



EUROCUP

2015-2016  
EUROCUP  
**BYLAWS**





# **EUROCUP**

# **BYLAWS**

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<http://www.fiba.com/anti-doping>

<http://www.fiba.com/documents#|tab=b1506ff3-8ed5-4367-9cae-dc3e448a922f>

or:

<http://www.fiba.com/pages/eng/fc/expe/medi/antiDopi/p/openNodeIDs/1177/selNodeID/1177/ruleProc.html>



# **EUROCUP REGULATIONS**





# **EUROCUP REGULATIONS**

## **CHAPTER I**

### **General Regulations**

#### **Article 1. Management and Organisation of the Competition**

- 1.1.** The Eurocup will be governed, managed, administered and developed by Euroleague Properties S.A. or any of its relevant permitted successors or assignees (hereinafter "EP"). EP, or any of its relevant permitted successors or assignees (hereinafter "EP"), is the limited liability company responsible for managing and organising the Euroleague and Eurocup competitions (hereinafter "Euroleague Basketball competitions") in which the Euroleague and Eurocup clubs participate, as well as for commercialising the properties of these competitions (to deal with the promotion and development of the commercial activities linked to these competitions), in accordance with what is established in the relevant Bylaws.
- 1.2.** Euroleague Properties S.A. has designated the company Euroleague Entertainment & Services, S.L.U. (hereinafter the "Company") as the body responsible for the management and administrative organisation of the Eurocup competition.
- 1.3.** The Chief Executive Officer of the Company (hereinafter "Euroleague Basketball CEO") will be the executive responsible for governing, managing and administering the Eurocup competition, for adopting the necessary regulations, agreements and resolutions for the smooth running of the competition, and for the delegating where deemed necessary in accordance with the organisation chart of the Company.
- 1.4.** The clubs must adhere to these Regulations and any future modifications, amendments and derogations thereto, as well as to other applicable resolutions.
- 1.5.** The Company will set up an office, the "Euroleague Basketball office", which will be the unit of operation and administrative assistance for the undertaking of the objectives of the Eurocup. It is understood that all administrative procedures the

participating clubs have in relation to their participation in the competition, will be carried out with the Company.

## **Article 2. Official Season**

The official basketball season will start on 1 July and will end on 30 June of the following year.

## **Article 3. Clubs in the Competition: Selection and Substitution Criteria**

**3.1.** The places in the Eurocup for the 2015–16 season will be allocated following the chart of Appendix I to these Regulations, once the places in the Euroleague Regular Season have been assigned.

**3.2.** 36 clubs will play the Eurocup. The clubs will be selected according to the final standings of the domestic championship in the previous season after the playoffs. Therefore, the best ranked clubs will have the right to participate.

The clubs from countries participating in the ABA League will be selected for the Eurocup according to the final standings of the ABA League.

The champion and the runner-up of the third European competition (EuroChallenge) from the previous season will participate in the Eurocup Regular Season, provided that they fulfil the requirements established in these Regulations and any subsequent modifications thereto. If either club also qualifies for the Eurocup Regular Season through their domestic championship, their vacancy will become a wild card.

**3.3.** If a club holding the right to participate in the Eurocup in accordance with what is set forth in Articles 3.1 and 3.2 renounces its participation in the competition, it will lose any future right to participate in the Euroleague the following four seasons. It will also lose any future right to participate in the Eurocup the following four seasons if the Company verifies that during that same season the club participates in any league competition outside its country in addition to the domestic championship. Without prejudice to the above, in the event that during the suspension period this club fulfils the requirements for participating, the Company may analyse the circumstances and establish the conditions to revoke the suspension period.

- 3.4.** If a selected club renounces its participation in the competition or does not fulfil the requirements for participating, a vacancy will arise. In this case the Company will decide on the convenience of allocating this vacancy to another club, without any restrictions other than the fulfilment of the requirements stipulated for the participation in the Eurocup, or on not filling the vacancy.
- 3.5.** If a club renounces its participation after its registration, it will lose all the amounts it has paid in the registration procedure, without prejudice to any other disciplinary sanction.

#### **Article 4. Participants and Club Headquarters**

- 4.1.** The clubs selected for participating must adhere to these Regulations and any future modifications, amendments and derogations thereto and other applicable resolutions.
- 4.2.** The clubs, players, coaches, team followers, officials (referees and observers) Euroleague Basketball delegates and unified scorers who wish to participate in the Eurocup must register in compliance with these Regulations.
- 4.3.** To all the effects provided in these Regulations, the club's headquarters will be considered as the place where the club has its registered address.

## **CHAPTER II**

### **Registration of Clubs**

#### **Article 5. Requirements for Registration**

Valid annual registration in the competition will require compliance with the following:

- a)** Fulfil the criteria established for the selection of clubs (see Article 3).
- b)** Participation in the domestic championship.
- c)** Provision of an express declaration of sound financial position of the club, stating the following :
  - The club does not have any outstanding debts ("outstanding debts" mean due and legally enforceable debts) with players, coaches, employees, any other club participating in the Euroleague Basketball competitions, EP and/or the Company, and/or any tax or social authorities.
  - The club has not been formally declared bankrupt or insolvent by a competent body in its home country, has not entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or is not in a situation in which it is obliged under law to file an insolvency proceeding or be entered into liquidation or dissolution, winding up or any similar proceeding in its jurisdiction.

This declaration will follow the model shown in Appendix V and will be certified by an auditing firm.

- d)** Provision of an express declaration of sound legal position of the club, stating that the club, its managers and/or employees do not fall into the incompatibility situations established in Appendix VI.
- e)** Payment of the amount of the annual registration fee established by EP, for the annual rendering of services for the organisation of the games of the Eurocup competition that will take place in the arena of the club.

- f)** Provision of a security deposit and/or fulfilment of any other financial provision established by EP.
- g)** Provision of documents to demonstrate that the club complies with the requirements set forth by the rules of the game and these Regulations.
- h)** Provision of a document to demonstrate the existence of an airport at a maximum distance of 150km by road from the arena, with enough daily flights to allow the visiting team and officials to have access to the arena without significant disruption to their schedule. Fast high quality train transport within the area may be exceptionally authorised.
- i)** Submission of documents including the Arena Short Form to demonstrate that the club has use of an arena to hold its home games with a minimum capacity for 2,500 seated spectators, which is less than a four-hour commercial flight from Frankfurt and with all necessary technical elements duly approved for the game of basketball, as well as all other requirements set forth in these Regulations. Only in exceptional cases, the club may request the authorisation from the Euroleague Basketball CEO to use another arena that replaces the first one in the case that it cannot be used. Both must comply with the provisions of these Regulations. If requested by the Company, the documents that the club submits concerning its arena(s) will require the approval from its league. The club must also send the digital photographs of key areas of the arena as requested by the Company, including but not limited to the team bench area, scorer's table area, arena seating area, media in-arena seating area, locker rooms, doping control room, press conference room, hospitality area, and any other areas that have been renovated in the previous two years.
- j)** Provision of documents to demonstrate the availability of a minimum number of two 4 star hotels within the city area where the arena is placed.
- k)** Request registration in the competition by submitting the Club Registration Form correctly filled out and signed.
- l)** There must be no outstanding debts with EP and/or the Company.
- m)** The participation in a domestic championship that does not qualify for the competitions organised by EP is not allowed,

unless it is authorised by the Company. Domestic championship refers to the main competition of a league.

## **Article 6. Period and Procedures for Admission**

- 6.1.** The period for the clubs to present documents to the Euroleague Basketball office for registration will end on 30 April for their participation the following season. If this day were to be a holiday, the deadline would be the following working day. In the event that on this date it is not possible to register the teams because the domestic competitions have not finished, the Euroleague Basketball CEO may set another date.
- 6.2.** The registration will not be considered valid if the club does not submit by the registration deadline the information regarding the arena where the games will be played during the season.
- 6.3.** The Company may reject the registration of a club in the event that a sanction for not honouring a BAT Award is in force, banning the club from registering new players coming from other countries and/or participating in international club competitions.
- 6.4.** The Company will approve or reject the registration of a club once it has been verified that the requirements set forth in these Regulations have been fulfilled.
- 6.5.** If the Company should find a formal omission in the documentation, it may grant a period of no more than fifteen calendar days for the club to correct it.
- 6.6.** The registration will be rejected if the requirements are not fulfilled or when the formal omissions have not been corrected within the given time.
- 6.7.** If the club fails to comply with the requirement set forth in Article 5 c), the Company may evaluate its financial situation through an auditing firm.

In this case, the possibility for the club to follow an alternative write-off plan or a debt recovery plan to overcome the insolvency situation within a reasonable deadline will be taken into account for the purpose of accepting a provisional registration of the club.

- 6.8.** As stated in Article 3.4, should a vacancy become available in the competition, either because of a club's refusal, through the provisions of Article 6.6, or due to a disciplinary sanction, the Company will decide on the advisability of a substitution, and if recommendable, on the appropriate procedure for selecting the substitute.

## **Article 7. Name of the Team**

- 7.1.** The clubs may register their team in the competition with either the name of the sports entity (the club), or with that of the main/naming/presenting/title sponsor, with both of them or the name of the city only, depending on the club's decision. In all cases, the name of the city must be included in English in the name of the team. This name, which must be written in Latin characters, will be the official one in regard to all effects related to or derived from the competition. Should two or more clubs request to register their team with the name of the same city only, the Company will have full discretion to ask them to make all the necessary modifications to avoid any likelihood of confusion.
- 7.2.** The name of one commercial company at most may appear in the name of the team, without detriment to what is provided in Article 57 that governs advertising exposure on the playing uniforms.
- 7.3.** Only one change in the name of the team will be allowed from the beginning of the competition until the end of the Last 32. In whatever case, the prior approval of the Company will be required before proceeding to the change. No change in the name of the team will be allowed after the end of the Last 32.

## **CHAPTER III**

### **Registration of Teams**

#### **Article 8. Documentation and Periods**

- 8.1.** The clubs must present to the Euroleague Basketball office the documentation necessary to apply for registration of their teams in the competition, including a minimum of 10 players, by 15 September. The registration documents, including a minimum of 13 players and the other team members, must be submitted one week before the first Regular Season game. Any addition or change in the roster after the registration documents have been completed one week before the start of the season will be computed within the maximum number of players allowed during the entire season. Each individual must sign the registration documents. Within the registration documents, the clubs will include the name and surname of the team members to be used in all public communications, as well as the name or alias to be included on the back of the playing uniform, which may differ from the name featured in their passport. This alias will have to be approved by the Company before being used, and cannot be changed during the entire season. It is highly recommended that the alias does not change during the entire career of the player.
- 8.2.** The registration documents of each team will include the following members:
- a)** A minimum of 13 and a maximum of 16 players
  - b)** One head coach
  - c)** A maximum of three assistant coaches
  - d)** One team manager
  - e)** One doctor
  - f)** A maximum of three additional team followers
- 8.3.** The clubs may complete the registration documents or replace the players included therein until 18:00 CET on the Tuesday prior to Last 32 Round 1 (except for the provisions stipulated in Article 8.4). There is also a short period for replacing players (except for the provisions stipulated in Article 8.4) during the



Tuesday immediately prior to Last 32 Round 4 until 18:00 CET. These are the only periods when changes in the roster will be allowed.

The maximum number of players that may be registered in a team during the entire season will be 20, commencing one week before the first Regular Season game when the registration documents are submitted. At no time may there be more than 16 players registered simultaneously. During these periods, changes will be allowed until 18:00 (CET) on the Tuesday immediately prior to the round in question. These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

- 8.4.** During the same season, a player may only transfer from one Eurocup club to another Eurocup club once: during the period between the end of the Regular Season and 18:00 CET on the Tuesday prior to the beginning of Round 1 of the Last 32. To these effects, a club no longer participating in the competition is not considered a Eurocup club.
- 8.5.** During the competition, the clubs will be obligated to communicate all player transactions, indicating whether a player release is temporary (for example, in the case of a short term injury) or permanent, the same day that they occur.
- 8.6.** For the other team members included in the registration documents, the deadline for new registrations or replacements will be the day before the Finals, by 18:00 (CET). Before the deadline above, changes will be allowed until 18:00 (CET) on the day before the calendar date for the game in question. These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.
- 8.7.** In addition to the registration documents, on the same date, or on a previous one as determined by the Euroleague Basketball CEO, the clubs must indicate:
- a)** Their preferred tip-off time of the games when they play as the home team, without prejudice to the fact that the Euroleague Basketball CEO will set the time at which the games are held in accordance with the interest of broadcasting or for other reasons that are in the best interests of the Eurocup.
  - b)** The Pantone colour and design of the main and reserve playing uniforms.

- c) Any other information that may be required in relation to the club's participation requirements.
- d) The name of the person designated as technical court coordinator for their home games.

## **Article 9. Players**

**9.1.** Each club participating in the Eurocup may register players without any restriction due to nationality.

**9.2.** Only those players who are duly registered with their clubs will be entitled to participate.

**9.3.** The minimum of 13 registered players applies during the entire season.

**9.4.** The clubs must submit the following documents:

**a)** Original copies of the following documents:

- Player Registration Form.

**b)** Photocopies of the following documents:

- Letter(s) of Clearance. The international letter of clearance will be in accordance with the FIBA and/or FIBA Europe regulations.
- Passport(s) showing the full names of the player [and, if applicable, his former name(s)], date and place of birth, nationality and date of expiry.
- Contract signed by the club and the player.

**c)** Any other documents required by the Company in order to guarantee the fulfilment of these Regulations.

Under no circumstances will documents received in any language other than English be accepted.

Documents received by email will be considered valid, except when the Company expressly requests the original.

**9.5.** A minimum of 10 and a maximum of 12 players may be registered on the scoresheet of each game. These must be present, appropriately dressed and fit to play.

- 9.6.** Any players who are registered with their club and not included on the scoresheet of a game may sit in the team bench area in street clothes, only if they do not exceed the total maximum number of people allowed to sit on the team bench, and will be entered on the reverse side of the scoresheet. Their participation in the game will be the same as a team follower.
- 9.7.** The participation of a player not included in the registration documents approved by the Company will be considered as an improper fielding of a player.
- 9.8.** A player registration request will be answered within a maximum period of five days from the time the request has been submitted.
- 9.9.** A player will not be allowed to play simultaneously for two different clubs, even if they are from different competitions. The exceptions are those players that can play with two teams of different category in their country, in accordance with the internal rules of the domestic championship. In all cases, the player must be registered for the Eurocup competition and be authorised by the Company. When registering the player, the club will provide the documents supporting this circumstance.

## **Article 10. Coaches**

- 10.1.** On the Staff Registration List, the club must state which coach is the Head Coach, and the others will be assistant coaches.
- 10.2.** The position of coach will not be compatible with a managerial or executive position in the club if the person holding this managerial or executive position attends Eurocup clubs meetings as a club representative.

## **Article 11. Team Followers**

- 11.1.** Each club must register at least one team manager and one doctor.
- 11.2.** The position of team follower will not be compatible with a managerial or executive position in the club, or if the person holding this position is registered with the Company as a club representative.
- 11.3.** The doctor and the team manager will be considered as team followers.

- 11.4.** The team manager will be responsible for submitting the Authorisation List and the Game List to the data entry scorer of the game, as established in Article 25.3.

## **Article 12. Technical Court Coordinator**

- 12.1.** During home games, the technical court coordinator will be seated at the scorer's table and will be responsible for:

- a)** Accompanying the referees from the entrance of the arena to the locker rooms and from the locker rooms to the playing court before the game starts, during half-time and at the end of the game or under any other circumstance where it might seem suitable, complying with the instructions received from the referees.
- b)** Acting as a link between the two teams and indicating the locker rooms that are to be used.
- c)** Providing both teams with sufficient benches or chairs to seat the coaches, players and registered team followers up to a maximum of 20.
- d)** Arranging the positioning of the benches or chairs at the regulatory distance from the scorer's table, away from the public and preventing them from being occupied by members of the public.
- e)** Meeting the doping control officers and accompanying them to the doping control room.
- f)** Assisting the officiating crew chief by printing copies of the scoresheet and handing these to each team immediately following the officiating crew chief's signature at the end of the game.
- g)** Assisting the officiating crew chief by scanning and sending the scoresheet to the Euroleague Basketball office within 30 minutes following the end of the game.
- h)** Maintaining order in the playing court area, requesting the necessary intervention of security personnel before, during and after the game.

The technical court coordinator must be able to communicate fluently in English, besides in the local language.

The position of technical court coordinator will not be compatible either with any team follower position, any managerial position or with the club representative position at meetings.

### **Article 13. Registration of Coaches, Team Followers and Technical Court Coordinator**

To register the coaches and/or team followers, the club must present, together with the Staff Registration List, a photocopy of each coach/team follower's passport and a colour passport-size photograph of each coach/team follower, taken within the last three months, sent by email.

To register the technical court coordinator, the club must provide, together with the Registration List, a photocopy of their passport sent by email, email address and mobile phone number.

### **Article 14. Team Member Authorisation**

- 14.1.** After all the documents required in this chapter have been submitted and approved, the Company will provide the corresponding Authorisation List.
- 14.2.** The Company will display the players and coaches that feature in each team's registration documents on the Eurocup website, as well as all changes that take place.

### **Article 15. Mediation Regulation**

In the event of any dispute between clubs (participating in the Euroleague and/or the Eurocup) from different countries arising out of or in connection with the hiring and transfer of a player or coach, the clubs and the player or coach concerned must submit the matter to amicable settlement proceedings under the Mediation Regulation, included as Appendix X to these Regulations, prior to resorting to any other authority or mechanism of adjudication or settlement.

## **CHAPTER IV**

### **Competition**

#### **Article 16. Competition System**

36 teams will participate. The competition will be played in six different phases as follows: Regular Season, Last 32, Eighthfinals, Quarterfinals, Semifinals and Finals.

##### **16.1. Regular Season**

###### **16.1.1. Regular Season Draw**

A draw will be held to determine the groups to which the different teams will be assigned for the Regular Season, dividing the teams into two conferences. The draw will be public. The Company will decide on the venue where the draw will take place.

The Company will approve the rules for the draw and any further modifications (enclosed as Appendix IV to these Regulations).

The calendar within each group will be established through a random computer draw.

###### **16.1.2. System of Play**

The 36 teams, divided into six groups (A, B, C, D, E, F) of six teams each will play the Regular Season.

Each group will play a round-robin format (each team against all the others both home and away).

###### **16.1.3. Regular Season Standings**

After each round and at the end of the Regular Season, a standing will be established in each group based on the number of games won by each team, with ties being resolved according to what is provided in Article 17.

At the end of the Regular Season, the top four teams from each group will move on to the next phase. The rest of the teams will be eliminated from the competition.

## **16.2. Last 32**

### **16.2.1. System of Play**

The 24 qualified teams plus the eight teams eliminated from the Euroleague competition will be divided into eight groups (G,H,I,J,K,L,M,N,) of four teams each. Each group will play a round-robin format (each team against all the others both home and away). The teams will be placed in their respective groups in the following manner:

Group G:

5<sup>th</sup> place from Euroleague Regular Season Group A, 1<sup>st</sup> place Group A, 3<sup>rd</sup> place Group C, and 4<sup>th</sup> place Group D.

Group H:

6<sup>th</sup> place from Euroleague Regular Season Group A, 1<sup>st</sup> place Group B, 2<sup>nd</sup> place Group E, and 4<sup>th</sup> place Group F.

Group I:

5<sup>th</sup> place from Euroleague Regular Season Group B, 1<sup>st</sup> place Group C, 3<sup>rd</sup> place Group E, and 4<sup>th</sup> place Group A.

Group J:

6<sup>th</sup> place from Euroleague Regular Season Group B, 1<sup>st</sup> place Group D, 2<sup>nd</sup> place Group F, and 4<sup>th</sup> place Group B.

Group K:

5<sup>th</sup> place from Euroleague Regular Season Group C, 2<sup>nd</sup> place Group A, 3<sup>rd</sup> place Group B, and 3<sup>rd</sup> place Group D.

Group L:

6<sup>th</sup> place from Euroleague Regular Season Group C, 1<sup>st</sup> place Group E, 2<sup>nd</sup> place Group B, and 4<sup>th</sup> place Group C.

Group M:

5<sup>th</sup> place from Euroleague Regular Season Group D, 2<sup>nd</sup> place Group D, 3<sup>rd</sup> place Group A, and 3<sup>rd</sup> place Group F.

Group N:

6<sup>th</sup> place from Euroleague Regular Season Group D, 1<sup>st</sup> place Group F, 2<sup>nd</sup> place Group C, and 4<sup>th</sup> place Group E.

The calendar within each group will be established through a random computer draw.

### **16.2.2. Last 32 Standings**

After each round and at the end of the Last 32, a standing will be established in each group based on the number of games won by each team, with ties being resolved according to what is provided in Article 17.

At the end of the Last 32, the top two teams from each group will move on to the Eighthfinals. The rest of the teams will be eliminated from the competition.

### **16.3. Eighthfinals**

The 16 qualified teams from the Last 32 will play the Eighthfinals in a home and away format, with the overall cumulative score determining the winner of the phase. Thus, the score of one single game of the Eighthfinals phase can be tied (see Article 21). The first place team from the Last 32 will play the second game of each match-up at home.

Eighthfinal A:

1<sup>st</sup> place Group G - 2<sup>nd</sup> place Group J

Eighthfinal B:

1<sup>st</sup> place Group H - 2<sup>nd</sup> place Group I

Eighthfinal C:

1<sup>st</sup> place Group I - 2<sup>nd</sup> place Group H

Eighthfinal D:

1<sup>st</sup> place Group J - 2<sup>nd</sup> place Group G

Eighthfinal E:

1<sup>st</sup> place Group K - 2<sup>nd</sup> place Group N

Eighthfinal F:

1<sup>st</sup> place Group L - 2<sup>nd</sup> place Group M

Eighthfinal G:

1<sup>st</sup> place Group M - 2<sup>nd</sup> place Group L

Eighthfinal H:

1<sup>st</sup> place Group N - 2<sup>nd</sup> place Group K

The winners of the Eighthfinals will move on to the Quarterfinals. The losers of the Eighthfinals will be eliminated from the competition.



#### **16.4. Quarterfinals**

The eight qualified teams from the Eighthfinals will play the Quarterfinals in a home and away format, with the overall cumulative score determining the winner of the phase. Thus, the score of one single game of the Quarterfinal phase can be tied (see Article 21).

The team finishing in the higher Last 32 place will play the second game of each match-up at home. In case both teams finished in the same Last 32 place, the team with the highest number of victories in the Last 32 will play the second game of each match-up at home. In case of a tie, Article 17.4.1 will be applied to break the tie.

