Himanshu Gulati is a Norwegian politician associated with the Progress Party, known in Norwegian as Fremskrittspartiet or FrP. His connection to gambling licensing is political, not commercial: he is part of the debate over whether Norway should keep its state-centred gambling system or move toward a licensing model in which multiple operators can apply to offer services.

That distinction matters. Gulati is not a gambling regulator, bookmaker or representative of Norsk Tipping or Norsk Rikstoto. Rather, his name comes up in discussions about **progress party licensing** and the broader question of how Norway should regulate gambling. To understand the debate, it helps to look at the country's exclusive-rights model, the different roles of its two main state-linked operators, and the limited place esports currently has in domestic betting.

Who is Himanshu Gulati?

Himanshu Gulati is a Norwegian politician affiliated with the Progress Party. His public role has included parliamentary and government work, making him https://egamersworld.com/blog/how-norwegian-esports-fans-navigate-lol-and-cs2-be-Erk223Hjo9 part of national policy discussions across several areas. Gambling policy is one of the subjects where political positions matter because Norway's system is built around decisions by lawmakers and public authorities—not an open market where companies simply apply for a standard commercial licence.

When people connect Gulati with gambling licensing, they are generally referring to the political argument over changing that structure. The Progress Party has been associated with calls for a licensing approach that would permit more operators to serve Norwegian customers under Norwegian rules. That position is distinct from the current model, in which a small number of authorised organisations have defined roles and the state seeks to limit unlicensed online gambling.

It is worth keeping the wording precise: being linked to a licensing debate does not mean Gulati personally issues licences, runs a betting service or has authority over every gambling-policy decision. His relevance is as a politician associated with a party position and the wider discussion of **Norway gambling policy**.

What does Norway's exclusive-rights model mean?

Norway has traditionally organised much of its gambling market around an exclusive-rights model. Instead of offering a general licence to a range of commercial gambling companies, the system gives particular organisations authority over defined products. Norsk Tipping and Norsk Rikstoto are the most prominent examples, with different responsibilities.

The stated policy objectives include limiting gambling harm, directing parts of gambling proceeds toward public or socially beneficial purposes, and maintaining control over the market. In practice, the model also means that the range of products available through authorised Norwegian providers is not the same as the catalogue offered by international betting sites. Whether this approach is the best way to meet those objectives is a point of political disagreement.



Supporters of the existing system argue that concentrated control makes it easier to set safeguards, monitor activity and channel revenue to designated purposes. Advocates of a licensing alternative argue that a regulated, competitive market could bring more operators into the domestic framework and offer consumers more choice. The disagreement is not simply “regulation versus no regulation”: both sides may describe their preferred system as regulated. The question is who may operate, under what conditions, and how effectively the rules can be enforced.

Norsk Tipping and Norsk Rikstoto: different responsibilities

Norsk Tipping is the state-owned gambling operator most people associate with lotteries and sports betting. Its product range includes Oddsen, its sports betting product. Norsk Rikstoto, by contrast, is associated with betting on horse racing. These are separate organisations with separate remits, not two names for the same betting service.

Organisation or product Main association Why it matters to the licensing discussion Norsk Tipping Lotteries and sports betting, among other authorised offerings Its role illustrates the state-centred approach to mainstream betting products. Oddsen Norsk Tipping’s sports betting product Its available markets show what an authorised domestic sports betting offer does—and does not—cover. Norsk Rikstoto Horse-racing betting Its specialised remit demonstrates that Norway’s authorised market is divided by product and responsibility.

This division is important when comparing Norwegian betting with international online platforms. A site that offers extensive football, tennis, esports and other markets is not automatically comparable to Oddsen or Norsk Rikstoto. The organisations operate within Norway’s specific framework, with their own authorised scopes and policy obligations.

Oddsen, esports coverage and market control

Esports is a useful example of how the exclusive-rights model affects the range of betting markets a Norwegian customer may see. Oddsen is a sports betting product, but its esports coverage should not be assumed to match the depth of a specialist international esports bookmaker. Availability can depend on the event, competition, market rules and the operator’s current offering.

That limitation is not the same as a claim that esports is never available. It means the domestic product has a defined catalogue rather than an obligation to list every tournament or match played worldwide. For users following CS2 or League of Legends, the gap between global competition volume and local betting listings can be noticeable.

Market control is part of the wider policy debate. A tightly limited authorised offer can make the system more predictable and preserve the state's chosen structure. But when customers can see global tournaments promoted across the internet while finding only a smaller selection through a domestic product, questions arise about consumer choice, channelisation and how well the model matches modern viewing habits.

