



Republic of Iraq

Communications and Media Commission (CMC)

Trusted Digital Platform Form

Based on Articles (5) and (6) of the Framework Regulation for Digital Platforms and Services issued by the Communications and Media Commission (Link to Regulation: <https://cmc.iq/ar/wp-content/uploads/2025/03/Framework-regulations-for-digital-platforms-and-services-en.pdf>)

First: Applicant Information

- Company Name: _____
- Country of Regulation: _____
- Activity Description: _____
- Address: _____
- Website: _____
- Developer Account on App Stores (Links): _____
- Phone Number: _____
- Email: _____
- Tax Number: _____

Second: Digital Platform Details

- Number of Platforms: _____

Platform Name	Service Type*	Platform Description (Services, Technology, Access Models)	Access Links	Launch Date in Iraq	Est. Monthly Users in Iraq	Revenue Model**



* **Platform Types (according to Annex 2):** Video, Audio, Electronic Games and E-Sports, Digital App Stores, Advertising Platforms, Artificial Intelligence, E-Commerce, On-Demand Services, Fintech, Social Media.

** **Revenue Model:** Subscription, Ads, Percentage, Other.

Third: Compliance and Operation

- **Name of Contact Person:** _____
- **Job Title:** _____
- **Email and Phone Number:** _____
- **Laws and regulations applicable to the platform in a country with a legal system comparable to the laws of Iraq:** _____

Fourth: Required Attachments (Check ✓ all that apply)

Attached Document / Policy

- Commercial Registration Certificate
- Platform Description Document
- Authorization for Platform Contact Person
- User Protection Policy and Mechanisms
- Content Moderation and Age Rating Policy
- Data Protection Policy
- Child Protection Policy
- Description of Content Removal Mechanism
- Statement of Compliance with Intellectual Property Rights
- Cybersecurity and Anti-Cybercrime Undertaking
- Undertaking to Remove Harmful or Illegal Content Immediately
- Undertaking to Comply with Applicable Legal Fees



Fifth: Undertaking I, (), the Authorized Manager / Authorized Representative of (Company) pursuant to Letter No. () dated // 20, hereby undertake by this form before the Communications and Media Commission in the Republic of Iraq to commit to the following:

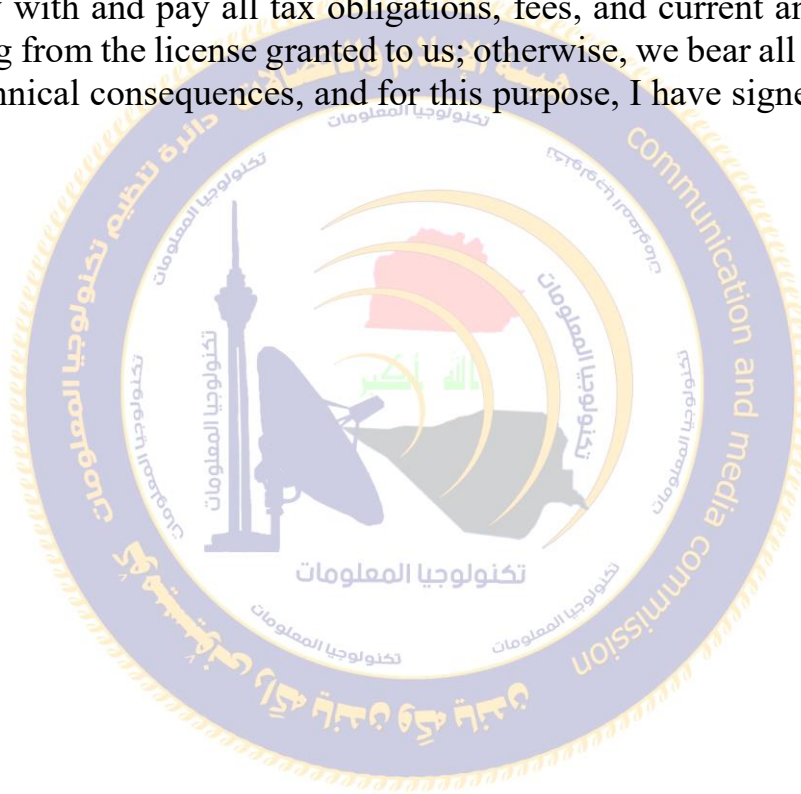
1. Comply with and adhere to the provisions and regulatory regulations for digital platforms and all instructions.
2. Remove any harmful, violating, or illegal content requested by the Communications and Media Commission in accordance with the laws of the Republic of Iraq.
3. Comply with and pay all tax obligations, fees, and current and future wages resulting from the license granted to us; otherwise, we bear all legal, financial, and technical consequences, and for this purpose, I have signed.

Signature:

Name:

Position:

Date: // 20





Annex 1: Application Steps

- Fill out the form and submit it in PDF format to the Communications and Media Commission
- For inquiries: Contact the Communications and Media Commission at (enquiries@cmc.iq; it.licenses@cmc.iq)





Annex 2: Platform Definitions

1. **Over-The-Top (OTT) Platforms:** Platforms that deliver digital content directly to users over the public internet without the need for traditional distribution infrastructure, such as satellites or cable television.
2. **Internet Protocol Television (IPTV) Platforms:** Platforms that deliver digital content, particularly video, over private or closed networks using Internet Protocol (IP) technology. Typically, this content is displayed through set-top boxes or similar devices and is characterized by its reliance on owned infrastructure.
3. **Audio On-Demand Platforms:** Platforms that allow users to access audio content such as music, podcasts, or audiobooks on demand, where the user can choose what they wish to listen to without being bound by a specific schedule.
4. **Video Sharing Platforms:** Platforms that allow users to host, share, and distribute video content created by users or professional entities for viewing by a wide audience.
5. **Online Electronic Gaming Platforms:** Platforms that allow users to play digital games either through downloadable content or via the cloud, and typically rely on the Internet. These platforms may generate revenue through user fees, in-game purchases, advertisements, or partnerships.
6. **E-Sports Participation Platforms:** Platforms that enable users to participate in organized tournaments and events for electronic sports. These platforms often offer services such as player matching, server hosting, and player ranking in competitive games.
7. **Social Media Platforms:** Platforms designed to facilitate public sharing of user-generated content, typically involving profiles, posts, and interactions between users that are visible to the general public.
8. **Digital Advertising Platforms:** Platforms that offer digital content in the form of advertisements distributed across various digital channels such as websites, mobile apps, and social media networks. These ads may be displayed based on user data or targeted at a specific audience for promotional purposes.
9. **E-Commerce Platforms:** Digital platforms that facilitate the buying and selling of goods and services online, connecting consumers and businesses with features such as payment processing, inventory management, and customer support.



10. **Digital App Store Platforms:** Electronic platforms that allow users to browse, download, and update software applications for devices.
11. **On-Demand Service Platforms:** Platforms that provide users with immediate access to non-digital physical services, such as food delivery or taxi services, based on real-time demand.
12. **Fintech Platforms:** Digital platforms that offer technology-based financial services, such as mobile payments, stock market transactions, money transfers, digital banking, or e-lending, aiming to improve and automate financial transactions.
13. **Artificial Intelligence Platforms:** Tools and frameworks used to design, implement, and manage artificial intelligence models and applications.