Quarterfinal A:  
Winner of Eighthfinal A – Winner of Eighthfinal H

Quarterfinal B:  
Winner of Eighthfinal B – Winner of Eighthfinal G

Quarterfinal C:  
Winner of Eighthfinal C – Winner of Eighthfinal F

Quarterfinal D:  
Winner of Eighthfinal D – Winner of Eighthfinal E

The winners of the Quarterfinals will move on to the Semifinals. The losers of the Quarterfinals will be eliminated from the competition.

#### **16.5. Semifinals**

The four qualified teams from the Quarterfinals will play the Semifinals.

The Semifinals will be played in a home and away format, with the overall cumulative score determining the winner of the phase. Thus, the score of one single game of a Semifinal phase can be tied (see Article 21). The team finishing in the higher Last 32 place will play the second game of each match-up at home. In case both teams finished in the same Last 32 place, the team with the highest number of Last 32 victories will play the second game of each match-up at home. In case of a tie, Article 17.4.1 will be applied to break the tie.

Semifinal A:  
Winner of Quarterfinal A – Winner of Quarterfinal B

Semifinal B:  
Winner of Quarterfinal C – Winner of Quarterfinal D

The winners of the Semifinals will move on to the Finals. The losers of the Semifinals will be eliminated from the competition.

## **16.6. Finals**

### **16.6.1. System of Play**

The two qualified teams from the Semifinals will play the Finals.

The Finals will be played in a home and away format, with the overall cumulative score determining the winner of the phase. Thus, the score of one single game of the Finals phase can be tied (see Article 21). The team finishing in the highest Last 32 place will play the second game of each match-up at home. In the case that both teams finish in the same Last 32 place, the team with the highest number of Last 32 victories will play the second game of each match-up at home. In case of a tie, Article 17.4.1 will be applied to break the tie.

Finals:  
Winner of Semifinal A – Winner of Semifinal B

### **16.6.2. General Principles**

The Finals will be considered as a whole in terms of organisation, and the Company will be responsible for organising them.

Responsibilities related to the organisation of the Finals may be delegated to each of the home clubs only under the supervision and approval of the Company with the understanding that the progress and results will remain subject to the supervision and approval of the Company.

EP will be the owner of all audiovisual, advertising, ticketing and marketing rights for the Finals event. Nonetheless, the Company is authorised to establish the system for transferring a part of these commercial rights, except for the audiovisual rights, to the home clubs.

The home club will enable the Company to carry out various activities both inside and outside the venues with the goal of promoting and commercialising the Finals. The Company will in any case supervise all decisions related to communication, advertising and public relations.

At the Company's request, the clubs will provide the Company with all the information regarding its fans attending the Finals, such as their profile, travel plans and accommodation, as well as any other information that the Company considers necessary for the smooth running of the event. The clubs will also follow the instructions of the Company concerning the trip of the fans to the arena and the city area where they should be accommodated.

The Company will establish the rules that the clubs participating in the Finals must fulfil. These rules include but are not limited to the following areas:

- a)** Game and practice schedules.
- b)** Playing uniform colours.
- c)** Accreditation and invitation system for the game and other activities organised during the event.
- d)** Use of the Finals logos.
- e)** Means of transport (including arrival and departure dates) and accommodation in the host city of the Finals.
- f)** Activities that require the participation of the clubs, their players, coaches and representatives.
- g)** Requirements of Eurocupbasketball.com and other media.
- h)** Number of tickets reserved for each participating club and their location in the arena, as well as the deadlines for acquiring them.
- i)** Attendance at Finals meetings.
- j)** The necessary security personnel that the home club must provide to guarantee, under the supervision of the Company, the smooth running of the games and ancillary activities.

## **16.7. Eurocup Champion**

The Eurocup champion will earn a one year Euroleague licence for the next season, provided that it fulfils the requirements established in the Euroleague Bylaws and any subsequent modifications thereto, except in the event that the Euroleague champion of the same season does not hold a licence to participate in the Euroleague. In this case the Eurocup champion will qualify to play the Eurocup for the next season.

## **Article 17. Tie Breakers**

- 17.1.** Should a team have been sanctioned with the loss of a game or points or victories discounted from its standing by the disciplinary bodies on its season record, this team will occupy, in any case, the last place of all the teams with whom it may be tied in victories.
- 17.2.** Should one of the tied teams have fewer games, this team will occupy the first place of all the teams tied with the same number of victories, without prejudice to what is provided in Article 17.1.
- 17.3.** Applying the same criteria, should there be two or more teams that have played fewer games than other teams involved in the tie, they will receive the higher ranking, and ties between two or more such teams will be resolved according to the following paragraphs.
- 17.4.** When establishing the ranking at the end of a round or at the end of a phase of the competition, and when the home advantage has to be determined for the Quarterfinals and there are two or more teams tied in the number of victories, the following will be applied, without detriment to what is provided in the three previous paragraphs:
- 17.4.1.** When the tied teams have not met or they have only done so on one occasion.
- a)** Should the tie in the number of victories occur between teams that, being from different groups or not having finished the phase in question, have not faced all the other teams or have met only once, the tie will be resolved, firstly, by the greatest goal difference (score difference), considering all the games played in that phase. If the tie is not entirely resolved, the ranking of those that are still tied

will be resolved by the greatest number of points scored, taking into account all the games played in that phase.

- b)** Should the tie persist, the goal average (sum of the quotients of points in favour divided by points against) of each game played in that phase will be determined for each team, and the teams will be ranked according to this number, with the team with the higher number being awarded the higher ranking.

**17.4.2.** When all of the tied teams have met twice, both home and away:

**I) WHEN ONLY TWO TEAMS ARE TIED**

- a)** The ranking will be established taking into account firstly the number of victories in the games played between them, with the winner being the one with the most victories. If the two teams have the same number of victories, the tie will be resolved by the goal difference in the games played between them. Should the tie persist, the tie will be broken by taking into account all the games played in the current phase of competition firstly by using the overall goal difference and then, if necessary, the greatest number of points scored.
- b)** Should the tie persist, the goal average of each game played in that phase will be determined for each team, and the teams will be ranked according to this number, with the team with the higher number being awarded the higher ranking.

**II) WHEN MORE THAN TWO TEAMS ARE TIED**

- a)** The ranking will be established taking into account the victories obtained in the games played only among them. Should the tie persist among some, but not all, of the teams, the ranking of the teams still tied will be determined by again taking into account the victories in the games played only among them, and repeating this same procedure until the tie is entirely resolved.
- b)** If a tie persists, the ranking will be determined by the goal difference in favour and against in the games played only among the teams still tied.
- c)** Should the tie fail to be resolved through the previous procedures, the tie will be broken by taking into account all

the games played in the current phase of the competition firstly by using the goal difference, secondly by the greatest number of points scored and lastly, if necessary, by the goal average.

- d)** If, in the course of applying any of the criteria provided in the three previous paragraphs, the tie were to be resolved partially but still with more than two teams remaining tied, the entire procedure will be applied again beginning with paragraph a), applying the greatest number of victories in the games played only among the teams still tied.
- e)** If, in the course of applying any of the criteria provided in paragraphs a), b) or c), the tie were to be resolved partially so that only two teams remain tied, the entire procedure will be applied again beginning with Section I, paragraph a), applying the greatest number of victories in only the games played between the two remaining tied teams.

**17.4.3.** Reference to the quotient of goal average in favour and against is understood as having a level of precision of one-hundred thousandths.

**17.5.** When resolving a tie between two or more teams, if one of the teams tied has a winning score of 20-0 against a specific team and the criteria to be applied to break the tie must be one of the following:

- a)** the goal difference of each game played in that phase
- b)** the greatest number of points scored in all games played in that phase
- c)** the greatest goal average of all games played in that phase

then none of the scores of the games played between the teams tied and that specific team that has the losing score of 0-20 will be taken into account.

## **CHAPTER V**

### **Calendar, Dates and Times of the Games**

#### **Article 18. Calendar**

- 18.1.** The Euroleague Basketball CEO will determine the official calendar of the competition before each season's Draw. This calendar is enclosed with these Regulations as Appendix II.
- 18.2.** The clubs may request only once during the season not to play at home on a calendar date due to the unavailability of the arena. The Company will comply with or refuse the request after evaluating its effects on the calendar.

#### **Article 19. Dates and Times of the Games**

- 19.1.** The games will be held on Wednesdays, except for the Finals, which will be held on the date established in the calendar. Taking into account the interests of the international rights holder and the interest of the competition itself, the Euroleague Basketball CEO may decide that the game will be played on Tuesday.
- 19.2.** The Finals will be held on the same date as established in the official calendar, unless TV broadcasters should require changes, which must be approved by the Euroleague Basketball CEO.
- 19.3. Tip-Off Times of the Games**
- a)** All games will begin between 17:00 and 21:00 (local time).
  - b)** When the games are broadcast by the international rights holder of the competition, the Euroleague Basketball CEO may establish the exact tip-off time.
  - c)** On the last round of the Regular Season and the last round of the Last 32, the Euroleague Basketball CEO reserves the right to schedule all games within the same group on the same day and at the same time (CET). Taking into account the interests of the competition, the Euroleague Basketball CEO may also decide that the games from various groups begin on the same day and at the same time (CET).

- 19.4.** Only as an exception, and under circumstances beyond control, may the Euroleague Basketball CEO authorise the request for a change of date. Before authorising any change, the Euroleague Basketball CEO will evaluate the effect that the modification may have on the competition and on the programming schedule of the international rights holder.
- 19.5.** Without detriment to what is provided in the previous paragraphs, the Euroleague Basketball CEO may authorise the change of the date and/or time of a game at the home club's request, bearing in mind the following conditions:
- a)** The time may be changed within the limits established in the previous Article 19.3.
  - b)** When the request is sent more than 15 days before the game is held, the acceptance of the visiting club will not be necessary. If the request comes between 6 and 15 days beforehand, it will require the approval of the visiting club.
  - c)** Requests sent fewer than six days before the game will only be accepted in exceptional cases, and will require the approval of the visiting club and the express authorisation of the Euroleague Basketball CEO.
  - d)** Any change requested by the visiting club will require the approval of the home club.
  - e)** All changes will be reported to the other clubs and the media within 24 hours following authorisation.
- 19.6.** An inability to reach the city where the game is to be held will not be considered a case of force majeure that would be reason for the suspension of the game, if the team's travel plan does not include a scheduled arrival in that city before midnight on the night prior to the game and/or in the case that the club has not submitted the team's travel plan.
- 19.7.** A game may only be suspended when, due to injury or illness, the club does not have a minimum of eight of the players registered in the registration documents for the competition. The Company may require or make any ascertainment it deems suitable concerning the diagnosis of the injuries or illnesses.



## **Article 20. Standard Pre-Game Timing Format**

**20.1.** The arena must be prepared and available for the teams one hour before the game is scheduled to begin.

**20.2.** Regardless of the scheduled tip-off time of the games, all games must follow a standard pre-game timing format in line with the example below:

Example, for a game that has a scheduled tip-off time of 20:45:

Court available for teams, clock starts	19:15:00	(01:30:00)
Horn sounds and teams to benches	20:38:00	(00:07:00)
Visiting team presentation	20:39:00	(00:06:00)
Home team presentation	20:40:00	(00:05:00)
Last warm-up period	20:42:00	(00:03:00)
Teams to bench area	20:43:30	(00:01:30)
Teams to court	20:44:30	(00:00:30)
Tip-off	20:45:00	(00:00:00)

**20.3.** All pre-game activities scheduled by the club must take place before the team presentation in order to preserve the standard pre-game timing format, the last warm-up period of the teams and the team presentation.

**20.4.** Clubs must introduce the players in accordance with what is set forth in Article 61.3. In all cases, the order of the line-ups must be provided to the TV broadcasters no later than one hour prior to going live on air.

**20.5.** Players must come on to the playing court as they are introduced and stand at the free throw line, facing the opposite basket, lining up side by side.

**20.6.** The use of different lighting, as considered most suitable for the event, will be allowed only during the presentation of the teams, provided that before tip-off, the lighting must be in accordance with the applicable arena rules. Once the game has started, the lighting in the playing court area may not be altered, except during half-time and only while the two teams are in the locker rooms.

**20.7.** At least 24 hours before the game, the home club will inform the Euroleague Basketball office and the visiting club of the pre-game procedure for the presentation of the teams and, in general, of the activities that will take place during time-outs and intervals of play between periods. The visiting club must

be given this information before the end of its official practice scheduled for the evening before the game.

- 20.8.** The clubs cannot alter under any circumstance the last 10 minutes of the standard pre-game timing format. Therefore, a club may only make changes to the standard pre-game timing format until 10 minutes prior to the tip-off time of the game, and with the Company's approval.

## **CHAPTER VI**

### **Games**

#### **Article 21. Rules of the Game**

- 21.1.** The Official Basketball Rules as approved by FIBA will apply in all games, except for those modifications also applied in the Euroleague competition.
- 21.2.** Except for the games of a two-game home and away total points series, no game will be considered finished if at the end of the fourth period the score is tied. In this case, the game will continue during an extra period of five minutes, or as many additional five-minute periods as necessary to break that tie. At the same time, there will be a 90-second break for the players to rest at the end of each extra period.
- 21.3.** If the combined score at the end of the second game of a two-game home and away total points series is tied, teams will play extra period(s) of five minutes until the tie is broken.

#### **Article 22. Official Ball**

The official ball will be the one designated by EP and will be the only one that may be used in games and practices.

#### **Article 23. Playing Uniforms**

- 23.1.** The player uniforms will be authorised by the Company as stated in Articles 57.3, 57.4 and 57.5.
- 23.2.** The home team will wear its main playing uniform unless requested by the Company to wear its reserve playing uniform.
- 23.3.** At all games, the colours of the playing uniforms must be clearly different: as a result, one team will wear a dark colour and the other a light colour. The Company will specify for each game whether the visiting team will wear the main or reserve playing uniforms.
- 23.4.** The visiting team must travel to all games with its main and reserve playing uniforms. If the team is flying, the players

must keep them in their hand luggage, along with their socks and shoes.

#### **Article 24. Official Date of the Games**

- 24.1.** All games will be considered held on the date that appears on the official calendar, even when they are held on another date. As a result, to all regulatory effects, the date appearing on the calendar will be adhered to by all.
- 24.2.** Exceptions to the provisions of this article will be anything related to the fulfilment of sanctions, for which the provisions of the corresponding article in the Disciplinary Code will be abided by.

#### **Article 25. Authorised Persons**

- 25.1.** The only people who can be in the playing court area and its surroundings and sit on the respective team benches are the team members registered in the registration documents approved by the Company. The maximum number of seats will be 20. They will be identified by their passport, the Game List and the Authorisation List provided by the Company. Individuals holding management positions within the club may not be in these areas.
- 25.2.** The officiating crew chief will order any person not complying with these conditions to leave the team bench area or any place close thereto. Likewise, the officiating crew chief will order any person having been sanctioned with a disqualifying foul to leave the team bench area.
- 25.3.** The team manager will provide the data entry scorer appointed for the game with the Authorisation List and the Game List duly completed, at least 20 minutes before the tip-off time of the game.
- 25.4.** The scoresheet must include all people on the team bench up to a maximum number of 25.

#### **Article 26. Anthems**

Only the club's anthem will be allowed to be played at games.

## **Article 27. Beginning of the Game and Game Clock**

- 27.1.** The teams may not use any excuse for not holding a game or delaying its start when they have been required by the referees to start. Any refusal to comply with the referees' order may be considered as failure to appear.
- 27.2.** The game clock must always display the countdown until the beginning of play in the following situations: during pre-game, intervals of play between periods and half-time and before any extra periods.
- 27.3.** The duration of time-outs will be 60 seconds.

## **Article 28. Suspension of the Game and Preventive Measures**

- 28.1.** No game may be suspended by anyone other than the Euroleague Basketball CEO. Best efforts will be made so that all games are played on the date established by the Euroleague Basketball CEO. For this purpose, the Euroleague Basketball CEO may request to take the necessary preventive measures to guarantee the smooth running of the game, including ordering a game being played behind closed doors, or allowing the referees to take the necessary measures they deem appropriate to guarantee the normal completion of the game.
- 28.2.** In the event of force majeure and in the cases expressly stated in these Regulations, the officiating crew chief will be empowered to suspend the game by delegation of the Euroleague Basketball CEO, whom he must immediately inform concerning the reasons that caused the suspension and the measures adopted.

## **Article 29. Suspension Due to the Absence of Safety Measures**

- 29.1.** The absence of safety measures may, in highly exceptional cases, cause the suspension of the game before it begins, if the officiating crew chief believes, under their own responsibility, that there are no guarantees for its normal completion. In light of such a circumstance, the Disciplinary Judge will at his own discretion decide whether the game will be played or whether the home team loses by the result of zero to twenty (0-20).
- 29.2.** If the Disciplinary Judge decides that the game must be played, he will also establish the conditions under which it will

be held, as well as any compensation and sanctions that might apply.

### **Article 30. Suspension of a Game Due to the Spectators**

- 30.1.** If a game is suspended by the officiating crew chief due to seriously inappropriate behaviour on the part of the spectators, the Disciplinary Judge, assessing without coercion all the circumstances that are involved in the case, and mainly the safety measures adopted, the severity of the disturbances and the spectators causing them, will at his own discretion resolve whether the game must resume or whether the visiting team will be declared as the winner with the score standing at the time when the game was stopped if they are leading, else the score will be recorded as 0-20 in its favour.
- 30.2.** Should it be decided to resume the game, the Disciplinary Judge will also decide the conditions and the form in which it has to be held, as well as the compensation and sanctions that might apply.

### **Article 31. Suspension Due to a Reason Attributable to the Teams**

- 31.1.** If the game is suspended by the officiating crew chief due to the attitude of the members of the two opposing teams, the Disciplinary Judge will at his own discretion resolve whether the game has to be resumed or whether it is given as concluded with the result in the scoresheet at the time of the suspension. If the incorrect behaviour that is the reason for the suspension is attributable to the behaviour of only one of the teams, the non-infringing team will be declared as the winner with the score standing at the time when the game was stopped if they are leading, else the score will be recorded as 20-0 in its favour.
- 31.2.** If the Disciplinary Judge decides that the game must be resumed, he will also establish the conditions under which it will be held, as well as any compensation and sanctions that might apply.

### **Article 32. Suspension Due to an Unsuitable Arena**

- 32.1.** Should the officiating crew chief be obliged to suspend the game because the home club has no playing court or its playing court is not in a suitable condition or lacks the

necessary technical elements, the Euroleague Basketball CEO, after considering the circumstances, will decide whether the game has to be played on another date. In such a case all the officiating costs will be at the expense of the home club, which must also compensate the visiting club with the amounts that the Euroleague Basketball CEO deems appropriate.

- 32.2.** Notwithstanding the above, if the Euroleague Basketball CEO considers that an intentional infringement may have been committed, he will submit the matter to the Disciplinary Judge. In the event that the Disciplinary Judge at his own discretion considers the intentional infringement proved, he will declare the loss of the game by the result of zero to twenty (0-20) without detriment to any compensations or sanctions that might apply in accordance with the Disciplinary Code.

### **Article 33. Failure of the Referees to Appear**

When a game is not played due to the failure of the referees to appear, the Euroleague Basketball CEO will provide for the game to be replayed. The Company will cover the cost of travel or any other expense incurred by the visiting club and officials as long as they are duly justified, without detriment to any sanctions that might apply.

### **Article 34. Determination of New Date, Time and Place in Case of Suspension of a Game**

- 34.1.** In all cases that a game is suspended, either before the game starts or after it has started, the Euroleague Basketball CEO will decide on the place, date and time at which it will be held or resumed, as the case might be. The game will be played under the conditions established by the Disciplinary Judge, if any.
- 34.2.** If the suspension of the game is attributable to one of the two clubs involved, without prejudice to the sanction that may be applied, the infringing club will pay for the officiating expenses and any other expense related to the suspension of the game, in addition to any new travel expenses of the opposing club if necessary. In the event that the suspension of the game is attributable to both clubs, the two clubs will assume the above-mentioned expenses in equal parts.

## CHAPTER VII

### Arenas

#### **Article 35. General Rules**

The arenas where competitions organised by the Company are to be held, will be covered and enclosed premises and must comply with the minimum technical and safety conditions provided in the following articles. For anything not covered herein, the Official Basketball Rules as approved by FIBA will be abided by.

#### **Article 36. Playing Court Area**

The playing court area must meet the following requirements:

**36.1.** Basketball playing court: The arena must provide a like-new condition parquet (wood) basketball playing court, duly installed, which must meet the requirements established by the standard DIN 18032. The basketball playing court may have permanent wooden flooring or mobile wooden flooring. It must have an antiglare surface.

**36.2.** Dimensions: The playing court area must be adapted to the dimensions and the markings established by FIBA.

The lines marking the playing court must be at least 2m from the spectators, signage or any other obstacle. The marking lines will be 5cm wide and white-coloured.

No lines other than those of the basketball playing court are permitted.

The height of the ceiling or lowest obstruction above the playing floor will be at least 7m.

Around the playing court there will be a further boundary line in a sharply contrasting colour, marking an area of at least 2m in width. This area, the centre circle and the restricted areas will be the same Pantone colour, apart from those areas where advertising is placed in accordance with the provisions of Article 57.9.3.



### **36.3. Courtside Seats**

Courtside seats may be placed along the entire length of the sideline opposite the team benches, leaving a space of 2.5m x 2.5m in width in the centre (a space of 1.25m in width from each side of the centre line) or leaving a space of up to 2.5m x 2.5m perpendicularly in front of each free throw line, and along approximately the entire length of each endline, with the exception of the escape lanes on both sides of the basket support structure, as indicated in Graphics 10a and 10b. The space between the basket and the first row of courtside seats along the endlines must include a space for the escape lanes as well as for the under the basket camera and camera operator. The escape lanes will be at least 0.8m in width and the camera operator space will be at least 0.5m in width for a total space of 1.3m as shown in Graphic 13. The size of these spaces may be reduced only with the prior authorisation of the Company.

The courtside seats along the sideline may be placed directly on the playing floor, but the feet of a person sitting in the seats may not be closer than 1.5m from the playing court. The courtside seats on the endlines may be placed directly on the playing floor, but the feet of a person sitting in these seats may not be closer than 2m from the playing court. Those courtside seats along the endlines between the basket support structure and the team bench area must be placed behind the electronic advertising system boards. In the case that the Company notices any kind of public incidents due to the proximity of the spectators, it may request the club to eliminate the spectator seats closer to the playing court and/or the team bench area.

The Company will provide the clubs with the Code of Conduct for Users of Courtside Seats, and the clubs will be responsible for complying with it.

The Euroleague Basketball CEO may authorise the positioning of four courtside seats in between the home team bench and the scorer's table (see Graphic 10c).