Global LoL and CS2 tournaments versus domestic listings

Competitive esports calendars are large and international. League of Legends has regional leagues, international events and a steady stream of tournaments across different levels. CS2 likewise has a busy calendar of major events, regional competitions, qualifiers and smaller tournaments. A tournament database such as the EGamersWorld LoL tournaments page can help readers see how broad the global schedule is.

That kind of listings page is useful for understanding tournament volume, but it is not a betting menu. EGamersWorld covers esports information and competition listings; its calendar should not be read as confirmation that every listed event is available to bet on through Oddsen, or through any other Norwegian-authorised product.

The contrast is straightforward:

- **Global esports calendars** may track many games, regions, tiers and tournament organisers.
- **Domestic betting products** offer only the markets they choose and are permitted to provide.
- **Oddsen coverage** should be checked directly and can be narrower than the overall CS2 or LoL schedule.

For Norwegian fans, this creates a practical difference between following a competition and finding it listed for betting. A tournament can be prominent in the international esports calendar without appearing on a domestic betting product. The same principle applies to matches within a major game: not every region, stage or market will necessarily be offered.

What is the Progress Party licensing position?

The phrase **progress party licensing** refers to the political case for replacing, or substantially changing, Norway's exclusive-rights approach in favour of a licensing framework. In a licensing system, multiple gambling companies could potentially apply for permission to operate, provided they met requirements set by the authorities. The exact design would depend on legislation and regulation; "licensing model" does not by itself specify tax rates, product rules, advertising limits or consumer-protection standards.

Supporters of this direction commonly argue that a Norwegian licence could give the authorities a clearer route to supervise companies that want to serve Norwegian customers. They may also argue that competition could widen the available product range. Critics, meanwhile, worry that opening the market could increase gambling exposure, weaken the existing model's public-interest goals or make harm prevention more difficult.

These are arguments about policy design, not proof that one model automatically solves every problem. A licensing regime would need enforcement capacity, safeguards and rules about marketing and responsible gambling. An exclusive-rights regime also has to contend with people encountering services outside the authorised market. The central policy question is how well each approach can meet Norway's goals in a digital environment where customers can access international websites.

Why the debate matters to esports fans

For esports audiences, licensing arguments can sound abstract until they affect what is available locally. A broader authorised market might, depending on its rules and operator choices, lead to more competition for events and betting products. It would not guarantee that every LoL or CS2 tournament received odds. Operators make their own decisions about which competitions to cover, and regulation may place limits on products or promotion.

Keeping the current framework likewise does not mean esports disappears from Norwegian betting altogether. It means that coverage is shaped by the authorised providers' remit and offerings. Fans should therefore distinguish between three things: a tournament's existence, its presence on a global esports listings page, and its availability as a betting market in Norway.

This distinction also helps avoid a common mistake when reading about politicians and gambling. Gulati's association with the issue does not tell readers what Oddsen lists today, and a political call for licensing does not mean a new market has already been created. Policy proposals, enacted rules and product availability are separate stages.



How to read claims about Himanshu Gulati and gambling

1. **Identify the role being discussed.** Gulati is a politician connected to debate, not the operator of a betting product or the regulator issuing permissions.
2. **Separate party advocacy from current law.** A Progress Party position on licensing is not itself a change to Norway's gambling rules.
3. **Check which operator is responsible.** Norsk Tipping and Norsk Rikstoto have different roles; Oddsen belongs to Norsk Tipping.

4. **Verify the actual market listing.** An event appearing on EGamersWorld's LoL tournaments page does not establish that Oddsen offers a bet on it.

The bottom line

Himanshu Gulati is tied to gambling licensing because of his political association with the Progress Party and the debate over whether Norway should move from an exclusive-rights system toward a broader licensing model. His connection is about the direction of **Norway gambling policy**, not the day-to-day operation of Norsk Tipping, Norsk Rikstoto or a regulator.

For sports and esports bettors, the current structure matters in concrete ways. Norsk Tipping operates Oddsen, while Norsk Rikstoto focuses on horse-racing betting. Oddsen's esports availability is not equivalent to the full global calendar of League of Legends and CS2 tournaments. EGamersWorld can illustrate that global volume, but tournament listings and domestic betting markets are different things.

The licensing debate is ultimately about how Norway balances consumer choice, public control and gambling-harm prevention. Whether the country keeps its existing model or adopts a new one, the details of the rules—not the label alone—will determine what operators can offer and which competitions Norwegian customers can access.