

## **Abstract**

**Title:** The most advantageous tax havens for athletes and owners of sports clubs.

**Objectives:** The aim of this work is to identify the most advantageous tax heaven countries in the sport world for individual athletes as well as the most profitable offshore regions for football club owners, the latter representing legal entity and sport clubs. Each category will be associated with three different tax heaven countries, which satisfy all factors of the research, therefore being the most ideal and simultaneously legal for the athletes and firms to use.

**Methods:** In this work I used methodology of document analysis from various printed literature and electronic academic resources which helped me to approach the theoretical part as well as the practical research. To determine the most relevant criteria for choosing the most advantageous tax heavens I opted for multi-criteria analysis where the most dominant option was zero taxation of a tax subject. In order to finalise the rate of the tax heavens we used data from three different studies approaching tax heavens in general.

**Results:** At the end of the research I came to the conclusion that among the most advantageous tax heavens for individual athletes belong the Cayman Islands, Bahamas and Monaco. All these countries apply zero taxation on income of individual athletes and simultaneously satisfy other criteria. In the case of companies owning football clubs, the results of the most advantageous tax heavens are British Virgin Islands, Bermudas and the United Arab Emirates. In comparison with the countries which are the most utilised as tax heavens only two countries appeared on my final list. More precisely, the Principality of Monaco in case of the individual athletes research, especially opted for by professional tennis players, and in the case of firms, such as the one who owns Manchester City, the selected tax heaven country were the United Arab Emirates.

**Keywords:** Tax heaven, athletes, football clubs, offshore regions