These seats may not be occupied by executives, managers or other club members.

The Company reserves the right not to authorise a person to occupy one of these seats.

In no case may an authorisation be given to those clubs that have been sanctioned by the disciplinary bodies for serious or repeated incidents generated by the public during the current season or in the course of the previous season.

The club must send to the Company a request adjoining a detailed playing court area layout up to the seating area, including dimensions and distances.

After receiving the request, the Euroleague Basketball CEO will evaluate all the circumstances, including the effects on the playing court area layout, in order to make a decision. The authorisation, if given, may be withdrawn at any time if the Company notices any type of incidents or actions affecting the course of the game, its participants or the image of the competition.

## **Article 37. Backboards and Basket Support Structures**

### **37.1. Backboards**

The backboards will be of a single piece of transparent, tempered glass 180cm on the horizontal side and 105cm on the vertical, and the lower edge will be 290cm from the floor. The technical characteristics, marking and padding of the backboard will be as established by FIBA.

The lines painted on the backboard must be white.

### **37.2. LED Lights in Backboard**

Each backboard must be equipped with red LED lights outlining the inside of the four sides of the perimeter of the backboard to indicate the expiration of time in each period or extra period. The red LED lights will be mounted on the inside borders of the backboards, flushing up against the inside of the tempered glass, and will be of a bright red colour.

The red LED lights installed in each backboard must be synchronised with the game clock in such a way that they light up, and stay lit, brightly when each period or extra period expires. The red LED lights must not light up when the 24-second period expires.

Also, each backboard must be equipped with a horizontal strip of yellow LED lights immediately beneath the upper red LED lights to indicate the expiration of the 24-second possession.

The installation of these lights must be done in such a way that it ensures the safety of players and referees.

### **37.3. Basket Support Structures**

The backboards must be firmly fixed on basket support structures on the floor at a right angle thereto and parallel to the endlines.

The basket support structures (including the padding) will lie at least 200cm from the exterior edge of the endline and must be in a bright colour so that they are entirely visible for the players.

The entire basket support structure that is behind the backboard must be padded at the bottom from the surface of the backboard to a distance of 120cm. The minimum thickness of the padding will be 2.5cm.

The base of the basket support structure facing the playing court will also be padded from the floor to a height of at least 215cm. The minimum thickness of the padding will be 10cm.

All padding will be constructed in such a way as to prevent limbs from becoming trapped. It will have a maximum indentation factor of 50%. This means that when a force is applied suddenly to the padding, the indentation in the padding does not exceed 50% of its original thickness.

Under no circumstances may ceiling-mounted backboards be used. Only floor-fixed or mobile backboard support structures are permitted.

Once the backboard support structure has been adjusted, the top edge of the ring must be at a height of 305cm.

The whole backboard support structure will meet the requirements of rigidity and elasticity established by FIBA. The basket support structures will be suitably installed on the floor to ensure the safety of the players and referees.

### **37.4. Replacement Equipment**

The arena must have one spare basket support structure and two spare backboards for replacement in the event of breakage, with the ring already duly installed on one of them.

The club will have the necessary technical and personal means for the replacement to be made with the utmost speed.

## **Article 38. Baskets**

The baskets must fulfil the following requirements:

### **38.1. Rings**

The rings, which will be of the pressure-release type, must comply with the technical conditions and specifications established by FIBA. The rings will be installed in such a way that no force applied to the ring will be transferred to the backboard. Therefore there will be no direct contact between the ring mounting plate and the backboard.

The rings must be of solid steel, with an inside diameter of a minimum of 45cm and a maximum of 45.9cm, painted orange.

The metal of the rings will have a minimum width of 1.6cm and a maximum width of 2cm.

When the pressure-release mechanism is activated by an applied force, the ring will not lower more than 30° below the original horizontal position.

When the force above is no longer applied, the ring will return automatically and instantly to the original position.

The arena must have at least two spare rings for replacement in case of damage.

### **38.2. Nets**

The nets, which will comply with the technical conditions approved by FIBA, will be white and manufactured in such a way that they momentarily break the ball's flight as it passes through the net. They must have a minimum length of 40cm and a maximum of 45cm.

There must be two new spare nets in the backup material storage area at all times.

### 38.3. Measuring and Indicator Devices

The arena must have an apparatus to measure the height of the ring, a dynamometer, a manometer, a thermometer and a level.

In addition, the arena must have a metal measuring tape (from 0 to 50m) to measure the playing court, or any other electronic equipment that measures the dimensions of the playing court accurately.

### Article 39. Scorer's Table and Team Benches

**39.1.** The arena must provide the scorer's table, for a total of 12 people and with a length of 8m, in accordance with the specifications of the Company. No substitution chairs or benches are permitted.

**39.2.** The positions at the scorer's table for all games will be the following:

Playing Court

Visiting Club Media Director *
Broadcaster Time-Out Coordinator / Technician + Instant Replay Monitor
Assistant Scorer
Caller / Backup 2
Data Entry Scorer
Caller / Backup 1
Timer + Digital Scoresheet Monitor
Shot Clock Operator
Technical Court Coordinator
Speaker
Euroleague Basketball Delegate
Visiting Club Media Director *

\* To be located at the position next to the visiting team bench

The media director will only be able to communicate with the team members sitting in the team bench area in order to comply with their obligations stipulated in these Regulations with regards to media issues, such as coordinating pre-game, half-time and post-game interviews.

No other person may sit at the scorer's table unless previously approved by the Company.

- 39.3.** On the same side as the scorer's table and opposite the main TV cameras, there will be a marked area for the benches or chairs of the two teams. This area will be defined by a line of at least 2m in length traced as an extension of the endline and by another line 2m in length, traced 5m from the centre line and perpendicular to the sideline. The lines marking this area must be white, the same as those marking the playing court.

Located within these areas, in a symmetrical form, will be the chairs or benches with a backrest to be used by the teams, with a length of 9m. Each team bench will have a maximum of 20 seats.

A retractable belt barrier will be installed adjacent to the team bench area to separate those team members that are on the scoresheet from those that are not.

The team benches must be located at a minimum distance of 2m from the spectators. Should this requirement fail to be observed, behind each bench there must be a transparent protective wall installed at a minimum height of 2m. If the circumstances should so require, the Company might request that the clubs install the protective wall behind the benches regardless of the distances in the arena.

- 39.4.** The use of TV monitoring and/or replay equipment, computers (other than for unified scorers) or any electronic transmission device for coaching purposes during the game in and around the team bench area will not be permitted.

- 39.5.** All coaches and team followers must only use the official coaching board provided by the Company during games in the case that the Company provides one.

#### **Article 40. Electronic Equipment**

The arena must have the following electronic equipment, which will be clearly visible from the scorer's table, from the playing

court, from the team benches and for any other person involved in the game including the spectators:

#### **40.1. Scoreboards**

Two large, synchronised scoreboards. They will contain a clearly visible digital countdown game clock with a very powerful acoustic signal to indicate the end of each period or extra period. For the last 60 seconds of each period and extra period, the game clock must indicate the time in tenths of a second.

The Company may exceptionally authorise the installation of a single scoreboard when it understands that it meets the conditions of correct visibility expressed in the first paragraph of this article.

The scoreboards must indicate the points scored by each team, the number of each player from 0 to 99 (and preferably their corresponding surnames), the points scored by each player and the fouls committed by each player.

The scoreboards will have a luminous mechanism that will indicate the number of fouls committed by each team, with numbers of team fouls from 1 to 5. This mechanism will not replace the red team foul markers used by the data entry scorer to indicate the five fouls by one team. The luminous counter will stop when it reaches the fifth foul.

#### **40.2. 24-Second Clocks and Additional Game Clock** (see Graphic 9)

Two automatic clocks to apply the "24-second rule" with an additional game clock and a brilliant red light, which will be installed above and behind the backboards so that they are perfectly visible (between 30 and 50cm from the front of the backboard). Four transparent 24-second clocks may alternatively be approved by the Company.

The 24-second clock must be automatic, with a digital countdown to indicate the time in full seconds only until the countdown reaches 4.9, at which point it will indicate the time including tenths of a second from 4.9 until 0.0, as well as a very powerful acoustic signal to indicate the end of the 24-second period.

The colour of the numbers of the 24-second clock and the numbers of the additional game clock will be different. The 24-

second clock numbers will be red and the additional game clock numbers yellow. The numbers of the display units will have a minimum height of 25cm and a minimum width of 12.5cm.

The time-out countdown may not be displayed on the 24-second clock.

There will be backup 24-second clocks that can be placed directly on two corners, just off the playing court, in the event of a permanent malfunction of the main 24-second clocks. Therefore, backup wiring for the 24-second clocks will be placed at these locations.

#### **40.3. Whistle-Controlled Time System**

A Precision Time System must be used in all games. All the arenas must have the necessary equipment approved by the Company, composed of one device and four belt packs. One of them will be a backup belt pack. This equipment will be duly connected to the game clock and work properly.

#### **40.4. Acoustic Signals**

Two separate acoustic signals are required with different, very powerful sounds:

- One for the data entry scorer and timer. For the data entry scorer it will be activated manually. For the timer it will sound automatically at the end of playing time for a period, extra period and/or game.
- One for the shot clock operator, which will sound automatically at the end of the 24-second period.

These two signals must be sufficiently powerful so as to be heard easily in noisy conditions. The Company will request the club to make the acoustic signals louder when it considers that they cannot be easily heard.

#### **40.5. Unified Scorer's Equipment**

In addition to what is indicated previously, the arena must have two table clocks at the disposal of the unified scorers.



#### **40.6. Instant Replay System**

The Instant Replay System will be used by the referees in all games of the season. The system will be used according to the rules set forth in Appendix XIII.

The Company will decide on the technology to be used for the Instant Replay System, which could be different depending on the host broadcaster. The Instant Replay System devices will be installed at the scorer's table, so that the viewing angle of the monitor is away from the nearest team bench.

Only the referees and, if required by the officiating crew chief, an English speaking technician, will be present in the area where the Instant Replay System is installed. The officiating crew chief will order any other person not complying with these requirements to leave the area.

#### **40.7. Technical Conditions and Electronic Equipment Check**

All of these electronic devices must comply with the technical conditions approved by FIBA, save those exceptions approved by the Company.

The clubs will be obliged to check all of their electronic devices to always have them in optimum condition for use. Likewise, the clubs will have a spare console for each of the electronic devices.

#### **Article 41. Basketballs and Ball Carts**

The basketballs and ball carts to be used for practices and games will be supplied by the Company. The home club will provide the visiting team with two ball carts that hold a minimum of 12 basketballs each.

Other provisions are set forth in Article 57.10.

#### **Article 42. Lighting**

The lighting of the playing court area must have a minimum intensity of 1,700 lux evenly across the entire playing court, measured one metre above it. Any glare that may disturb the sight of the players and referees or affect the quality of the TV broadcast must be avoided.

If the arena lighting system does not have instant restrike capability, dimming the playing court area lights once the game has begun will not be allowed.

### **Article 43. Arena Temperature**

The temperature of the playing court area will be uniform and will not be below 16°C or above 25°C. These temperatures are understood to be those when the seating area is occupied. To these effects, the arena must have all necessary systems of ventilation and heating.

The arena must have a thermometer as established in Article 38.3.

The officiating crew chief may suspend a game if the temperature of the playing court area is below 16°C or above 25°C.

### **Article 44. Locker Rooms**

The arena will have at least one independent locker room for each team and for the referees.

#### **44.1. Team Locker Rooms**

The team locker room will have a minimum surface area of 63m<sup>2</sup>, of which 27m<sup>2</sup> will be set aside for hygienic and sanitary services with at least two toilets, six showers with hot water, which may be individual or collective, two washbasins and two urinals.

The locker room will have benches for a minimum of 15 people in addition to hangers and a dry erase white board.

#### **44.2. Referees Locker Room**

The referees locker room will have a minimum surface area of 27m<sup>2</sup>, of which 6m<sup>2</sup> will be set aside for hygienic and sanitary services with at least one toilet, two showers with hot water and one washbasin.

The locker room must have a bench long enough for at least four people, hangers, a table, chairs, three bath towels, three hand towels and a dry erase white board.

Fruits, isotonic drinks and bottled water will be provided to the referees in their locker room.

Only the officials, the unified scorers, the technical court coordinator, the Euroleague Basketball delegate and, when nominated to attend the game, the observer are permitted inside or immediately outside the referees locker room.

#### **44.3. Other Locker Room Requirements**

The floor of the hygienic and sanitary area of the locker rooms must be non-slip and fitted with drains.

The locker rooms must be properly ventilated, clean and in first-class condition.

Each locker room must have at least one padded massage table in like-new condition (minimum dimensions of 0.8m in height × 0.6m in width × 1.80m in length).

#### **Article 45. Medical Facilities**

A medical room of an approximate size of 35m<sup>2</sup> will be designated adjacent to the team locker rooms. It will be equipped as follows:

- Equipment:
  - Waiting room with seats.
  - One toilet with a washbasin and a WC.
  - Ice machine.
  - Examination couch 2.40m long and at least 0.60m wide with an adjustable revolving stool and a lamp with a mobile arm.
  - Chair.
  - Table.
  - Hangers.
  - Cabinet for storing medical material.
- Sterilised Surgery Material Essential for Minor Wounds:
  - Gauzes or other sterilised dressings.
  - Antiseptics.
  - Gauze roller bandages.
  - Sterilised cotton swabs.
  - Cellulose dressings.
  - Suture kit.
  - Sterilised incise drapes.
  - Suture thread.

- Surgical gloves.
  - Immobilisation splints for the upper and lower extremities.
  - Compression splints for the upper and lower extremities.
  - Plaster bandages.
  - Elastic support bandages.
  - Adhesive tape.
  - Band-Aids (for minor wounds).
  - Local anaesthetics.
  - Treatments of burns (silver sulfadiazine creams).
  - Stethoscope.
  - Sphygmomanometer.
- Essentials for Critical Care:
    - Endotracheal cannulae.
    - Laryngoscope.
    - Mayo's tube.
    - Manual bag-mask resuscitator.
    - Plasma expanders.
    - Intravenous infusion kit.
    - Anti-allergic medication: Corticosteroids.
    - Cardiorespiratory arrest medication: Adrenaline, lidocaine 5%, atropine, bicarbonate 1 Molar.
    - Anti-hypertensive medication: Adalat.
    - Bronchodilator medication: bronchodilator sprays (Ventolin).
    - Oxygen bottle with face mask.
    - Automated external defibrillator.

All types of medical material and commonly used drugs must be available for non-critical care emergency situations (nasal haemorrhages, ocular traumas and all types of pain).

The medical room must be in a perfect state of hygiene, well lit and ventilated. It will be situated so as to be directly and rapidly reached by the emergency services outside the arena (ambulances) as well as from the playing court itself.

The arena will have an emergency ambulance service with intensive care unit, including at least one vehicle during all games and practices, for the participants. At any time that one vehicle must leave to transport somebody, another replacement vehicle must be on stand-by to arrive immediately. The absence of the emergency ambulance service with intensive care unit in the arena may be a reason for the suspension of the game.

The arena will also have at least one medical room for the spectators that will meet the same requirements as those established for the medical room for participants (teams and referees) and will be located in a different area of the arena. The arena will also have an emergency ambulance service with intensive care unit during games for spectators. This room(s) will be directly and rapidly accessible from the seating area and to the ambulances coming from outside the arena.

#### **Article 46. Doping Control Room**

The arena will have a doping control room, in a perfect state of hygiene, well lit and ventilated, and with a waiting area. The doping control room and the material provided therein will be in accordance with the FIBA Internal Regulations governing Anti-Doping in the Euroleague Basketball competitions. The doping control room may not be the same room as the medical room mentioned in Article 45.

#### **Article 47. Media Facilities**

The arena must have all the facilities and fulfil all the requirements established in Chapter IX.

#### **Article 48. Scorer's Table**

This area will be equipped as follows:

- One black and white laser printer, which prints at a minimum of 20 pages per minute (Kyocera 3000 or equivalent).
- Two high bandwidth internet connections (DSL or cable) with the necessary hardware to enable connections to the router, hub, modems, etc. Wi-Fi networks are not permitted.
- The necessary hardware to share the internet connections with other computers provided by the Company.
- A minimum of 10 electrical power sockets.
- Two 43cm (17") flat screen computer monitors (LCD type), with 1024 x 768 resolution.

- One computer (work station or laptop).
- Adequate paper supply must be provided.

## **Article 49. Safety and Security Measures**

- 49.1.** As set forth in Article 83 of these Regulations, the club must appoint a security manager to deal with all security issues regarding Euroleague games.
- 49.2.** The club will provide the Company with the safety and security plan for Euroleague games including the evacuation plan of the arena at least 20 days prior to the start of the competition. When a high-risk game is going to be played, the club will inform the Company regarding the additional safety and security measures planned at least 15 days prior to this game.
- 49.3.** The minimum safety and security measures in the arena will be as follows:
- 49.3.1.** Without detriment to the provisions of Articles 36.2, 36.3 and 39.3, the playing court area must be duly separated from all areas where the spectators are located using barriers, in such a way that they will not cause injury to the players.
- 49.3.2.** A retractable tunnel must be installed, which may be extended at least from the edge of the playing court to the entrance to the locker rooms. The tunnel will be extended when teams and/or referees enter or leave the playing court.
- 49.3.3.** The courtside advertising boards will have a maximum height of 80cm and will be located at least 2m from the line defining the playing court. They must be suitably protected with a padding in rubber or similar material that will have a thickness of 4.8 to 5.5cm, with an indentation factor of 50% to prevent injury to players or referees.
- 49.3.4.** All other elements, such as basket support structures and backboards, must also be suitably protected as stipulated in these Regulations.
- 49.3.5.** The arena must have a public address system.
- 49.3.6.** The arena must have separate access routes for players and referees in such a way that they cannot come into physical contact with the public.

- 49.3.7.** The club must contract the services of a security company to ensure all the security services.
- 49.3.8.** The club must guarantee the presence of police forces in a number according to the event.
- 49.3.9.** The club is responsible for providing adequate security protection for all TV camera crews, radio and TV commentators and their equipment, and for ensuring that no person is allowed to interfere with the actions of any of the TV camera crews or commentators covering the game.
- 49.3.10.** The arena will have a public liability insurance policy.
- 49.4.** The home club will request the visiting club's advice prior to selling tickets to the fans of the visiting team.
- 49.5.** When the fans of a team are travelling to attend an away game, a representative of their club, preferably the security manager, must accompany them.
- 49.6.** The Company will provide a safety and security protocol that must be observed by the clubs.

## **Article 50. Arena Capacity**

- 50.1.** The arena must be all-seater and have a minimum capacity for 2,500 seated spectators, on the understanding that corridors, halls, staircases or any other area where people circulate must be unoccupied. This capacity may include seats that are removed from public sale for media seating and other special purposes.
- 50.2.** The arena will have the necessary permits to comply with all local regulations and laws.

## **Article 51. Arena Authorisation**

- 51.1.** Authorisation to use a playing court area is the decision of the Euroleague Basketball CEO, and to this effect checks and inspections may be made that are deemed necessary by the Company for ensuring compliance with this chapter, at the club's expense. No authorisation will be given for the use of a playing court area that fails to comply with the minimum requirements provided herein.

- 51.2.** Any arena modifications will require the previous authorisation of the Euroleague Basketball CEO.
- 51.3.** Under exceptional circumstances, the Euroleague Basketball CEO may authorise a club to play its home games in a city different to that of the official club headquarters, including a city in another country.

**Article 52. Arena Change Due to a Sanction**

When the Disciplinary Judge should determine, by sanction, the closing of a club's playing court, the club must inform the Euroleague Basketball office, in the 72 hours following the notification of the sanction, of the arena(s) for the game(s) to which the sanction applies.



## **CHAPTER VIII**

### **Marketing Regulations**

#### **Article 53. Eurocup Brand**

- 53.1.** Use of the Eurocup name and logo, and the Finals name and logo, whether used separately or together, must comply with the trademark use requirements that are established by EP (which may be amended from time to time).
- 53.2.** Use of the Eurocup name and logo, and the Finals name and logo, whether used separately or together, will be subject to all provisions established by the Company (see Eurocup Corporate Image Manual enclosed as Appendix IX).
- 53.3.** The Eurocup brand cannot be used in competitions other than the Eurocup. Therefore all logos in the playing court area, technical equipment, playing uniforms, etc must be replaced when the club is playing any other game (domestic championship, domestic cup or any other).

#### **Article 54. Use of the Club Brands**

The Company and EP have the right to use, without any restriction, the logo, symbol and name of the participating clubs for any and all promotional and/or commercial purposes aimed at promoting the Eurocup.

#### **Article 55. Use of the Players Image**

The Company and EP have the right to use the image of the club's players, the players' likeness (photograph, caricature, etc), name, number or any combination thereof for any and all commercial and promotional purposes solely in connection with the Eurocup and provided that the image of the player appears linked to the club, the player wearing its apparel and footwear, or when the player participates in public events organised by the club or by the Company.

## **Article 56. Online**

- 56.1.** All clubs must display on the home page of their website a link to the Eurocup website.
- 56.2.** The clubs must make available two advertising spaces (web banners) for promotional use on the home page of their official websites, which may be requested by the Company. The clubs must inform the Company regarding the available advertising spaces, their sizes and allocation no later than 15 September each season.
- 56.3.** The website of the club, including its online ticket sales platform, must have an English language version.
- 56.4.** All clubs must collaborate in all the Company's campaigns and promotions of products and services through their online platforms, including but not limited to their official websites and social media platforms, by means of the regular promotion of these campaigns, products and services.

## **Article 57. Player Uniforms and Advertising**

### **57.1. General Rules**

- 57.1.1.** No advertising on the player uniforms will be allowed other than that expressly authorised in this chapter.
- 57.1.2.** No brand entering into conflict with the Eurocup sponsors may appear on the player uniforms, except for the brand of the main/naming/presenting/title sponsor of the club.
- 57.1.3.** No advertising within the playing court area and immediate surroundings, including the team bench and scorer's table areas, may be allowed other than that expressly authorised in this chapter.
- 57.1.4.** The player uniforms must be identical for all the members of the team, and prohibition is made of the use of any element, garment or equipment that fails to comply with the official uniform of the team.
- 57.1.5.** The numbers permitted to be used for the player uniforms will be: 0 and 00 and from 1 to 99.
- 57.1.6.** The colour of the numbers cannot be the same colour as the uniform.

