021 to 2026.

Chapter 3, the Esports Event Insurance competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Esports Event Insurance market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Esports Event Insurance.

Chapter 13, to describe Esports Event Insurance research findings and conclusion.

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