## **57.2. Distinctive Marking of Playing Uniforms**

The distinctive marking of the playing uniform will be set out as follows:

### **57.2.1. Front of the Shirt** (see Graphic 1)

- a)** The number of the player must be at least 10cm high and be situated in the centre and right above the sponsor or name of the team/club.
- b)** No other distinctive marking may be placed within 5cm of the number of the player.
- c)** The advertising space (a maximum of two commercial brands –whether included or not in the name of the team– on a maximum of three lines) will be a maximum size of 16cm in height and 30cm in width.
- d)** The Eurocup logo must be displayed on the upper left part and will occupy 25cm<sup>2</sup>. In the case that the colour of the shirt is white, it must be framed. In no case may any other distinctive marking appear next to the Eurocup logo, except for the logo mentioned in point g) below. The Company will provide playing uniform badges to all clubs.
- e)** The club logo may be displayed on the upper right part. The club logo will not occupy more than 25cm<sup>2</sup>.
- f)** The manufacturer logo may be displayed on the upper right part of the shirt, but it may be no larger than 12cm<sup>2</sup>.
- g)** Those clubs participating in the Euroleague Basketball One Team Programme must insert the One Team logo. It must be displayed on the upper left part of the shirt, just below the Eurocup logo, and will occupy a maximum of 2cm in height and 7cm in width (see Graphic 1b). No distinctive markings other than the Eurocup logo may appear next to the One Team logo. The Company will provide One Team badges to these clubs.
- h)** For the Finals, the clubs may be provided with a unique and special badge that must be displayed on the playing uniforms.

### **57.2.2. Back of the Shirt** (see Graphic 2)

- a)** The centre of the back of the shirt must display the number of the player, which will be at least 18cm high. No other distinctive marking may be placed within 5cm of the number of the player.
- b)** Above the number, the name of the player will be inserted in upper-case letters on a single line of text that will be a maximum of 6cm in height. The name used for each player on the back of the shirt will require the approval of the Company and may not be changed during the season.
- c)** Under the number, there must be one line of text in upper-case letters 8cm high, which must be the name of the city, exactly as included in the name of the team. If the text is over one line, the inclusion of two lines, each 6cm in height, may be authorised. Only text will be authorised in this area.
- d)** The name of the player and the city on the back of the shirt must be written in Latin characters and in English.
- e)** Within the space between the name of the player and the number, the clubs will be allowed to advertise one commercial brand on one single line that will be a maximum size of 6cm in height and 25cm in width. This commercial brand will respect the exclusivity granted to the Eurocup sponsors.
- f)** The national or regional flag or a distinctive non-commercial emblem of the club (team motto or similar) may be displayed on the centre of the hem on the back of the shirt. The area occupied by the flag or the emblem will be no larger than 4cm<sup>2</sup>. Only one element, either the flag or the emblem, may be displayed, and in all cases must be approved by the Company.

### **57.2.3. Shorts** (see Graphic 3)

The advertising of a club's second sponsor is allowed on the front of the shorts, and the following requirements must be met:

- a)** The brand advertised on the shorts will always respect the exclusive categories of the Eurocup sponsors, except for the brand of the main/naming/presenting/title sponsor of the club.

- b)** Not including more than one line of text, on the right side of the front right leg only, up to 12cm<sup>2</sup> in size.
- c)** The manufacturer logo may be allowed to a size of no more than 12cm<sup>2</sup> on the left side of the right leg.
- d)** The number of the player must be displayed, 10cm high on the left side of the left leg.
- e)** The Eurocup logo (25cm<sup>2</sup>) must be displayed on the right side of the left leg. The Company will provide these playing uniform badges to all clubs.
- f)** No advertising is allowed on the back of the shorts.

**57.2.4.** The two lateral sides of the playing uniform are considered parts of the front and back of the shirt and shorts. Therefore, the lateral sides of the playing uniform cannot be used as an additional advertising space neither for the club and its sponsors nor for the apparel manufacturer.

#### **57.2.5. Socks**

Players may wear either black or white socks or socks of the same dominant colour as the playing uniform. Both socks must be of the same colour, and all players on the same team must wear the same colour socks.

No logo and/or advertising may be displayed other than the Eurocup logo.

#### **57.2.6. Shoes**

The only logo that may be displayed is the manufacturer's.

Shoes with lights or similar types of accessories will not be allowed.

### **57.3. Main and Reserve Playing Uniforms**

All the teams must have two distinct playing uniforms, one of a light colour and one of a dark colour. The club will state which uniform is the main playing uniform, and the other will be the reserve playing uniform. The main and reserve playing uniforms may not be of different shades of the same colour. The clubs are obliged to send to the Euroleague Basketball office a sample of each playing uniform including shirt and shorts 30 days before the beginning of the competition, and then they must be expressly authorised by the Company before

going to production. Sending to the Company the design of the playing uniforms in a digital file does not substitute the shipment of the samples. The same steps will apply to all further modifications.

#### **57.4. Modification of the Playing Uniforms**

- 57.4.1.** No modification of the colours of the playing uniforms will be allowed once the season has started, unless caused by a change in the main/naming/presenting/title sponsor. Even in this case, the modification will not be authorised if made repeatedly during the same season.
- 57.4.2.** Only one change in the main/naming/presenting/title sponsor or in the name of the team will be allowed from the beginning of the competition until the end of the Last 32. Even in this case the prior approval of the Company will be required before proceeding to the change. No more changes will be allowed after the end of the Last 32.
- 57.4.3.** No change in the number of a player will be allowed once the season has started. Two different players may not use the same number in the same season.
- 57.4.4.** No modification of the sponsors will be allowed on the playing uniforms after the beginning of the Last 16 unless the club is signing an agreement with the sponsor for at least two years. Even in this case, the prior approval of the Company is required before proceeding to the changes on the uniforms.
- 57.4.5.** Changing any of the distinctive markings of the playing uniforms is not authorised, even if it is for including non-commercial brands or entities or for corporate or solidarity purposes, unless it is approved by the Company.

#### **57.5. Distinctive Marking of the Warm-Up Shirt**

The distinctive marking of the warm-up shirt is set forth in the following manner:

- 57.5.1. Front of the Warm-Up Shirt** (see Graphic 4)
  - a)** The number of the player must be at least 10cm high and be situated in the centre and right above the advertising.
  - b)** No other distinctive marking may be placed within 5cm of the number of the player.

- c) The advertising space (a maximum of two commercial brands –whether included or not in the name of the team– on a maximum of three lines) will be a maximum size of 16cm in height and 30cm in width.
- d) The Eurocup logo must be displayed on the upper left part and will occupy 25cm<sup>2</sup>. In the case that the colour of the shirt is white, it must be framed. In no case may any other distinctive marking appear next to the Eurocup logo. The Company will provide warm-up uniform badges to all clubs.
- e) The club logo may be displayed on the upper right part. The club logo will not occupy more than 25cm<sup>2</sup>.
- f) The manufacturer logo may be displayed on the upper right part of the shirt, but it may be no larger than 12cm<sup>2</sup>.
- g) For the Finals, the clubs may be provided with a unique and special badge that must be displayed on the warm-up shirt.

#### **57.5.2. Back of the Warm-Up Shirt** (see Graphic 5)

- a) The upper part of the back of the warm-up shirt must display the name of the player in upper-case letters, on a single line of text that will be from a minimum of 6cm to a maximum of 8cm in height. The name used for each player on the back of the shirt will require the approval of the Company and may not be changed during the season.
- b) In the centre of the back of the warm-up shirt the clubs will be allowed to advertise a maximum of two commercial brands –whether included or not in the name of the team– on a maximum of three lines. The total dimensions will be a maximum of 16cm in height and 30cm in width.
- c) Under the advertising mentioned in paragraph b) above, there must be one line of text in upper-case letters 8cm high, which must be the name of the city exactly as included in the name of the team. If the text is over one line, the inclusion of two lines, each 6cm in height, may be authorised. Only text will be authorised in this area.
- d) The name of the player and the city on the back of the warm-up shirt must be written in Latin characters and in English.

**57.5.3.** Changing any of the distinctive markings of the warm-up shirt is not authorised, even if it is for including non-commercial brands or entities or for corporate or solidarity purposes, unless it is approved by the Company.

**57.5.4.** The clubs are obliged to send to the Euroleague Basketball office a sample of the warm-up shirt 30 days before the beginning of the competition, and then they must be expressly authorised by the Company before going to production. Sending to the Company the design of the warm-up shirt in a digital file does not substitute the shipment of the samples. The same steps will apply to all further modifications.

## **57.6. Other Garments and Equipment**

**57.6.1.** The following garments and equipment are permitted:

- a)** Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded. This equipment must be either black, skin-coloured or the same dominant colour as the playing uniform.
- b)** Compression sleeves of the same dominant colour as the shirts.
- c)** Compression stockings of the same dominant colour as the shorts. If for the upper leg it must end above the knee; if for the lower leg it must end below the knee.
- d)** Knee braces if they are properly covered. This equipment must be either black, skin-coloured or the same dominant colour as the playing uniform.
- e)** Protector for an injured nose, even if made of a hard material.
- f)** Non-coloured transparent mouth guard.
- g)** Spectacles, if they do not pose a danger to other players.
- h)** Headbands, maximum 5cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- i)** Skin-coloured taping of arms, shoulders, legs, etc.

**57.6.2.** No other garment or equipment different from that specified in the previous paragraph may be used in the games unless by medical prescription, which may be issued by the medical staff



of the club or the Company, as decided by the Company. The need to use these garments and/or equipment by medical prescription must be communicated to the Euroleague Basketball office by the medical staff of the club within 48 hours before the game.

- 57.6.3.** The authorised garments and/or equipment, when necessary, must be the same colour as the rest of the playing uniform and be the same for all players on the team. In no case may they display any advertising or logo different from that of the manufacturer, club or competition.

**57.7. Coaches Dress Code**

The head coach and assistant coaches must wear a suit and tie during games and press conferences.

**57.8. Unified Scorers Uniforms**

In all games the unified scorers will wear a polo shirt, the design of which will be provided by the Company, and no other upper body garments. It is not permitted to display any advertising on them, except as authorised by the Company. The clubs will be responsible for the production, distribution and use of these uniforms. The unified scorers will wear black trousers and black shoes.

**57.9. Courtside Advertising**

**57.9.1. General Principles**

Exploitation of courtside advertisements in the arenas will be ruled by the following regulations and will have to respect the exclusivity granted to Eurocup sponsors.

**57.9.2. Technical Equipment** (see Graphics 6, 7 and 8)

Only advertising that is specifically mentioned in this article will be permitted on baskets, backboards and backboard support structures.

- a)** Only the manufacturer name, logo or trademark is permitted on the backboard support structure and with a maximum size of 250cm<sup>2</sup> (only one name, logo or trademark on each structure).

- b)** One Eurocup sticker must be displayed on the top edge of each ring support in a position suitable for "Slam Cam" TV cameras coverage. The Company will provide these stickers to all Eurocup clubs.
- c)** One Eurocup logo sticker must be displayed on the lower left corner of each backboard when facing it from centre court. The same logo sticker must be displayed on the lower right corner of the reverse side of each backboard. The Company will provide these logo stickers to all Eurocup clubs.
- d)** Those clubs participating in the Euroleague Basketball One Team Programme must display the One Team logo sticker on the lower right corner of each backboard when facing it from centre court, and the same logo sticker on the lower left corner of the reverse side of each backboard (see Graphic 7b). The Company will provide these logo stickers to all clubs.
- e)** Only one advertising board (the same for both baskets) is permitted on the lower front of the backboard support padding. No advertising is permitted on the sides of the padding. The logo of the basket manufacturer may be placed with a maximum size of 10cm in height and 30cm in width on the upper front of the padding of both baskets. The club logo will be placed with a maximum size of 30cm in height and 30cm in width also on the upper front of the padding of both baskets, below the logo of the basket manufacturer. No other advertising will be allowed on the upper front of the padding.

No modification of the size of the regular padding will be permitted.

- f)** Advertising is permitted on the scoreboards provided it does not obstruct or interfere with their functioning.
- g)** One advertising board may be placed on each of the main 24-second clocks, below the area where the time of the game and 24-second clock are displayed. The dimensions of this advertising board may not exceed the width of the 24-second clocks.

### **57.9.3. Playing Court Area** (see Graphic 10)

Advertising is not permitted on the playing court and within the area delimited by the further boundary line, except that specifically mentioned in this article.

- a)** Advertising is permitted inside the centre and free throw circles. The advertising must be the same for both free throw circles. In any case, all lines marking centre and free throw circles must be clearly visible. It is highly recommended that the team logo is displayed in the centre circle area. This team logo may occupy a diameter larger than 3.5m with the prior approval of the Company. In the case that no advertising is being displayed in the centre circle, the team logo must be advertised.
- b)** The name of the arena and the city must be displayed within the entire area delimited by the further boundary line corresponding to the side of the team benches and the scorer's table, with a maximum length of 12m and in standard white capitalised Latin characters, outside the playing court and perpendicular to the centre line. The name of the city must always be written in English. No logos or other texts are permitted in this area.

This name must be legible for TV cameras and may be displayed only once.

In the case that the club plays in a city other than the one in which the team is registered, the Company may require the use of the name of the arena only, without including the name of the city.

- c)** One canvas with [WWW.EUROCUPBASKETBALL.COM](http://WWW.EUROCUPBASKETBALL.COM) or other Eurocup self-promotion, or one advertising space for the Eurocup sponsors must be positioned facing the playing court, on the upper side of each endline (so as to be within the TV cameras coverage) and between the team bench area and the basket support structure. The Company will provide the clubs with these canvases.
- d)** The lower side of both endlines may be used by the club to promote the club's own website, or other means of self-promotion. The relevant canvases must be the same size as the Eurocup canvases mentioned in Article 57.9.3 c) above, and will be produced by the clubs.

- e) Two transparent Eurocup logo stickers must be displayed within the playing court. They will be placed on opposite sides of the playing court facing the TV cameras platform as shown in Graphics 10 and 13, each being positioned in an area limited by the endline, the centre line and the three-point line. The Company will provide the clubs with the design of these logo stickers, and the clubs will be responsible for their production and placement.
- f) No other advertising and/or branding is permitted outside the perimeter of both free throw circles and centre circle, even if this is an extension of the advertising and/or branding that appears inside the circles.
- g) For the Finals, the playing court area and all its branding/commercial permitted platforms must be clean. The Company will send a new playing court area layout prior to the Finals games, including the branding elements and the instructions that the clubs must follow.

#### **57.9.4. Outside the Playing Court Area**

- a) It is mandatory that all clubs install an electronic advertising system (LED or LCD) in their arenas, next to the playing court area, for all games. The electronic advertising system will be installed all along the TV cameras coverage, which includes the entire sideline (leaving only the necessary space to gain access to the team benches) and the upper part of the endlines, as shown in Graphic 10. No other type of advertising platform will be allowed in this area. It is also mandatory that all the electronic advertising boards simultaneously display the same image.
- b) All electronic advertising boards must be clearly visible and must be between 80cm and 90cm high. The clubs will inform the Company regarding the characteristics, dimensions and technical specifications of the electronic advertising system in their arenas no later than three weeks before the first game of the competition. The electronic advertising boards will be positioned around the playing court area, opposite the main TV cameras, covering the sideline and the part of the endlines nearest to the team bench areas, forming an inverted U. The boards will be distributed in the following manner:
  - At the endlines, a minimum of 6m will be covered on each side.

- At the sideline, a minimum of 26m will be covered (6m to 7m on each side, 12m to 14m in the central part).
- The open area to access each team bench area will be a maximum of 3m wide.
- No empty space may be left between the sideline boards and the endline boards. The boards must be installed in such a way that a 90 degree angle is formed in the corners.

Therefore, cheerleaders, mascots, photographers or any element that may obstruct the view of the electronic advertising boards will not be positioned in front of them.

- c)** All types of advertising boards must allow easy access to the playing court and guarantee the safety of all personnel involved in the game. All boards must be adequately padded with impact absorbing material in order to guarantee all personnel's safety as detailed in Article 49.3.3. At the same time, the positioning of the advertising boards will have to comply with public safety regulations in the country in which the arena is located.
- d)** The Company will provide the clubs with a set of guidelines to unify the style and look and feel of all the electronic advertising system animations.
- e)** During the entire season up to the Finals, all clubs must make available for EP:
  - Six minutes on the electronic advertising boards around the playing court within the TV cameras coverage. These minutes made available must be six minutes of playing time, which means that exposure during intervals of play between periods, half-time and time-outs is not counted. These six minutes must also be equally distributed among the four periods.
  - The Company will provide the clubs with a 20-second animation of the Eurocup sponsors for the electronic advertising system. This animation must be played once at the beginning of each period.
  - The necessary time to display the official video of the competition, which the Company will provide to all clubs, on the electronic advertising system. This video must be displayed at the beginning of each period, as

well as during the team presentation. It will not be counted as part of the six minutes reserved to EP. This video will be shown on the electronic advertising system at tip-off.

- An advertising space for direct marketing actions, promotional campaigns, sample distribution and on-site sales purposes.
- f)** It is not allowed to advertise any non-Euroleague Basketball event on the electronic advertising system unless authorised by the Company.
- g)** All the clubs that have electronic advertising boards on the opposite side of the team bench area and the scorer's table, as well as along the endlines furthest away from the team bench area, must synchronise the advertising animations with the animations played on the electronic advertising boards mentioned in paragraph a) of this article.
- h)** In no case will advertising be allowed in the vicinity of the electronic advertising boards, behind the team bench area, behind the scorer's table, or in any other area within the master camera coverage, except for what is stated in point f) below.
- i)** Advertising on the benches (seats, cushions, protective wall, etc) can be managed by the club but must not interfere with the visibility of the game from the seating area and on TV.
- j)** Advertising is also permitted outside the TV cameras coverage and on a video screen, located away from the playing court area. If advertising announcements include audio, they may be run only during intervals of play between periods or half-time.
- k)** The clubs will provide information related to video screens and electronic fascia boards when requested by the Company. No brand entering into conflict with the Eurocup sponsors may appear on the fascia boards.
- l)** The remaining advertising is for the club but the Company and EP reserve the right to display banners, boards and others, bearing the Eurocup logo or one of the sponsors.

#### **57.9.5. General Information**

- a)** Advertising cannot be used as a means to give support to the home team or in such a manner as to alter the emotional state of the spectators or to incite violence.
- b)** Advertising placed in the playing court area that is not directly painted on the floor must be fixed safely.
- c)** Advertising Production Costs: If a club decides to change its electronic advertising system during the season (dimensions, specifications, etc) it will bear the cost of reproducing all advertising of the Eurocup or its sponsors already produced and paid for the season by EP and/or the Company.
- d)** If a club, for technical reasons, is facing difficulties in placing the advertising of the Eurocup or any of its sponsors, it will inform the Company at least 24 hours in advance of the game, so that the Company can find a solution.
- e)** All clubs must cooperate with the Company and EP in all marketing and promotional activities which have the aim of promoting and improving the competition.

#### **57.10. Official Ball and Ball Carts**

- 57.10.1.** The official ball will be the only one that may be used in the games.
- 57.10.2.** The official ball may not be used in competitions other than the Eurocup, unless it is approved by the Company.
- 57.10.3.** No markings that may be visible in photos or on TV footage will be allowed on the ball.
- 57.10.4.** The Company has the right to select the design of the ball carts and include the Eurocup logo and the logos of any or all of its sponsors on their sides.
- 57.10.5.** It will be compulsory to place the ball carts designated by the Company on the centre of the playing court and within the TV cameras coverage before the game and during half-time.

## **Article 58. Merchandise**

- 58.1.** EP will be the only entity responsible for the production and/or sale of Eurocup merchandise.
- 58.2.** In no case may the clubs produce merchandise with the logos of the Eurocup, the Finals or any other intellectual property of EP without the prior authorisation of this company.
- 58.3.** For the Finals or any other event organised by the Company, only the Company and/or EP may produce and/or sell any type of merchandise regardless of whether or not it includes the Eurocup, the Finals or any other event-related logo.
- 58.4.** EP is authorised to use the brands, logos and emblems of the participating clubs, as well as the footage of players and teams from the Eurocup picture database, for producing Eurocup merchandise.

## **Article 59. Sponsorship and Promotion**

### **59.1. General Principles**

- 59.1.1.** As already stated in Article 57.9.1, all club sponsors will respect the exclusivity granted to the Eurocup sponsors.
- 59.1.2.** The clubs will not be allowed to promote, advertise, or enter into agreements with any sponsor or company that contradicts with the exclusivity basis upon which EP defines all its sponsorship and partnership contracts, nor any event, entertainment or sports competition other than the Eurocup.
- 59.1.3.** Only in the case that EP signs a new sponsorship category contract within the season, will it allow the club to continue with its contradicting endeavour until the end of the season, always excluding any promotion during the Finals, where all the advertising platforms are controlled by EP. When the season ends, the exclusivity basis will be the only modus operandi during games.

### **59.2. Exposure for Eurocup Sponsors**

- 59.2.1.** The Company will provide the exact details on how and when the advertising of the Eurocup sponsors will have to be displayed during games.



- 59.2.2.** Furthermore, the Company will provide the correct sponsor logo and technical specifications for each advertising platform in order to fully comply with the agreements set forth with all its sponsors or partners.

## **Article 60. On-Court Promotions and Consumer Promotions**

- 60.1.** The clubs will allow the Company to conduct on-court promotions, consumer promotions, product displays, distribution of samples and handouts and other activities on behalf of Eurocup sponsors in their arenas. For this purpose, the Company will inform the clubs well in advance.
- 60.2.** The on-court promotions conducted by the clubs will respect the exclusivity basis upon which EP defines all its sponsorship and partnership contracts.

## **Article 61. Club Obligations Related to Marketing**

### **61.1. Sponsor List**

Twice per season, all clubs must provide the Euroleague Basketball office with a complete detailed and accurate listing of all club sponsors, no later than 15 September and 15 March each year, which includes:

- a)** Name of brand.
- b)** Name of sponsor parent company.
- c)** Term of the agreement, including the expiration date.
- d)** Bartered services.
- e)** Exclusivity provisions, if any.
- f)** Number of complimentary tickets included in agreement with the sponsor; face value of these tickets.
- g)** Number of minutes of TV advertising included in the agreement.

### **61.2. Promotional Spot and Sponsors on the Video Screens**

The clubs will be provided with the Eurocup promotional spot to be shown on the video screens of their arenas, if available,

at least once before the start of the game (during the last warm-up period), and at least once during the half-time of their home games and whenever they consider it appropriate.

The Company will also provide the clubs with a playlist including all Eurocup sponsors, which will be shown on the video screens of the arena at least three times during each home game: one before the start of the game, one during half-time, and one after the game. Each of the spots included in this playlist will last a maximum of one minute.

### **61.3. Team Presentation**

- 61.3.1.** As set forth in Article 20.2 the team presentation will start six minutes prior to the tip-off time of each game. The presentation of the visiting team will last one minute and the presentation of the home team may last a maximum of two minutes. The visiting team will be introduced first.
- 61.3.2.** All players will be announced by their number followed by their alias, one at a time, and following the order of the number of the players. If the club wishes to establish its own order, it must inform the Company for approval. As players are introduced, they will leave the bench and take their positions on the playing court as shown in Graphic 11, facing the centre of the playing court. The first player to be announced will stay at the position closest to the bench, while the last player announced will go to the position furthest away from the bench. After the presentation of all players of the team, the head coach will be announced while remaining in the bench area.
- 61.3.3.** Immediately after the presentation of both teams, the players will greet the opposing team before beginning the last warm-up period.
- 61.3.4.** During the team presentations the Eurocup presentation video will be displayed on the electronic advertising system. The Company will provide each club with the video to be displayed.
- 61.3.5.** The team presentations will be made with low general lighting, provided that this is permitted by the lighting system installed in the arena.

### **61.4. Backdrop for Interviews and Press Conferences**

- 61.4.1.** a) A backdrop that is 2.5m high by 6m wide will be placed directly behind the head table of the press conference room, as

shown in Graphic 12. The design and content of the backdrop will be provided by the Company. The production and placement of the backdrop will be the responsibility of the club. Only the Company will be authorised to make any modifications to this backdrop during the season.

Depending on the press conference room layout the Company may approve a backdrop of dimensions different from those specified above.

**b)** A Eurocup branded backdrop must be produced to be used in the mixed zone or on the playing court (transportable backdrop). This backdrop must be produced based on the general design provided by the Company and adapted to each club's required size. It must be used in all video interviews conducted by the media before, during or after each game, except in the locker room interviews.

**61.4.2.** Any modifications of backdrops during the season, due to the signing of an agreement with a new Eurocup sponsor, are the responsibility of the club. All clubs have to produce on time the backdrops, according to the Company's designs, and send a photo of the finished product to the Euroleague Basketball office at least two weeks before the start of the Regular Season.

## **61.5. Press Conference Room**

The club must use a front cover for the press conference room head table. The club may display its brands on the front cover of the head table on the understanding that no brand entering into conflict with the Eurocup sponsors may appear on this platform.

Notwithstanding this, no advertising including branded drinks may be displayed on the top of the table.

## **61.6. Tickets**

**61.6.1.** In order to comply with the commercial agreements of the Company, the clubs will be obliged to provide the Company with 25 complimentary tickets for each of their home games, provided that the Company confirms its need for these tickets 48 hours in advance of the game. These tickets will be in a preferential area of the sideline seats, located in a safe seating area, close to the playing court and providing a good visibility of the game. The clubs will provide the Company with

electronic tickets (print-at-home or digital tickets) whenever possible.

**61.6.2.** Prior to the start of each season and no later than 15 August, all clubs must submit to the Company at least one map detailing the access points to the arena, showing the seating areas in which the Company's guests will be seated, for approval.

**61.6.3.** The Eurocup tickets (whether game tickets, season tickets or other types of tickets) must have the Eurocup logo inserted in accordance with the guidelines established by the Company's Sales and Marketing Department.

**61.6.4.** EP is the owner of the rights for the ticket sales of the Finals. In no case may the clubs include the tickets and/or a specific seat allocation for the Finals in the season ticket package, or in any other package since they do not have the rights for selling tickets for the Finals.

#### **61.7. Euroleague Basketball Corporate Social Responsibility**

The clubs interested in joining the Euroleague Basketball Corporate Social Responsibility Programme, One Team, can contact the Company for further information.

#### **61.8. Electronic Advertising System Exposure Time Report**

**61.8.1.** Each home club must send the playlist 24 hours before each game, specifying the brands that are going to be displayed, the length of the videos in seconds and the times that the videos are scheduled to be played.

**61.8.2.** Within 48 hours after each home game, all clubs must provide the Company with a detailed report documenting the time of exposure received by each of the Eurocup sponsors appearing on their electronic advertising system. This report must include detailed period by period information regarding each game.

#### **61.9. Exhibition of the Eurocup Trophy**

The Eurocup champion will inform the Company of the trophy exhibitions well in advance. The Company may prohibit a specific exhibition for the sake of the image or commercial interests of the competition.

## **CHAPTER IX**

### **Media Regulations**

#### **Article 62. Media Director**

- 62.1.** Each club will designate a person to be responsible for media relations and inform the Euroleague Basketball office of the name and contact details of this person. The media director of each club will also be responsible for maintaining all necessary contact with the Euroleague Basketball office.
- 62.2.** The media director must be able to communicate fluently in English.
- 62.3.** Two days before each game, the media director of the visiting club must send a list of the media travelling to cover the away game.
- 62.4.** The day after each game, the media directors of both clubs must send all articles published in the local press related to this game as well as a list of confirmed media in attendance of the game to the Euroleague Basketball office and to the opposing club by email (PDF format). At least once a week, the media director of the club must send, by email, articles published in the local press related to the Eurocup and any important articles published in the local press about the club, other clubs or basketball in general. Likewise, the media director must help with translations into English for publication on the Eurocupbasketball.com website.

#### **Article 63. Arena Access for Media**

- 63.1.** The clubs must provide the media covering the game or event with accreditations and arena access totally free of charge. In the case that some type of payment might arise, the home club will be the one responsible for paying it directly to the arena management.
- 63.2.** The Company will be entitled to submit a list of the media that must be granted accreditations and arena access totally free of charge. This list will be submitted to the home club 48 hours prior to tip-off.

- 63.3.** The clubs must send a complete list of all accredited media three hours prior to the tip-off time of the game to the Company's Communication and TV and New Media Rights Departments, so that they are informed regarding the exact coverage of the game.

#### **Article 64. Photographers**

- 64.1.** The clubs must reserve an area for photographers in the playing court area. The area must be placed close to both baskets and behind the advertising boards.

In those arenas in which there are courtside seats in the space mentioned above, the Company will authorise photographers to be accommodated directly on the playing floor, in front of the courtside seats placed along the half of each endline furthest away from the team bench area (where there are no electronic advertising boards). Should the Company observe any incidents due to the proximity of the photographers to the court, it may cancel this authorisation. Under no circumstances may photographers be located occupying the escape lanes.

- 64.2.** The clubs will provide a DSL line for the Company accredited photographers. This line must be installed in close proximity to the playing court area.

- 64.3.** Company accredited photographers will have the right to install remote-control cameras to the basket support structures, below the centre-hung scoreboard and at other locations in the arena (subject to the photographers securing their own cameras).

- 64.4.** The home club will accommodate the temporary installation of strobe lighting, which will be operated by remote control, for all the Company accredited photographers. The installation will consist of all necessary electronic cabling, so that when Company accredited photographers arrive on the day of the game they can install their portable strobe lights safely and easily.

- 64.5.** The Company accredited photographers will be seated directly on the floor or on low chairs directly behind the advertising boards, without obstructing the spectators' view of the playing court from courtside seats. The home club will create the necessary space for courtside seats and the photographers area.

## **Article 65. Media Facilities**

### **65.1. In-Arena Seating and Facilities**

At least 50 seats equipped with a work surface (work table or desk) and power supplies must be reserved for journalists, of which at least 15 must be at the same level as the playing court area. All TV stations with rights to broadcast the game, the persons responsible for graphics, TV statistics, etc will be given preference to use these 15 seats. Should the Company's Refereeing Department nominate an observer for the game, they will have a seat reserved within the media in-arena seating area.

- Upon request a telephone and/or a modem line will be installed at the desk of the journalist at their own cost.
- Lighting and power supplies for the media seats must remain open at least 1 hour and 30 minutes after the final buzzer.
- High-speed internet connections will be provided for up to 30 seats.
- A free Wi-Fi internet service will be available for all accredited media.

### **65.2. Media Work Room**

A media work room will be provided in close proximity to the playing court area, either close to the media seats or to the press conference room.

### **65.3. Communication Facilities**

The following minimum facilities for international communication will be available to the media in the media work room:

- a)** Work surface and chairs for a minimum of 30 people.
- b)** Two DSL lines (free of charge), with a multi-connection for five computers per line (photographers, media, etc).
- c)** One photocopier that prints at least 50 copies per minute (distribution of statistics).

- d) The media work room must remain open until at least 1 hour and 30 minutes after the final buzzer.

#### **65.4. Press Conference Room**

The clubs must prepare a press conference room. This room will be in accordance with Graphic 12 and will include:

- a) Head table (speakers' table) (with a minimum of three chairs and two microphones) on a raised platform.
- b) Desks and chairs for a minimum of 30 people.
- c) Audio splitter with at least 10 additional connections.
- d) Raised platform for TV cameras.
- e) Backdrop. It will be placed directly behind the head table. The design and content of the backdrop will be provided by the Company pursuant to what is established in Article 61.4.
- f) The front side of the head table will be covered in accordance with the specifications set forth in Article 61.5.
- g) Electronic screens are allowed in the press conference room. The home club must inform the Company regarding all the technical requirements of the electronic screens and reserve a space for the Eurocup sponsors to be inserted in the rotation. All creativities will be provided by the Company.

#### **65.5. Mixed Zone**

A secure area of an approximate size of 50m<sup>2</sup> will be designated outside the team locker rooms, next to the entrance of the team locker rooms, as the mixed zone where the media can talk with the players and coaches, individually, following each game. This area will include the placement of backdrops provided by the Company. Players must attend to the media in the mixed zone.

The media directors of both clubs will coordinate and ensure that the Eurocup branded mixed zone backdrop will be used in all video interviews conducted by the media before, during or after each game, except in the locker room interviews.



If there is not enough space to provide a mixed zone, each club will ensure that at least five players meet the media in a suitable location.

## **Article 66. Game Notes**

- 66.1.** At each game the home club will prepare and distribute game notes to the accredited media in the local language and in English.
- 66.2.** At the beginning of each season the Company will produce a game note template and will send it to all clubs. This template must adhere to the contents specified in Article 66.3 and the marketing requirements established in Article 66.4.
- 66.3.** The game note must contain at least the following information:
- Rosters of both teams
  - Statistics of both teams
  - Latest news about both teams (injuries, roster changes)
  - Short history about both teams
  - Previous games between both teams
  - Media rules (Rules on Access to Team Practices for the Media and Rules on Access to Team Locker Rooms for the Media and Post-Game Press Conference)
- 66.4.** The game note must respect the application of the Eurocup logo in accordance with the requirements established by the Company's Sales and Marketing Department.
- 66.5.** Each game note will be sent electronically to the Euroleague Basketball office 24 hours before the tip-off time of the game at the latest.

## **Article 67. Club Media Guides**

- 67.1.** All clubs are required to produce a Media Guide and send it to the Euroleague Basketball office.
- 67.2.** The club media guides will be in the local language and in English and contain the following information: a general fact

sheet on the Eurocup, club executive and administrative staff (if possible, including pictures), history and accomplishments of the club, team roster, players' and coaches' biographies as well as information on the arena (opening hours for media facilities, map of the arena, transport from the hotels to/from the arena), information regarding the city, etc.

- 67.3.** An English pronunciation guide including the names of players, coaching staff, executive staff, teams and sponsors will be included in the media guide. Additionally, a TV/radio roster featuring headshots of players and coaching staff will be included as well.
- 67.4.** All media guides will feature the Eurocup logo on the cover; the size and format of the media guides will be in accordance with the requirements established by the Company's Sales and Marketing Department. Failure to abide by this rule may make it necessary to have the media guides reprinted.
- 67.5.** It is recommended that the media guide be available electronically on the club's website.

## **Article 68. Eurocupbasketball.com**

### **68.1. Contact Person**

Each club will designate a contact person for communications with Eurocupbasketball.com in English and, if different from the media director of the club, inform the Euroleague Basketball office of the name and contact details of this person. In all cases, the media director of each club will be ultimately responsible for all information requests made by Eurocupbasketball.com.

### **68.2. Eurocupbasketball.com Communication Facilities**

Each club will provide a DSL line or similar internet access at the playing court area during all games for use by Eurocupbasketball.com correspondents and/or the Company accredited photographers. Power supply and internet connection must remain active and available until at least 1 hour and 30 minutes after the final buzzer.

### **68.3. Eurocupbasketball.com Requirements**

Pre-Season: All appropriate club personnel – players, coaches, general managers, media office staff, etc – will be informed

about the media access and Eurocupbasketball.com collaboration guidelines that concern them.

Game Week: At least 36 hours before the start of a game, each club will send to Eurocupbasketball.com at least one player's quotes (one paragraph) and at least one head coach's quotes (one paragraph), in English, concerning the following game.

Game Day:

- a)** The media director, or the person from the Media Department of the club appointed for this task, will facilitate a flash interview with one player from the winning team immediately after the end of the game and before the player reaches his locker room. The interview will be conducted by a Eurocupbasketball.com local correspondent. Translation contingencies for interviewing with visiting players will be prearranged between all parties before the start of the game.
- b)** In addition, one quote in English from each head coach at the post-game press conference will be forwarded immediately to Eurocupbasketball.com by email. This will be previously agreed on between the media director of the home club and the Eurocupbasketball.com local correspondent.
- c)** Player of the Week: The player of the week will be made available to Eurocupbasketball.com for a live or phone interview in his own language or in English. In the case of the player pertaining to the home team, this will take place the morning after the game. In the case of the player pertaining to the visiting team, this will take place the afternoon after the game.

Interviews/Chats: If requested, each club will make available at least one player per month for a Eurocupbasketball.com live interviews/chat.

Fan Mail: If requested, each club will make available one player per month to answer Eurocupbasketball.com fan mail.

Player Poll: If requested, each club will make available one player per month for a Eurocupbasketball.com player poll.

## **Article 69. Access to Team Practices for the Media**

**69.1.** The 15-minute practice access for media is mandatory starting one or two days before the first Regular Season game of each team, for both home and visiting teams, and will be in force during the entire season. Depending on whether the team is local or visiting, media access will be one or two days before.

### **69.2. Home Team**

The 15-minute practice access will be open to all accredited media (local media and media from abroad) one day before each game. Practice access will take place during the first or the last 15 minutes of the practice. All players and the head coach will be available to the media for at least 15 minutes following the team practice. The Company recommends that the open practice on the day before each game should be the evening practice, permitting coverage by the media who have travelled from abroad. If the home team decides not to practice the day before the game, the access to team practices for the media will be open the morning of the game day shoot around session.

### **69.3. Visiting Team**

a) Home Practice: The 15-minute practice access two days before each game will be open to the local media. Practice access will take place during the first or the last 15 minutes of practice. All players and the head coach will be available for the media during at least 15 minutes.

b) Away Practice: The 15-minute practice access one day before each game will be open to all accredited media (local media and media from abroad). All players and the head coach will be available for the media during at least 15 minutes. Practice access will take place during the first or the last 15 minutes of practice. The visiting team usually trains the day before the game at the scheduled tip-off time of the game. For this reason the Company recommends that practice access should take place during the first 15 minutes of the practice. If the visiting team decides not to practice the day before the game, the access to team practices for the media will be open the morning of the game day shoot around session.

**69.4.** Each Monday the media director from each club must send the open practice schedule to the Euroleague Basketball office.

- 69.5.** Only those media previously accredited and approved by each club may have access to practices. Media directors must contact the club their team is visiting to identify accredited travelling media members. Likewise, visiting teams must be able to identify the properly accredited local media who wish to attend practice.

**Article 70. Access to Team Locker Rooms for the Media and Post-Game Press Conference**

- 70.1.** Five minutes after the final buzzer, the head coach or media director will announce to the accredited media that their team locker room is open. The team manager, media director or other official from each club will tell the players when the media are about to enter the locker room, and also if any women are among the accredited media. Then the locker room must be opened to properly accredited media, with local security thoroughly briefed to conform with the regulation and ensure accreditation enforcement.
- 70.2.** The locker room will remain open to the accredited media for a minimum of 15 minutes, and the players will have to attend to them during this entire period at least.
- 70.3.** If space allows, all accredited media – and only accredited media – will be allowed to enter both locker rooms.

Due to, and only to, potential space problems, each club may decide before the season on a minimum number of accredited media – never less than 15 per locker room – to be given special locker room accreditations for each game. If the number does not meet the demand (16 or more accredited media want to enter locker rooms), the access will be awarded on a rotating game-to-game basis. Those not in the rotation for the locker room of the home team should be given accreditation to enter the locker room of the visiting team.

Locker room accreditations will be distributed equally to all media types, with at least the host broadcaster, the international rights holder, one major daily newspaper, and one radio station allowed in the locker rooms of the home and visiting team after each game. The Eurocupbasketball.com correspondent of each club will always be included in the rotation. The Company will reserve the right to raise the minimum of 15 accredited media per locker room for certain games.

All visiting media approved by the media director of the visiting club will be given accreditation at least to the locker room of the visiting team, and also to that of the home team, if space allows.

- 70.4.** The press conference room will be located in proximity to the locker rooms and the media work room. A press conference with the head coach of the visiting team will begin within a maximum of 20 minutes following the final buzzer. Immediately following the conclusion of this a press conference with the head coach of the home team will start (the head coaches will attend to the media separately). The press conference times will not affect the opening of the team locker rooms.
- 70.5.** Without prejudice to the head coaches' and players' obligation to meet the media in the press conference room and locker rooms, the head coaches and players must also be available to talk to the rights holders on the playing court, for flash interviews, immediately after each game.
- 70.6.** The coordination work for the correct functioning of the press conference and locker room policy will fall upon the media director of the home club.
- 70.7.** The media director or a staff member of each club will accompany their head coach and players to the press conference and will be responsible for the translation from/into English of all questions and statements.
- 70.8.** The media director of the home club will be responsible for the translation of all questions and statements from/into English and the official language of the home club's country.
- 70.9.** It is recommended that the post-game press conferences are broadcast live on YouTube and on any other platform that the club may decide. If the post-game press conference is broadcast, the URL address of the press conference will be sent to the Company's Communication Department no later than two days before the game. The Company reserves the right to embed the press conferences on eurocupbasketball.com and on the website of the Company's premium media partner from each territory.
- 70.10.** A statement of post-game media access rules as provided by the Company will be posted, in English, on locker room doors and in the media work room of each arena before, during and after all games.

## **CHAPTER X**

### **Social Media Regulations**

#### **Article 71. Liability**

The clubs, players, coaches, team followers, executives or any other person undertaking official functions on behalf of the club are responsible for the content of their posts, tweets and/or blogs. Said content will not show a lack of respect, encourage violence, insult, provoke opponents and/or fans, include defamatory, vulgar, obscene or offensive text or images, or intrude upon the privacy of others.

#### **Article 72. Respect**

Clubs and players will show respect to other clubs and teammates. They will not criticise each other and will avoid any controversy.

Respect must also be shown to officials, the Company and its staff members and any other entities related to the Euroleague and/or the Eurocup.

#### **Article 73. Monitoring**

The Company will monitor online contents within its possibilities. However the clubs are requested to report any social media content that they consider inappropriate to [socialmedia@euroleague.net](mailto:socialmedia@euroleague.net).

#### **Article 74. Permission**

The clubs will not forbid or restrict the use of social media to their players and coaches, unless they are not following these Social Media Regulations. Clubs will encourage players to participate in social media and related conversations.

#### **Article 75. Brand**

It is not allowed to modify the logos, name or image of the Euroleague, the Eurocup and/or their sponsors, including but

not limited to, deforming hashtags or the communications of the competitions (e.g. #idontfeeldevotion).

#### **Article 76. Confidentiality**

It is not allowed to report or disclose any confidential and/or private information in relation to any other player, coach, official, club, EP, the Company, any other entities linked to the Eurocup and/or any person related to any of them.

#### **Article 77. Promotion of Activities**

The Company organises contests with merchandise gifts. A few contests might be related to a player and a club. In this case, both the club and the player must promote the contest on their social channels and encourage fans to participate. Clubs and players may also be asked to spread the word about the Company's strategies and actions such as charity activities, newsletters and discounts on merchandise.

#### **Article 78. Illegal Promotions**

It is not allowed to promote any illegal product or service, or take any action that may damage the image of the Eurocup, EP and/or the Company, such as the illegal live streaming of games.

#### **Article 79. Videos**

The Company may request the clubs to record short viral videos featuring players, to be used for Euroleague Basketball social media.

#### **Article 80. Official Accounts and Platforms**

All official accounts from clubs and players must be verified by the social media platforms. The Company will help and facilitate all the process to achieve verified status. Once the accounts have been checked, any player, club or entity must use the verified social media handle when mentioning the respective player, club or entity.



## **Article 81. Social Media Guidelines**

It is highly recommended to follow the Social Media Guidelines that the Company will provide to the clubs. It is the responsibility of the clubs to show and inform players about these guidelines and instruct them in their use.

## **CHAPTER XI**

### **Audiovisual Regulations**

#### **Article 82. TV, Mobile and Internet Rights**

**82.1.** EP is the exclusive and sole owner of any and all present or future audiovisual rights for the Eurocup competition worldwide and can enter into sublicense agreements with any third party.

EP has currently licensed the TV, mobile and internet rights to Eurosport S.A. under the conditions stated below:

Each club has the right to transfer to only one local, or regional or national TV channel the TV and internet rights of its home and away games —except those of the Finals— within its country on a non-exclusive basis.

Likewise, the club may also transfer the mentioned rights to its own private TV channel.

With reference to the internet rights, the game web stream must be simulcast with the TV channel's standard signal, protected by a geoblocking system and available only within the club's country.

Notwithstanding the above, these audiovisual rights may be transferred only to one TV channel, despite the fact that the agreement has been signed with its TV company.

Each club is also entitled to stream its games on its own website, provided that this web stream is protected by a geoblocking system and available only within the club's country.

In no case will the clubs be allowed to stream the footage of the entire game in a rerun or delay basis on any social media, TV channel website or the club's website. In this regard, the club is only entitled to stream a maximum of 90 seconds from each single game on these platforms.

All types of agreements concerning the mentioned rights will be subject to EP's prior written approval. When requesting the Company's approval, the club will submit the draft of the corresponding agreement.

## **82.2. Obligations of the Clubs**

Commencing with the beginning of the season, each club must have an agreement in place for the TV production of its home games.

Each club must have an agreement with a TV partner for the live broadcast of all its games, home games produced and aired live and away games aired live, until the end of the Semifinals as long as it participates in the competition. Pursuant to what is set forth in Article 82.1, the Finals cannot be included in this agreement.

Each club undertakes that all of its home games will be produced at its own cost or at the cost of the rights holder that has reached an agreement with the club. Additionally, the club must undertake or guarantee that its rights holder agrees to provide Eurosport S.A. and the rights holders of the visiting team's territory with access to the clean signal of the games, when requested, on a free basis (including the costs connected with the signal –transmission from the venue, space segment and signal reception– or any other costs related to the transmission of the feed, including any possible turnaround when it is needed for a proper satellite reception).

Reciprocity in the exchange of signals will be applied under the same conditions mentioned above. In the event that the reciprocity system is not implemented, the party that has benefited from the free signal will have to pay the corresponding transmission costs to the host broadcaster. In the event that a club or its rights holder requests a change in the satellite originally reserved, the same club/ rights holder will be responsible for any costs incurred.

The Company's TV and New Media Rights Department will assist the different rights holders in the coordination of the exchange of signals of the requested games between the rights holders of the home team's territory, the rights holders of the visiting team's territory and Eurosport S.A., in the case that these games are selected.

Before signing an agreement, the club must make sure that the rights holder guarantees the production according to the minimum requirements specified in the Eurocup Broadcasting Standards (Appendix XI).

In addition, as soon as an agreement is signed, the club must provide the Company's TV and New Media Rights Department,

by email, with the Eurocup Broadcasting Form included in Appendix XII.

In the case that the TV broadcaster of the visiting club wishes to personalise the broadcasting to be aired in the visiting team's country with its own cameras (subject to the prior authorisation of EP), the home club will facilitate free access to the arena to the TV broadcaster of the visiting team, allowing for all possible access and providing all necessary support for the entire set-up and completion of the personalised TV production of the game.

In the case that the production is not in accordance with the minimum broadcasting standards established in Appendix XI, the Company may decide to assume the responsibility for the production of future games at the home club's expense.

## CHAPTER XII

### Other Obligations of the Clubs

#### **Article 83. Internal Organisation**

The clubs must have an organisational structure that in addition to the sports area includes the following distinct positions, held by different individuals:

- Marketing Director
- Finance Director
- Media Director
- Ticket Sales Director
- Security Manager

#### **Article 84. Practices**

**84.1.** The clubs will make the official playing court available to the visiting team for a closed practice lasting 90 minutes on the day before the game. The practice will begin within one hour before and one hour after the time the game is to be played the following day. The clubs will also make the official playing court available to the visiting team for a closed practice lasting 60 minutes on the day of the game. This practice must be held between 10:00 and 13:00 (local time). In all cases, the visiting team will have priority in the event that the official playing court is not available for both teams.

**84.2.** For the visiting team practice the day before the game a club may allocate a practice court different from that to be used for the game, as long as this is for justifiable reasons and is authorised by the Euroleague Basketball CEO. In this case, the facility must be located in the same city where the game will be played and must meet the same requirements as those provided in these Regulations. When requesting the authorisation for an alternative practice court for the visiting team, the club will submit photographs of this court and any other information required by the Company to guarantee that a locker room will be available.

- 84.3.** Should a team wish to have a closed practice or walk-through before a game, it must be completed at least five hours prior to the tip-off time so that the host broadcaster and all other media will have the necessary time to set up for that particular game. If the playing court is available, open practices may continue in the five hours prior to the game. All clubs must comply with the request from the host broadcaster and the international rights holder, when applicable, to gain access to their commentary positions no later than two hours prior to each game.

#### **Article 85. Athletic Training Material**

The home club will provide the visiting team with the following material in the visiting team's locker room for practices and games:

- 2 padded massage tables in like-new condition (minimum dimensions of 0.8m in height × 0.6m in width × 1.80m in length)
- 1m × 4m table
- 30 litres of bottled water
- 10 litres of isotonic drink
- 25 medium sized towels
- 15kg of crushed ice
- 1 bottle of shower gel
- 1 large fruit bowl
- 2 ice baths

#### **Article 86. Officials and Euroleague Basketball Delegate Accommodation**

The home club must book and pay for the hotel in which the officials and Euroleague Basketball delegate will stay for a maximum of two nights. Accommodation will be provided on a bed and breakfast basis in a 4-star hotel, with Wi-Fi access in rooms also included. The hotel must be the same for all games

during the season, with neither the home nor the visiting club permitted to stay or eat in the same hotel.

#### **Article 87. Medical Assistance to Referees**

On the occasion of the games, the home club must provide medical assistance to the referees when requested.

#### **Article 88. Recording of the Game and Video Exchange System**

- 88.1.** The home club must provide one DVD copy of the game to the visiting club immediately after the end of the game. The DVD copy must be produced following the instructions contained within the Eurocup Video Exchange Manual. The DVD copy must not be copy protected.
- 88.2.** The home club must also provide four DVD copies of the game to the referees and observer immediately after the end of the game. The DVD copies must not be copy protected.
- 88.3.** The home club will allow the visiting club to use a camera if the visiting club wishes to record the game.
- 88.4.** A video file of the entire game must be uploaded to the video exchange server within 24 hours following the final buzzer. The video file must be produced following the instructions contained within the Eurocup Video Exchange Manual.
- 88.5.** The content of the video files mentioned in the previous sections will be that of the TV broadcast.

#### **Article 89. Public Address System**

- 89.1.** The public address system inside the arena may be used to inform the spectators of incidents arising during the game on the playing court. It may not be used as a means to give support or in such a manner as to alter the emotional state of the spectators. The only exception is that, after every home team's basket scored, the speaker and the DJ will have a total of three seconds to celebrate it and play music respectively. In no case may the public address system be used to incite violence. The public address system may also be used for promotional actions during time-outs, intervals of play between periods and half-time.

**89.2.** Without prejudice to what is established in Article 89.1, during the games music may only be played through the public address system in time-outs, intervals of play between periods and during half-time. Any other use and obviously a use that might negatively affect the emotions of the spectators or incite violence is entirely prohibited. The installation of loudspeakers in close proximity to the team benches and scorer's table is not authorised.

**89.3.** Without detriment to any disciplinary measures that might be applicable, the Company may prohibit the use of the public address system or musical instruments for clubs that fail to comply with the provisions of the two previous sections.

#### **Article 90. Entertainment**

The game entertainment staff cannot abuse basketball equipment, obstruct the view of the electronic advertising boards or perform actions that disturb players, coaching staff and referees or any other person involved in the game.

#### **Article 91. Entry Visa Application**

**91.1.** Each club has the responsibility of applying for, arranging and obtaining the entry visas that its team members might need in order to participate in the away games that the club plays in the competition.

**91.2.** The home club must cooperate with the visiting club to facilitate and speed up the procedure for obtaining the entry visa(s) for which the visiting team has applied.

#### **Article 92. Duty of the Clubs to Provide Information**

**92.1.** The visiting club will provide the home club with all information related to the travel plan and stay of its team in the city, as well as preferred practice times and whether practices are to be held behind closed doors or not. This information will be used by the local media. The visiting club will also provide this information to the Euroleague Basketball office. The home club and the Company must receive the travel plan on the Friday before the trip at the latest.

**92.2.** All clubs must have an official website with information regarding the club, and an email address for official



communication purposes. It will be the responsibility of each club to keep this email address active, maintain it and ensure that it does not have problems receiving and sending large files. In the event that a club cannot find an internet service provider offering this service, it must obtain an email account with a minimum storage capacity of 1GB. Other requirements for the official club website are included in Article 56.

**92.3.** All clubs must submit the complete schedule of all their domestic competitions games, including tip-off times, to the Euroleague Basketball office, within one week after that information becomes available.

#### **92.4. Ticketing and Attendance**

**92.4.1.** Prior to the start of each season and no later than 31 July, all clubs must submit to the Euroleague Basketball office a colour-coded seating map that illustrates the scaled categorisation of the arena for all Euroleague and domestic competitions home games.

- a)** The club must submit a detailed breakdown of all the ticketing products (e.g. season tickets, mini-plans, group tickets, single-game tickets and premium tickets) that it offers during the season, including their individual prices.
- b)** If the club uses a variable pricing strategy, it will also submit the breakdown of the prices for each game category.
- c)** If a seating section is designated for only one type of ticket, such as season tickets, mini-plans or group tickets, this must be indicated on the seating map.
- d)** The club will also submit the following information regarding:
  - The owner and management of the arena.
  - The ticketing provider of the club.
  - A copy of the agreement between the club and the ticketing provider.
  - URL of the ticket sales website.

**92.4.2.** All clubs must provide the Euroleague Basketball office with an accurate completion of the Euroleague Basketball Attendance Reporting Form for all Eurocup, domestic competitions and

other home games, in accordance with the specific directives and procedures that the Company will establish (Appendix VIII includes the criteria, which may be modified from time to time, required for reporting attendance).

**a)** An example of the Euroleague Basketball Attendance Reporting Form is also included in Appendix VIII. This form is available at the link:

<https://events.euroleague.net/attendance/index.do>

The Company may periodically modify this form.

**b)** The form must be submitted online by each club to the Euroleague Basketball office no later than 48 hours after the completion of each Eurocup and domestic competition game or any date and time specifically indicated by the Company.

**92.5.** All clubs must provide the Euroleague Basketball office with the information regarding the broadcasting of their games no later than 48 hours before each round.

**92.6.** All clubs that have their games broadcast must provide the Euroleague Basketball office with an accurate completion of the Eurocup Broadcasting Form including the TV audience information.

**a)** The form is enclosed as Appendix XII. The Company may periodically modify this form.

**b)** The form must be submitted by each club to the Euroleague Basketball office, by email, before the following round.

**92.7.** All clubs must, annually, provide the Euroleague Basketball office with a copy of their media contact lists.

**92.8.** When the Company considers it necessary, it may request additional information from the clubs. It is compulsory for the clubs to respond to these requests in a timely and accurate manner.

All information submitted to the Euroleague Basketball office will be held in strict confidence and will be used for analysis and evaluation purposes and, where applicable, to verify compliance with these Regulations. The Company may abridge the information for purposes of internal analysis and may present summaries, without identifying data and information provided by individual clubs, to other clubs on a confidential basis. The Company may not release this information to any

third party, including third parties that have contracts with the Company and/or EP.

### **Article 93. Club Cooperation**

All clubs must make their best efforts to cooperate with the Company and/or EP in any action which has the aim of improving the competition.

### **Article 94. Video Screens**

- 94.1.** A giant video screen may be installed in the arena, outside the coverage of the TV cameras. Apart from other reproductions for advertising or promoting basketball, live footage of the game being played and game action replays may be shown on the video screens of the arena. In no case will the teams be shown during a time-out.. The selection of game action replays may not be used to alter the emotional state of the spectators.
- 94.2.** Without detriment to any disciplinary measures that might be applicable, the Company may prohibit game action replays being shown on the video screens whenever the club is making an inappropriate use of them.

### **Article 95. Obligations of the Home Club and Competence of the Unified Scorers**

- 95.1.** Each club will register the unified scorers crew chief within the Club Pre-Registration Form, and a maximum of 14 additional unified scorers that will work at Eurocup games during the entire season by sending their contact information to the Company no later than 15 September, specifying which role(s) they will perform. The list of six unified scorers nominated for each game must be sent to the Company before the start of each game.
- 95.2.** Each club will make sure that the unified scorers are nominated for its home games, that they are of the required standard and that they speak English fluently. The club will be responsible for their performance and behaviour. In the case that the Company considers that they are not of the required standard, the Company will assume the responsibility for this matter, and any related costs will be covered by the home club.

- 95.3.** The unified scorers will hold a pre-game meeting with the referees in the referees or unified scorers locker room, led by the officiating crew chief.
- 95.4.** The registered data entry scorer, caller and backup will pass an online statistics criteria test prior to the start of the season.
- 95.5.** The unified scorers will have to strictly follow the Unified Scorers Manual enclosed as Appendix III, as well as the FIBA Official Basketball Statisticians' Manual. The Company may establish additional criteria and data that have to be gathered in the digital scoresheet of each game.
- 95.6.** The clubs will distribute the statistics to the media immediately following the end of each period of the game and extra periods if any.
- 95.7.** Other requirements regarding the unified scorers are specified in Article 57.8.

#### **Article 96. Digital Scoresheet and Technical Equipment**

The scoresheet will be prepared and completed electronically. A digital scoresheet will be provided by the Company and used by the officiating crew in all games. The clubs will have a printer and internet connection in the arena to enable the referees to email the scoresheet following the conclusion of the game and print the necessary copies.

#### **Article 97. Company Equipment Maintenance**

- 97.1.** The clubs must maintain in a good condition any equipment provided by the Company for a minimum of three seasons. Therefore, the clubs are responsible for its conservation and maintenance. The clubs must return the equipment to the Euroleague Basketball office when they are required to do so.
- 97.2.** Should a club lose the right to participate in the Eurocup for the following season, it will either return all equipment to the Euroleague Basketball office, or forward it on to another organisation as requested by the Company.
- 97.3.** If a club does not return the equipment or returns it damaged, it will be responsible for the relevant cost.

**Article 98. Other Events or Games**

- 98.1.** The clubs will collaborate in all those events or games of friendly nature organised by the Company when they are requested to do so. If necessary, they will grant permission for their players and coaches to appear at events and will therefore be responsible for their failure to appear.
- 98.2.** The clubs may not release their players for participation in national team competitions from after the third weekend of September until the third weekend of June.

**Article 99. Standardisation of Names, Characters and Countries**

The clubs will follow the standardisation of names, characters and countries approved by the Company on all platforms related to the competition.

## CHAPTER XIII

### Officials

#### **Article 100. Officials**

The rules and procedures that will be applicable to all the officials that participate in the Eurocup will be those established in the Euroleague Basketball Officials Regulations.

**Article 101.** The Company will inform the home club if an observer has been nominated for a game. The club must reserve a seat for them within the media in-arena seating area, as specified in Article 65.1. The club will also provide them with an accreditation to access the referees locker room.

## CHAPTER XIV

### **Euroleague Basketball Representation**

#### **Article 102. Accreditations**

The Company has the right to issue an accreditation to all of its staff members, representatives and Euroleague Basketball delegates who are required to attend the games. This accreditation will allow admittance to all areas of the arenas.

#### **Article 103. Representatives**

The main duties of the Euroleague Basketball representatives will be to supervise the fulfilment of the Eurocup Bylaws, as well as any other duties that the Euroleague Basketball CEO may assign them.

#### **Article 104. Euroleague Basketball Delegate**

The main duties of the Euroleague Basketball delegate will be to supervise the fulfilment of the Eurocup Bylaws in relation to the competition.

## CHAPTER XV

### Arena Access

#### **Article 105. Prohibitions**

- 105.1.** Arena access is prohibited for those spectators attempting to bring alcoholic drinks, narcotics, psychotropic or stimulant drugs or similar substances, weapons (or objects that may be used as such), flares or similar, or being under the influence of the drinks and substances mentioned above.
- 105.2.** It is prohibited to display in the arena banners, symbols, emblems or texts that directly or indirectly incite violence or that include discriminatory messages. It will be the responsibility of the home club to prevent the entrance of these elements, withdraw them immediately and prohibit the access of those spectators repeatedly attempting to bring them.
- 105.3.** It is forbidden to smoke inside the arena. The home club must take the necessary steps to ensure that this rule is abided by.
- 105.4.** The prohibitions above must be printed on the tickets and posted in the ticket offices and at arena access points (doors, gates, etc).
- 105.5.** In order to prevent violence, the Euroleague Basketball CEO may decide not to allow entrance to Euroleague Basketball games to any person who has been proved, by any means, to have engaged in violent acts. Clubs will be responsible for preventing their access to the arenas and will take all reasonable measures for the observance of this prohibition.



## **CHAPTER XVI**

### **Doping Control**

#### **Article 106. General Rules**

All players registered in the Eurocup must be available to undergo doping tests, in or out of competition. FIBA will be responsible for carrying out those tests in accordance with the FIBA Internal Regulations governing Anti-Doping and in cooperation with the World Anti-Doping Agency ("WADA").

#### **Article 107. Applicable Rules**

**107.1.** The only rules and procedures that are applicable to the Euroleague Basketball competitions are the FIBA Internal Regulations governing Anti-Doping, as adopted and modified from time to time by FIBA.

**107.2.** In the event of sanctions being imposed by FIBA on the basis of the FIBA Internal Regulations governing Anti-Doping, the same sanctions will be automatically applied for the purposes of the Euroleague Basketball competitions as soon as FIBA notifies those sanctions. In the event that those sanctions are revoked, annulled or modified by FIBA itself or by the Court of Arbitration for Sport ("CAS"), they will be identically revoked, annulled or modified for the purposes of the Euroleague Basketball competitions.

## **CHAPTER XVII**

### **Financial Regulations**

#### **Article 108. Responsibilities of the Clubs**

- 108.1.** Each club will be responsible for its own travelling and accommodation expenses derived from its participation in the Eurocup.
- 108.2.** The home club will receive all the revenues generated on the occasion of the Eurocup games in its arena, except those revenues whose management could fall upon the Company according to the resolutions of the Company.
- 108.3.** The home club will pay for:
- a)** The expenses derived from the organisation of the game.
  - b)** All expenses resulting from the obligations of the clubs included herein.
  - c)** The services of the unified scorers.
- 108.4.** The officials fees and expenses derived from travelling and accommodation, as well as any other expenses approved by the Company, will be paid by the clubs in accordance with what is set forth in the Eurocup Administrative Procedure Regulations.

#### **Article 109. Audiovisual and Marketing Rights**

The commercial exploitation of the audiovisual and marketing rights of the Eurocup games is the responsibility of EP. EP will determine the system for their commercialisation.

#### **Article 110. Common Accounting Regulations**

All clubs must submit to the Company all the documentation required by the Common Accounting Regulations (Appendix VII), in accordance with the stipulations and deadlines specified therein.

## CHAPTER XVIII

### Communications

#### **Article 111. Systems for Sending Communication**

Written communication will be valid if it is made by any system that allows acknowledgement of receipt of the documents, including email. The Company will use email to send all its communications. All communications sent to the official email addresses (of the clubs and the Company) will be considered valid.

#### **Article 112. Original Documents**

Unless expressly agreed otherwise, the documents needed for the registration of the clubs must be presented in the original format.

#### **Article 113. Language**

The official language of the Eurocup and the Company is English. Any translations to be made of documents will be at the expense of the club or the person interested therein. In the event of a discrepancy in the interpretation of a document, the English version will be the valid one.

## **ADDITIONAL PROVISIONS**

### **FIRST ADDITIONAL PROVISION** **Technical Rules Clarification**

- 1.** In all games, the home team will have the choice of basket and team bench.
- 2.** The Timer will assist the Data Entry Scorer with all manual duties that are contained within the Official Basketball Rules.
- 3.** In the Fourth or Extra Periods with 02:00 or less on the Game Clock, when a goaltending or interference call is made that is then reviewed by use of the IRS and the decision is overturned, the game shall be restarted in accordance with the direction of the alternating possession arrow.
  - If the team that attempted the shot will restart the game with the ball in their possession, the shot clock will be reset to 14 seconds.
  - If the team that did not attempt the shot will restart the game with the ball in their possession, the shot clock will be reset to 24 seconds.
  - If there are less than 14 or 24 seconds remaining on the game clock respectively, the shot clock shall be switched off.

### **SECOND ADDITIONAL PROVISION** **Exhibition, Preparation or Friendly Games**

- 1.** The Company and/or EP may establish those exhibition, preparation or friendly games in which the participation of Eurocup teams requires authorisation from the Euroleague Basketball CEO.

In any case, it will be understood that this obligation includes those tournaments or games held with the participation of Eurocup teams and non-European teams.

The clubs receiving any proposal or willing to organise exhibition, preparation or friendly games to be played with non-European teams must inform the Company in order to receive the approval of the Euroleague Basketball CEO and coordinate the organisation between the clubs and the Company.

The non-fulfilment of what is foreseen in this second Additional Provision will be considered as a serious infringement, and the sanctions stipulated in Article 25.1 of the Disciplinary Code may be applicable.

2. The Company and/or EP may organise exhibition, preparation or friendly games and propose to the clubs to participate and jointly develop marketing initiatives around these events.
3. In all these events, the Company and/or EP will be the sole owner of any and all audiovisual, sponsorship (including the commercial relationship with the official suppliers of the ball, the drink and the computer services for the events), advertising, internet, marketing, and merchandising rights related to these events, in any modalities and/or formats.

Likewise, the Company and/or EP is fully entitled, without limitation, to assign or transfer, in full or in part, any and all rights related to these events, as referred to in the preceding paragraph, to a third party according to the terms and conditions to be agreed between the Company and/or EP and this third party.

### **FINAL PROVISION**

These Regulations will enter into force beginning the date on which the Company approves them, without prejudice to the subsequent modifications that may be approved by the Company.



**APPENDIX I**

**2015–16**

**EUROCUP PLACES**





**APPENDIX I****2015-16**  
**EUROCUP PLACES**

<b>DOMESTIC CHAMPIONSHIP</b>	<b>CLUBS</b>
ADRIATIC	3
BELGIUM	1
CZECH REPUBLIC	1
FINLAND	1
FRANCE	3
GERMANY	3
GREECE	1
ISRAEL	2
ITALY	3
LATVIA	1
LITHUANIA	2
POLAND	1
RUSSIAN FEDERATION	3
SPAIN	3
TURKEY	2
UKRAINE	1
UNITED KINGDOM	1
WILD CARD	4
<i>TOTAL</i>	<i>36</i>



**APPENDIX II**

**2015–16 CALENDAR**



## 2015-16 SEASON CALENDAR (01/07/2015)

<b>JULY</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>AUGUST</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>SEPTEMBER</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
<b>OCTOBER</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>NOVEMBER</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
<b>DECEMBER</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>JANUARY</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>FEBRUARY</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29		
<b>MARCH</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>APRIL</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
<b>MAY</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<b>JUNE</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	

	EUROLEAGUE
	EUROCUP
	DOMESTIC CUPS
	2015 EUROBASKET

EL: 28 WEEKS	EC: 24 WEEKS
RS: 10 Weeks	RS: 10 Weeks
T16: 14 Weeks	L32: 6 Weeks
PO: 3 Weeks	EF: 2 Weeks
F4: 1 Week	QF: 2 Weeks
	SF: 2 Weeks
	F: 2 Weeks



**APPENDIX III**

**UNIFIED SCORERS MANUAL  
FOR THE EUROLEAGUE BASKETBALL  
COMPETITIONS**





**APPENDIX III****UNIFIED SCORERS MANUAL**  
**FOR EUROLEAGUE BASKETBALL COMPETITIONS****1. Introduction**

- 1.1.** Unified scorers perform an important role, providing a strong, high-quality service that is increasingly recognised by all basketball stakeholders.
- 1.2.** A positive approach and the strict following of the same routine procedure every game are necessary in order to successfully fulfil the role.

**2. Unified Scorers Crew Chief**

- 2.1.** The unified scorers will be led by a unified scorers crew chief. They will be the contact person between the club and the Company's IT and Statistics Department.
- 2.2.** Unified scorers crew chiefs must be reachable via email and mobile phone during the entire season. They will be responsible for ensuring that their mobile phone number, email address and Skype username are provided to the Company, as well as up to date within their personal profile on the EBI Unified Scorers Platform.
- 2.3.** The unified scorers crew chief will be responsible for taking care of the necessary equipment, passing on the training received to the rest of the unified scorers, and the quality of the overall service.
- 2.4.** If the unified scorers crew chief cannot attend a game they must appoint a substitute and inform the Company 48 hours before the game.

**3. Behaviour**

The unified scorers will attend the game wearing only the authorised clothing indicated within the Bylaws. They will address themselves to all those who require their attention with respect, requesting the same treatment in return.

#### **4. Pre-Season**

- 4.1.** Prior to the commencement of the season all unified scorers crew chiefs will be invited to attend the Pre-Season Unified Scorers Meeting at a place and time to be fixed by the Company. Attendance is compulsory.
- 4.2.** The individuals registered to perform the data entry scorer, caller/backup 1 and caller/backup 2 roles will pass an online statistics criteria test prior to the start of the competition.
- 4.3.** All instructions given during the Pre-Season Unified Scorers Meeting must be followed, in addition to those established throughout the season by the Company.

#### **5. EBI Unified Scorers Platform**

- 5.1.** The EBI Unified Scorers Platform is used primarily as a communications tool at the disposal of all unified scorers. All members must register and maintain their contact details updated throughout the season. Individuals registered to perform the data entry scorer, caller/backup 1 and caller/backup 2 roles must visit the platform at least on a weekly basis to check official communications or updates concerning their duties. The URL is:

<http://ebi.euroleague.net/>

- 5.2.** All official communications will be posted on the EBI Unified Scorers Platform.

#### **6. Hardware Requirements**

The Company will inform the club regarding the minimum hardware requirements. Each club will provide their unified scorers with the necessary hardware.

## **7. Software Requirements**

The software to be used will be provided by the Company's IT and Statistics Department and available on the EBI Unified Scorers Platform. It must be downloaded by each unified scorers crew chief, who will follow the guidelines established in the installation manuals. It is recommended that other unified scorers also download the software. The Company's IT and Statistics Department will provide help as required and will answer any questions or doubts that they may arise regarding the installation and/or use of the software. Additional documentation and user guide material are distributed during the Pre-Season Unified Scorers Meeting as well as available on the EBI Unified Scorers Platform.

## **8. Pre-Game Procedures**

### **Game Clock**

### **Event**

- |        |  |
|--------|--|
| -90:00 | Timer arrives at the scorer's table, verifies that the electronic equipment is working correctly and starts the game clock countdown.  |
| -75:00 | Data entry scorer, caller/backup 1 and caller/backup 2 arrive at the scorer's table, log in to Skype and contact the Company's IT and Statistics Department. All hardware and software must be verified as working correctly. Communication lines must be tested, including the dedicated cabled internet connection. The backup must inform the Company's IT and Statistics Department by Skype regarding any incidents that may have occurred during the set-up. |
| -60:00 | Referees lead pre-game meeting together with all unified scorers in the referees locker room.  |
| -30:00 | Unified scorers take their seats at the scorer's table; team managers submit the Authorisation List, Game List and passports to the data entry scorer; Euroleague Basketball delegate cross checks the Authorisation List, Game List and passports to ensure that they are correct.  |
| -11:00 | Head coaches will indicate the starting fives to the data entry scorer and sign the scoresheet.  |

## 9. In-Game Procedures

### **Game Clock**

### **Event**

Always

Callers manually call all actions clearly and loudly with a constant volume, speed and pitch. Callers will both have a pen and paper to use shorthand to annotate all actions they call. Callers will perform a player check at the start of every period, after time-outs and after free-throws.

Data entry scorer will enter all actions called by the callers, watching the game action in order to see the location of all field goal attempts. Data entry scorer will confirm the correctness of each player check with the callers. Only those applications authorised by the Company's IT and Statistics Department can be running on the computer.

Backup will assist the caller when multiple actions occur in a short space of time as well as identifying the player to be charged with a foul drawn. Caller/backup 2 will use the Instant Replay Monitor to verify the correct call(s) at the next available opportunity following any action that is missed/unclear. Caller/backup 1 must check the Skype application frequently for any messages from the Company's IT and Statistics Department.

For any discrepancy the caller/backup 1 will inform the Company's IT and Statistics Department immediately via Skype, who in turn will inform the Company's Competition Department immediately. The Company's IT and Statistics Department will then inform the caller/backup 1 how to proceed.

The timer will assist the data entry scorer with all manual duties that are contained within the Official Basketball Rules:

- Notify a referee immediately when five fouls are charged against any player
- Notify a referee immediately when a coach should be disqualified
- Notify a referee immediately when a player has committed two technical fouls or two unsportsmanlike fouls
- Notify a referee when a time-out opportunity exists after a team has requested one
- Notify the coach through a referee when the coach has no more time-out(s) left in a half or extra period
- Operate the alternating possession arrow
- Effect substitutions

<b>Game Clock</b>	<b>Event</b>
-------------------	--------------

Half-time	Data entry scorer prints 2x copies of the scoresheet and gives these to the callers; the caller/backup 1 and caller/backup 2 manually accumulate the individual points, fouls and score by period on the copies of the scoresheet and compare these with the scoreboard.
-----------	--

Data entry scorer takes the scoresheet to the referees locker room and gives it to the officiating crew chief, who reviews the scoresheet before returning it to the data entry scorer.

**10. Post-Game Procedures**

If the Company's IT and Statistics Department identifies that the scoresheet has not been recorded in accordance with the FIBA Official Basketball Statisticians' Manual, the unified scorers will review the DVD recording of the game provided by the home club to correct the mistakes before re-sending the data immediately following the conclusion of the game.

<b>Game Clock</b>	<b>Event</b>
-------------------	--------------

+00:00	Backup sends the final score via Skype to the Company's IT and Statistics Department; unified scorers remain at the scorer's table.
--------	---

+05:00	Data entry scorer prints two copies of the scoresheet and gives these to the callers; the caller/backup 1 and caller/backup 2 manually accumulate the individual points, fouls, score by period on the photocopies of the scoresheet and compare these with the scoreboard.
--------	---

For any discrepancy the backup will inform the Company's IT and Statistics Department immediately via Skype, who in turn will inform the Company's Competition Department immediately. The Company's IT and Statistics Department will then inform the backup how to proceed; all subsequent timings are modified.

<b>Game Clock</b>	<b>Event</b>
+15:00	Data entry scorer takes the scoresheet to the referees locker room and gives it to the officiating crew chief, who reviews the scoresheet, adding the officials' report in case of incident/protest.
+20:00	Referee and umpire sign the scoresheet, after which the officiating crew chief signs the scoresheet; the data entry scorer prints two copies of the scoresheet and the technical court coordinator gives a copy to each team manager; data entry scorer sends completed scoresheet to the Company.
+25:00	Backup logs off Skype after receiving confirmation from the Company's IT and Statistics Department; unified scorers leave scorer's table.

## **11. Infringements**

Any infringement of the above may be considered as a minor infringement as stipulated in Chapter II Section I of the Euroleague Basketball Disciplinary Code.

**APPENDIX IV**

**DRAW CRITERIA AND PROCEDURE**





## **DRAW CRITERIA AND PROCEDURE**

### **REGULAR SEASON DRAW**

#### **Group Draw**

The draw will be held according to seeds.

- The 36 teams qualified for the Eurocup Regular Season will be divided into two geographical conferences of 18 teams each, and the teams in each conference will be divided into six seeds with three teams in each.
- The performance of teams in European competitions during a three year period will be used. Each club will get 2 points for a win and 1 point for a tie or loss from the Regular Season onwards. 2 bonus points are allocated for reaching the last 16, 2 bonus points are allocated for reaching the last 8, 1 bonus point is allocated for reaching the last 4, 1 bonus point is allocated for reaching the Final. The Club Ranking consists of the sum of the club coefficients from the last three years. The results of the worst performing team from each country/league will be added together every year to create a position for that country/league in the Club Ranking. This is the lowest possible position that any club from that country/league can occupy in the draw.
- If two or more teams have the same Club Ranking, the tie will be resolved by the total number of wins during the three year period. Should a tie persist, the final standings in the Euroleague and if necessary Eurocup from the previous season will be used to break the tie. Should a tie still persist, the final standings in the domestic championship from the previous season (after the playoffs) will be used to break the tie. Should a tie still persist, a draw will be used to break the tie, with the Company determining the method for the draw.
- Within each conference, the first three teams from this Club Ranking participating in the Regular Season will be 1 Seeds, the next three 2 Seeds, the next three 3 Seeds, the next three 4 Seeds, the next three 5 Seeds, and the remaining three teams will be 6 Seeds.

#### **Group Draw Restrictions**

The restriction when drawing the teams into groups is the following:

- Two teams from the same country cannot coincide in the same Regular Season group. For these purposes, teams coming from the Adriatic League will be considered as teams coming from the same country.

## **Group Draw Procedure**

- Teams from one conference will be drawn one by one from an urn containing only those in the same Seed, from the 1 Seeds through to the 6 Seeds, until all 18 have been selected, and then the same process will be repeated for the other conference.
- For each spot drawn, the urn will be emptied and refilled with only those teams from the same Seed, taking into consideration any restrictions.
- When drawing teams from the 2 Seeds through to the 6 Seeds, only those teams from a country different than the ones already drawn into the Group will be placed in the urn.
- e.g.1. If a spot is to be drawn into a Group where there is already a team from a specific country, the teams from the country in question will not be placed in the urn.
- e.g.2. If a spot is to be drawn into a Group and a certain team(s) cannot be drawn in a later Group, this team(s) will be the only one(s) placed in the urn.
- A team may be placed directly into a Group in order to follow the restrictions mentioned above.

Drawing the teams as explained above, will allow restrictions to be respected until it is physically impossible, and will eliminate all possibilities of a blocked situation.

## **Calendar Draw**

A random computer draw will determine the final position of teams within their group.

- The match-up calendar for the Regular Season will be drawn electronically by allocating letters from A to F to the teams of each group. This will establish the match-ups for the entire Regular Season.
- The Regular Season games will be held according to the following chart:

Round 1	<b>F-C</b>	<b>D-B</b>	<b>E-A</b>	Round 6
Round 2	<b>A-F</b>	<b>B-E</b>	<b>C-D</b>	Round 7
Round 3	<b>F-D</b>	<b>E-C</b>	<b>A-B</b>	Round 8
Round 4	<b>F-B</b>	<b>C-A</b>	<b>D-E</b>	Round 9
Round 5	<b>E-F</b>	<b>A-D</b>	<b>B-C</b>	Round 10

Non-Coincidence Letters: (when one team plays at home, the other plays away)  
A with D; B with F; C with E.

### **Calendar Draw Restrictions**

- Teams playing in the same city/arena: The non-coincidence letters will be allocated to teams that play in the same city/arena, so that when one team plays at home the other will play away.

### **LAST 32 CALENDAR DRAW**

A random computer draw will determine the final position of teams within their group.

- The match-up calendar for the Last 32 will be drawn electronically by allocating letters from A to D to the teams of each group. This will establish the match-ups for the entire Last 32.
- The Last 32 games will be held according to the following chart:

Round 1	A-C	B-D
Round 2	D-A	C-B
Round 3	C-D	A-B
Round 4	D-C	B-A
Round 5	C-A	D-B
Round 6	A-D	B-C

Non-Coincidence Letters: (when one team plays at home, the other plays away)  
A with D; B with C.

### **Calendar Draw Restrictions**

- Teams playing in the same city/arena: The non-coincidence letters will be allocated to teams that play in the same city/arena, so that when one team plays at home the other will play away.



**APPENDIX V**

**DECLARATION  
OF SOUND FINANCIAL POSITION**



**APPENDIX V****DECLARATION OF SOUND FINANCIAL POSITION**

I, ....., with professional address at ..... and national identity card number ....., in my condition of ..... of the club ....., HEREBY DECLARE ON BEHALF OF THE CLUB AND UNDER MY OWN RESPONSIBILITY THAT:

- I am empowered to act on behalf of the club and issue this certificate.
- The club has not been declared bankrupt or insolvent by any competent body in its home country.
- The club has not entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity.
- The club is not in a situation in which it is obliged under law to file an insolvency proceeding or be entered into liquidation or dissolution, winding up or any similar proceeding in its jurisdiction.
- The club does not have any outstanding debts with players, coaches, employees, any other club participating in the Euroleague Basketball competitions, Euroleague Properties S.A. and/or the company designated by Euroleague Properties S.A. to manage the Euroleague Basketball competitions (hereinafter the "Company"), and/or any tax or social authorities unless a write-off plan has been approved by the Company.

Signed in [place] on [date]

**[The Club]**

By: .....

Title: .....

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**[Auditing Firm]**

By: .....

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**APPENDIX VI**

**DECLARATION  
OF SOUND LEGAL POSITION**



**APPENDIX VI****DECLARATION OF SOUND LEGAL POSITION**

I, ....., with professional address at ..... and national identity card number ....., in my condition of ..... of the club ....., HEREBY DECLARE ON BEHALF OF THE CLUB AND UNDER MY OWN RESPONSIBILITY THAT:

- The club, either directly or indirectly:
  - a) does not hold or deal in the securities or shares of any other club participating in the Euroleague Basketball competitions, or
  - b) is not a member of any other club participating in the Euroleague Basketball competitions, or
  - c) is not involved in any capacity whatsoever in the management, administration and/or sporting activity of any other club participating in the Euroleague Basketball competitions, or
  - d) does not have any power whatsoever in the management, administration and/or sporting activity of any other club participating in the Euroleague Basketball competitions.
- No person involved in any capacity whatsoever in the management, administration and/or sporting activity of the club is at the same time, either directly or indirectly, involved in any capacity whatsoever in the management, administration and/or sporting activity of more than one club participating in the Euroleague Basketball competitions. In addition, no person involved in the management of the club holds or deals, either directly or indirectly, in the securities or shares of any other club participating in the Euroleague Basketball competitions.
- No person directly or indirectly by themselves or involved in any company representing players and/or coaches holds or deals in the securities or shares of the club or has any power whatsoever in the management, administration and/or sporting activity of the club.

Signed in [place] on [date]

**[The Club]**

By: .....

Title: .....

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**APPENDIX VII**

**COMMON ACCOUNTING  
REGULATIONS**



**APPENDIX VII****COMMON ACCOUNTING REGULATIONS****IMPLEMENTATION PHASES I AND II****Article 1. Introduction**

The explanation and specification of homogeneous accounting criteria for all the Eurocup clubs is necessary when analysing the economic stability of these clubs.

The analysis of this economic stability must be measured by financial parameters so that the information obtained can be compared with appropriate reliability.

**Article 2. Objectives**

We start from the basis that the Eurocup is a whole in which the problem of a particular club has influence on the other clubs, and therefore on the system, which can be affected in the economic and sporting areas or even damaged or favoured in terms of image.

We can divide the goals into two categories:

**a) Short-term goals (corresponding to Phase I)**

- Provide information (starting point for all studies).
- Homogenise the documents (transforming the information provided).
- Provide the system with the strictest confidentiality.

**b) Medium- and long-term goals (corresponding to Phase II).**

These goals are aimed at the clubs taking advantage of the setting derived from the development and enrichment of the competition. This will enable them to increase their revenues and give a greater security to their financial structures in view of the possible market instability in the future. Thus, the continuity in the Euroleague Basketball competitions will be guaranteed for each season.

In those countries in which the leagues have established some analogous regulations, a mutual agreement will be reached to avoid duplications and guarantee the correct coordination between these regulations and the Common Accounting Regulations.

### **Article 3. Documentation and Deadlines**

Each club will submit the following documents to the Management Control Commission:

**3.1.** Financial statements of the club in accordance with the criteria established in Exhibit A and Exhibit B hereto, which will include:

a) No later than 15 May (X season):

The club must present the following information regarding the three seasons immediately preceding the season for which it is applying for a licence (Y season).

- Audited Closing P&L Account of the two seasons immediately preceding the X season.
- Audited Closing Balance Sheet of the two seasons immediately preceding the X season.
- Closing Balance Sheet Forecast dated 30 June of the X season.
- Closing P&L Account Forecast dated 30 June of the X season.

Those clubs that have already provided some of the documents requested above because of their participation in the Euroleague Basketball competitions in the two immediately preceding seasons will not need to submit these documents again.

b) No later than 30 September (Y season):

- Budgeted P&L Account of the season in which the club is participating in the Eurocup.
- Closing Balance Sheet and P&L Account of the X season, comprising a summary of significant accounting information and other explanatory notes.



c) No later than 30 November (Y season):

- The financial statements of the X season, duly audited by an independent auditing firm.

d) No later than 30 January (Y season):

- Update of the Budgeted P&L Account. This update will highlight any changes that can affect their current season Budgeted P&L Account, which was submitted no later than 30 September.

All documents provided by the club will be in English and all financial amounts will be in euros.

### **3.2. Sound Financial Position**

No later than 15 May (X season):

Provision of an express declaration of sound financial position of the club, certified by an auditing firm, stating the following:

- a) The club does not have any outstanding debts ("outstanding debts" mean due and legally enforceable debts) with players, coaches, employees, any other club participating in the Euroleague Basketball competitions, Euroleague Properties S.A. (hereinafter "EP") and/or the company designated by EP to manage the Euroleague Basketball competitions (hereinafter the "Company"), and/or any tax or social authorities.
- b) The club has not been formally declared bankrupt or insolvent by a competent body in its home country, has not entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or is not in a situation in which it is obliged under law to file an insolvency proceeding or be entered into liquidation or dissolution, winding up or any similar proceeding in its jurisdiction.

#### **Article 4. Analysis and Assessment of Documents**

At first, the Management Control Commission would provide the economic and financial outline. Through this outline the foundations will be laid for the study and analysis of the situation of each club, in order to detect its strong and weak points.

The reports on analyses based on parameters will be provided. They will have to be completed according to the following criteria (IAS criteria):

Going Concern: financial statements prepared on the assumption that the club is a going concern and will continue in operation for the foreseeable future;

Accrual Basis of Accounting: transactions and events are recognised when they occur (and not when cash or its equivalent is received or paid) and they are entered in the accounting records and reported in the financial statements of the period to which they relate;

Consistency: the presentation and classification of items in the financial statements will be retained from one period to another;

Offsetting: assets and liabilities will not be offset;

Relevance: financial statements provide information that is relevant to the decision-making needs of users; and

Reliability: financial statements represent faithfully the result and the financial position of the club and reflect the economic substance of events and transactions and not merely the legal form. They are also neutral (free from bias), prudent and complete in all material aspects.

The information presented by the clubs must be adapted to the standards set by the Management Control Commission in those cases in which the local legislation does not establish the accounting criteria mentioned in the previous paragraphs.

#### Implementation of the Financial and Economic Regulations

The implementation phases of the financial criteria are the following:

- Phase I: In force since the 2015–16 season.
- Phase II:

This Phase complements Phase I. The objective is to make possible the medium- and long-term goals proposed in Article 2.

#### **Article 5. Management Control and Supervision Bodies**

The bodies responsible for management control, decision-making and supervision will be the following:

- a) Management Control Commission

This commission will be composed of:

- The President of the Financial Commission.
- Three members economically independent of and without any working relationship with the clubs, who will be appointed by the Euroleague Basketball CEO. These members must be experts of recognised prestige in finance and accounting. They must also know the particularities of basketball clubs.

Duties:

- Defining the general accounting criteria applicable to the clubs.
- Defining the specific accounting criteria applicable to those clubs that are not incorporated as limited companies.
- Creating the documents that the clubs must complete and send regularly.
- Requiring complementary documents and explanations when they consider it appropriate and/or appointing accounting and auditing experts to review the documentation at the club's offices.
- Elaborating, by 30 December each season, a report about the documentation submitted by the clubs participating in the Eurocup determining whether they will be authorised to participate in the following Eurocup season in the case that these clubs show signs of doubtful financing and poor economic feasibility.
- Deciding on conducting compliance audits of the clubs at any time in order to ensure that they are fulfilling their obligations.
- Conclude, with the consent of the club, a settlement agreement.
- Submitting to the corresponding governing bodies proposals for any actions to be taken.

In carrying out these duties, the Management Control Commission will ensure equal treatment to all clubs and will at all times bear in mind the overall objectives of these regulations, in particular to defeat any attempt to circumvent these regulations and their objectives.

## **b) Auditing Firm**

An external auditing firm (one of the top four on an international level) independent of the clubs will be selected by tender to operate upon appointment by the Company at the club's expense.

Duties:

- Checking the reliability of the data appearing in the reports provided by the clubs.

- Guaranteeing that the statements presented to the fiscal and social security bodies are correct and that the player salaries stated are the actual ones.
- In short, verifying and certifying the information provided by the clubs.
- In the event that the information is not accurate, the Management Control Commission will propose the stipulated sanctions. Sanctions will be applied according to the gravity of the infringement.

### **Article 6. Confidentiality**

All the information provided by the clubs will be processed by the different bodies with the utmost confidentiality.

### **Article 7. Cancellation or Suspension of the Right to Participate in the Eurocup**

From a financial point of view, a club may not have the right to participate in the Eurocup if one or more of the following circumstances occur:

- a)** If the club repeatedly fails to submit the reports within the period established.
- b)** If the club has any outstanding debts (non-fulfilment of the payment deadline) derived from transfer activities with any other club participating in the Euroleague Basketball competitions.
- c)** If the club has any outstanding debts with players.
- d)** If the club has been formally declared bankrupt or insolvent by a competent body in its home country or has entered into liquidation or dissolution or any similar proceeding affecting the course of its activity.
- e)** If the final Annual Accounts presented by the club have not been audited.

The circumstances stated in b) and c) will not be cause of cancellation or suspension of the right to participate if an alternative write-off plan or a debt recovery plan is agreed and signed between the parties involved. Said circumstances will only be cause of cancellation or suspension of the right to participate should the club's national legislation not ensure the efficiency of the recovery.

**EXHIBIT A**  
**BALANCE SHEET**

ITEMS TO DETAIL IN THE BALANCE SHEET:

**Equity and Liabilities**

**Equity**

- **Share capital** (see Note 1 enclosed)
- **Reserves (legal and other reserves)**
- **Retained earnings/accumulated deficit brought forward**
- **Net profit/loss of the season**

**Current Liabilities (< or =1 year)**

- **Loans** (see Note 2 enclosed)
- **Liabilities towards employees** (see Note 3 enclosed)
- **Liabilities from player transfers** (see Note 4 enclosed)
- **Liabilities towards associated companies and other related parties**
- **Trade payables**
- **Liabilities towards Tax Authorities** (see Note 5 enclosed)
- **Prepayments received**
- **Provisions (taxes, pensions, others)**
- **Other current liabilities**

**Non-Current Liabilities (> 1 year)**

- **Liabilities towards employees** (see Note 3 enclosed)
- **Liabilities from player transfers** (see Note 4 enclosed)

- **Liabilities towards associated companies and other related parties**
- **Trade payables**
- **Liabilities towards Tax Authorities** (see Note 5 enclosed)
- **Prepayments received**
- **Provisions (taxes, pensions, others)**
- **Loans** (see Note 2 enclosed)
- **Other non-current liabilities**

## **Assets**

### **Current Assets**

- **Cash and cash equivalents**
- **Accounts receivable**
  - Trade receivables
  - Player transfers
  - From associated companies and other related parties
  - From Tax Authorities
- **Accrued income or prepaid expenses**
- **Inventories**

### **Non-Current Assets**

- **Tangible fixed assets.** *This item must be divided into categories (see Note 6 enclosed).*
- **Financial investments** *(see Note 7 enclosed)*
- **Intangible fixed assets**
  - Trademarks or other patents
  - Goodwill
  - Player registrations
  - Prepayments made for acquisition of players
- **Other items.** *These will follow accounting criteria commonly accepted (see Note 8 enclosed).*

### **ENCLOSED NOTES**

1. **Share capital.** The type of company and capital structure (shares, interests, single-member company...) must be included.

2. **Loans or bank overdrafts.** The reason for the debt and its repayment period must be detailed, as well as the loan holder.
3. **Liabilities towards employees.** The reason for the debt and its creditors must be mentioned, as well as the deadline by which the debt must be repaid.
4. **Liabilities from player transfers.** The name of the player who is the origin of the debt and the name of the club involved must be detailed, as well as the deadline by which the debt must be repaid.
5. **Liabilities towards Tax Authorities.** The type of tax and the deadline by which the debt must be repaid will be specified.
6. **Tangible fixed assets.** The repayment period (elapsed and remaining period) must be included in each category.
7. **Financial investments** (*in associated companies and other related parties, other loans, deposits, securities, etc*).
8. **Other items.** The items of a relative importance in their accounting records must be mentioned.



## **EXHIBIT B** **P&L ACCOUNT**

### ITEMS TO SPECIFY IN THE P&L ACCOUNT:

#### **Revenues**

#### **Turnover**

- **Ticket sales.** The ticket sales of the Eurocup must be separated from those corresponding to the Domestic Championship, season tickets and other competitions in which the club may participate, friendly games, etc.
- **Merchandising and catering.** The total revenues from merchandise sales must be separated from the revenues from catering services at the arena.
- **Advertising.** Amount corresponding to the revenues from advertising during the season (*see Note 1 enclosed*).
- **Sponsorship.** Amount corresponding to the revenues obtained by the sponsor or sponsors of the club. If there is more than one sponsor, their name, business sector and sponsorship amount will be detailed.
- **Eurocup audiovisual rights**
- **Other TV broadcasts**
- **Revenues from the public sector** (*see Note 2 enclosed*)
- **Transfers.** Player transfer fees, etc.
- **Other revenues.** The clubs must detail all sources of revenues above 100,000 euros each.

#### **Other Operating Income**

- **Non-professional and youth competitions**
- **Third-party contributions** (owners, shareholders, etc)
- **Other income.** The clubs must detail all sources of income above 100,000 euros each.

## **Extraordinary Revenues**

- **Extraordinary revenues.** *This item must include a note.*

## **Loss of the Season**

### **Expenses**

#### **Operating Expenses**

- **Staff expenses.** The item of salaries must be divided into salaries of the players, coaches and technical staff and salaries of the remaining staff (*see Note 3 enclosed*).
- **Overheads.** In this item, the expenses related to the maintenance of the arena must be separated from the other overheads (*cost of material*).
- **Competition expenses.** This item must include the officiating expenses (the Eurocup expenses will be separated from those corresponding to the Domestic Championship), licence expenses, etc.
- **Merchandising and advertising**
- **Transfers.** Player transfer fees. Fees paid to the clubs and agents. This item must be specified per club/player.
- **Travel expenses.** The trips (flight tickets, accommodation...) corresponding to the Eurocup competition will be separated from the other competitions in which the club participates.
- **Financial expenses** (*see Note 4 enclosed*)
- **Tax-related expenses** (*see Note 5 enclosed*)
- **Depreciations and write-offs.** Player registrations (if they appear as amortisable assets), tangible fixed assets, financial investments, intangible fixed assets.
- **Other expenses** (*see Note 6 enclosed*)

#### **Extraordinary Expenses**

- **Extraordinary expenses** (*see Note 6 enclosed*)

## **Profit of the Season**

### ENCLOSED NOTES

- 1. Advertising.** If it is contracted per game, the amount corresponding to the Eurocup games must be specified in the notes. If it is determined by contracts that include all competitions, these contracts must be detailed.
- 2. Revenues from the public sector.** The type of body (town, province or state) must be specified, as well as the amount that each of them contributes.
- 3. Staff expenses.** The top salary (the highest one) must be specified and must be shown separately with all bonuses and game premiums.
- 4. Financial expenses.** The reason for these expenses must be specified (loan for renovation, financing of future revenues...).
- 5. Tax-related expenses.** The applicable percentage of the corporate tax must be specified.
- 6. Other expenses and extraordinary expenses.** The origin of these expenses must be mentioned.
- 7.** Revenue and expense transactions from related parties must be adjusted to reflect their fair value.

For the purpose of the break-even result, the club must determine the fair value of any related party transactions. If the estimated fair value is different from the recorded value, the revenues must be adjusted accordingly, taking into account that no upward adjustments can be made to the revenues.

Examples of related party transactions that require a club to demonstrate their estimated fair value include but are not limited to:

- Sale of sponsorship rights by a club to a related party;
- Any transaction with a related party whereby goods or services are provided to a club.



**APPENDIX VIII**

**CRITERIA REQUIRED  
FOR REPORTING ATTENDANCE  
AND REPORTING FORM**



**APPENDIX VIII****CRITERIA REQUIRED FOR REPORTING ATTENDANCE AND  
EUROLEAGUE BASKETBALL ATTENDANCE REPORTING FORM**

Being liable to modifications from time to time, the criteria required for reporting attendance are as follows:

- a)** Following each game, teams must report “accurate attendance” on the official stats. This report must be the total of:
- i.** Paid season tickets, divided into premium seating and general seating;
  - ii.** Paid ticket packages/mini-plans, divided into premium seating and general seating;
  - iii.** Group tickets, divided into premium seating and general seating;
  - iv.** Paid single-game tickets sold for each game, divided into premium and other price categories;
  - v.** All complimentary tickets distributed. These tickets will be divided into premium seating, general seating and commercial tickets (contractual).

Complimentary tickets do not include people who work at the games and who do not have tickets (such as players, coaches, medical staff, concessions workers, cleaners, ushers, security, etc). However, staff members that have tickets with assigned seats will be included.

- b)** On the official Euroleague Basketball Attendance Reporting Form, the same totals will be used. Item “v” above will also be based on an accurate count.
- c)** Separately from the numbers above, all clubs must take whatever steps are necessary to accurately and precisely count the number of attendees at each game (people who actually attend the game), through means of hand counting ticket stubs, implementing turnstile counters or bar code counters, or through such other means as the club desires as long as all entries are precisely counted and such count does not include people who are present at the game for the production of the event as described in a) v. above.

- d) Below is an example of the Euroleague Basketball Attendance Reporting Form, which is available at the following link: <https://events.euroleague.net/attendance/index.do>

	(a)
Full Season Tickets Sold	
<b>Full Season Tickets (e)</b>	
General Seating	
Premium Seating (f)	
Total	
<b>Mini-Plans (g)</b>	
General Seating	
Premium Seating	
Total	
<b>Groups (h)</b>	
General Seating	
Premium Seating	
Total	
<b>Single Game Tickets</b>	
<€10 <sup>(*)</sup>	
€11 - €20	
€21 - €30	
€31 - €40	
>€41	
Premium	
Total	
<b>Complimentary Tickets</b>	
Public Entities	
Club Staff	
Euroleague	
Commercial (i)	
Total	
<b>TOTAL</b>	
No-Shows (j)	
<b>TURNSTILE (TOTAL - No-Shows)</b>	



**APPENDIX IX**

**EUROCUP**  
**CORPORATE IMAGE MANUAL**



# Identity Reproduction

## Logo Structure

To have a common vocabulary about identities, the following are the most often used terms when dealing with Eurocup media and messaging:

### The Symbol

The abstract visual that identifies the Eurocup is the symbol. It is often referred to as the “Cupball.”

### The Logotype

The custom-drawn “Eurocup” is the logotype.

### The Lock-Up

The symbol and logotype are used together to form the lock-up.

The horizontal lock-up is the preferred logo treatment for Eurocup. When the horizontal treatment is not practical for your graphic requirements, the secondary vertical lock-up may be used.

During the introductory period of the new identity, it is imperative the full name and lock-up be used to foster brand recognition.

**Do not use the Cupball symbol without the logotype.** This is only permissible when approved by the Company under extraordinary circumstances.

## Primary – Horizontal Lock-Up



## Secondary – Vertical Lock-Up



## The Cupball Symbol

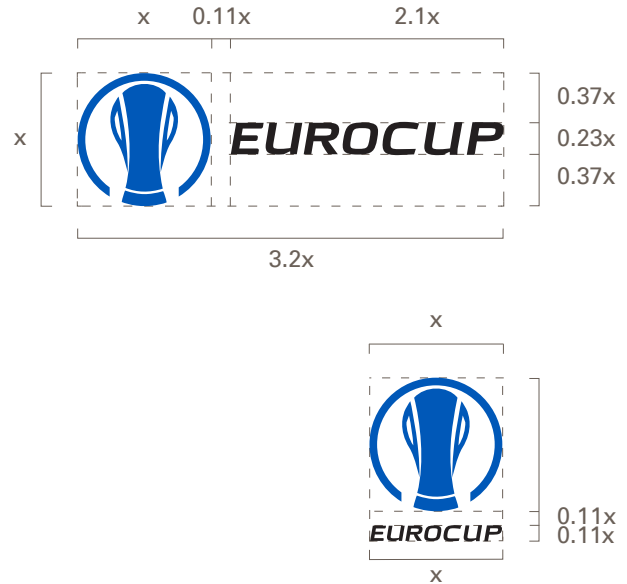


# Logo Structure and Clear Space

## Logo Structure

Each component is a critical piece of the logo and must keep the same ratio with the others.

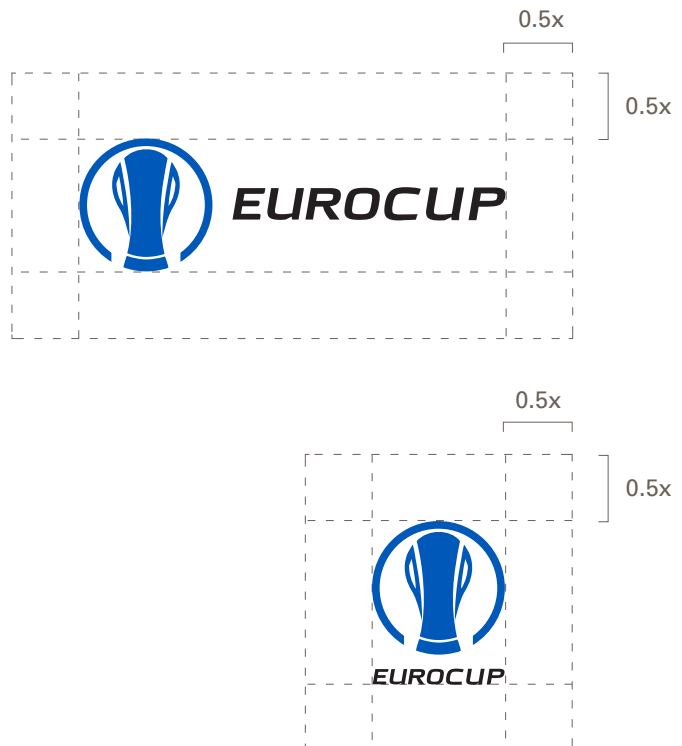
An “x-height” is provided as a means of calculating the correct size, proportion, and position of elements within the logo. The x-height for the Eurocup logo is equivalent to the height of the Cupball symbol.



## Minimum Clear Space

Always maintain the minimum clear space around the logo to preserve its integrity. The Eurocup logo must never appear to be linked to or crowded by photographs or graphic elements.

The x-height determines the appropriate amount of clear space around the logo at all sizes. This must be the equivalent of 0.5x and equal on all sides.



# Minimum Size Requirements

## Minimum Size

To ensure the integrity of the Eurocup logo, it must never be reduced in smaller sizes than those shown on this page. Any further reduction would impair its legibility.

Less precise reproduction methods may require the minimum size to be even greater than the sizes identified here. The Company must approve the application before reproduction in these special cases.

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### Print



20 mm Wide



12 mm Wide

---

### Screen



113 pixels or 40 mm Wide



50 pixels or 18 mm Wide

# Identity Variations

## Logo Artwork

There are several varieties of the Eurocup logo. Choose the logo that is most appropriate and clearly visible on the required background. Each logo version is displayed below and listed with corresponding file names.



horiz-white-bw



horiz-black-bw



horiz-positive-original\*



horiz-negative-colour-original\*



horiz-negative-colour-plain



horiz-positive-colour-plain



vert-white-bw



vert-negative-colour-plain



vert-negative-colour-original\*



vert-black-bw



vert-positive-colour-plain



vert-positive-colour-original\*

\*For use only by the Company.

## Identity Variations

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### Two-Colour Options, Primary Logo. Original.



**Primary Logo — Horizontal, positive colour Original.** For use on a white background. This is the preferred logo/background combination for Eurocup.  
**For use only by the Company.**



**Primary Logo — Horizontal, negative colour Original.** For use on practical applications where a brand contrast is essential, such as backboards or other dark backgrounds.  
**For use only by the Company.**

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### Two-Colour Options, Primary Logo. Plain.



**Primary Logo — Horizontal, positive colour plain.**



**Primary Logo — Horizontal, negative colour plain.**

---

### One-Colour Options, Primary Logo.



**Reverse logo on black or other colours/images that provide an acceptable contrast.**



**Black.**

---

**Two-Colour Options, Secondary Logo. Original.**



**Secondary Logo — Vertical, positive colour original.** For use on a white background.  
**For use only by the Company.**



**Secondary Logo — Vertical, negative colour original.** For use on light background colours.  
**For use only by the Company.**

---

**Two-Colour Options, Secondary Logo. Plain.**



**Secondary Logo — Vertical, positive colour plain.**



**Secondary Logo — Vertical, negative colour plain.**

---

**One-Colour Options, Secondary Logo.**



**Reverse logo on black or other colours/images that provide an acceptable contrast.**



**Black.**

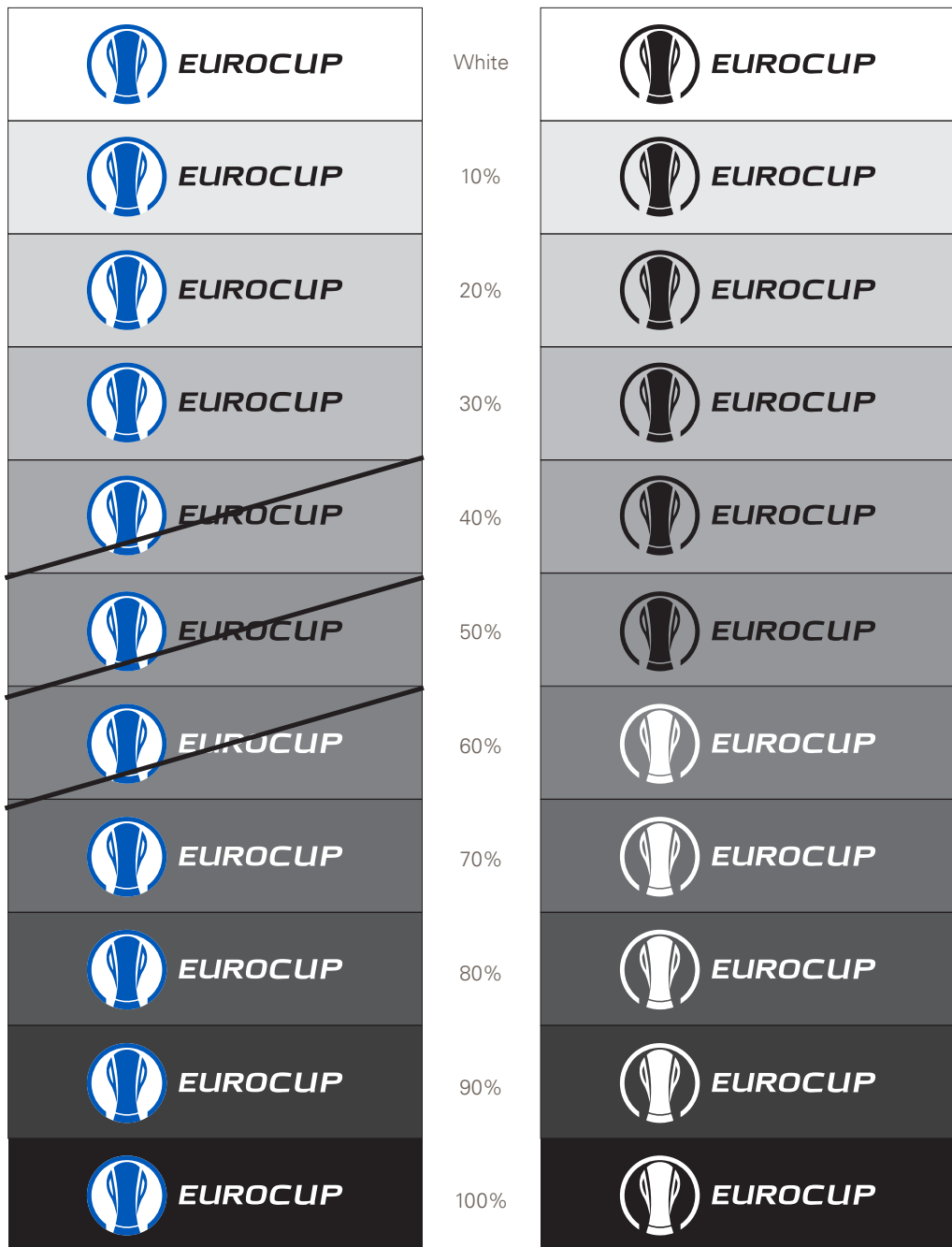


# Contrast Recommendations

## Logo on Different Grey Tones

For the most effective colour usage, check the diagrams below. For light backgrounds (0-30%), use the primary logo with white fill. For black or dark grey backgrounds (70-100%), use the logo with reverse white text and no fill. If the logo lacks contrast against the background (40-60%), use the one-colour version instead to ensure maximum legibility.

The horizontal logo on a white background (Primary Logo — Horizontal, positive colour plain) is the preferred treatment.



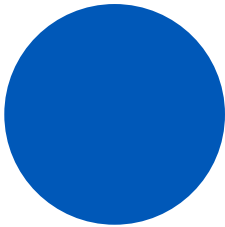
# Colour Palette

## Approved Eurocup Colours

It is important that Eurocup maintains a consistent appearance of identity and all visual communications across various media types and materials. Using colours consistently in all communications will strengthen brand recognition, create impact and help differentiate information.

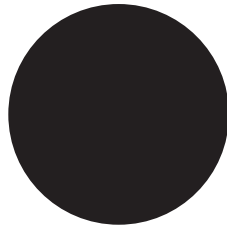
---

### Primary Colours



#### **Eurocup Blue**

Pantone 2935C  
C:98 M:59 Y:0 K:0  
R:5 G:104 B:255

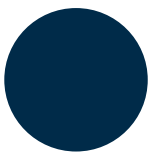


#### **Eurocup Black**

Black  
C:0 M:0 Y:0 K:100  
R:0 G:0 B:0

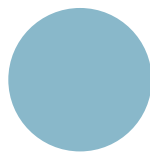
---

### Secondary Colours



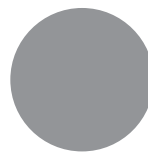
#### **Dark Blue**

Pantone 7463  
C:100 M:45 Y:0 K:65  
R:27 G:57 B:90



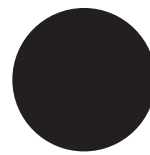
#### **Light Blue**

Pantone 550  
C:40 M:0 Y:0 K:20  
R:97 G:149 B:177



#### **Grey 50%**

Black at 50%  
C:0 M:5 Y:15 K:35  
R:170 G:165 B:150



#### **Black**

Black  
C:0 M:0 Y:0 K:100  
R:0 G:0 B:0

# Background Guidelines

## Print and Web Applications

Background colours and images can easily overpower or compete with the Eurocup brand.

**The preferred treatment of the Eurocup brand is the two-colour horizontal logo on an open, white background.**

For added flexibility, a logo version is available where the interior of the Cupball symbol is filled with white. This version must be used on light, neutral background colours.

If the logo must be placed on a dark background, you may use the reverse version of the logotype. Or use the appropriate one-colour adaptation of the logo (see Contrast Recommendations page).

The logo may only be placed on a background image or pattern if there is sufficient contrast to distinguish the logo from outside elements. This treatment is not recommended.

### Correct Usage



White is the preferred background colour for the logo



The logo with white fill must be used on appropriate, light background colours



The reverse (white) version of the logotype must be used when placed on dark colours



Always position the logo on an image in a way that maintains its legibility

### Incorrect Usage



Never use the primary logo (no fill) on a colour other than white



Never use on a background that renders it unreadable



Never use on a background colour that renders it unreadable



Never use the logo on an image in a way that renders it unreadable

# Broadcast Usage

## Broadcast Applications

With the competing background elements of live footage, a broadcast version of the logo must always be used.

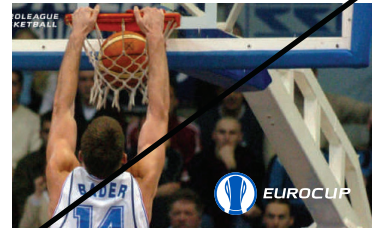
A white version or colour version of the broadcast logotype may be used.

### Correct Usage



Always use the correct broadcast version of the logo: Two-colour, reverse logotype, no fill

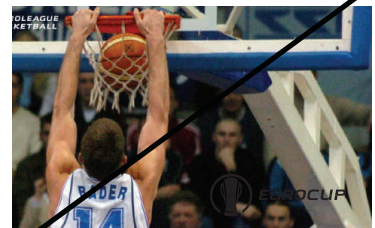
### Incorrect Usage



Never use the reverse logo with white fill. Blue and white do not have enough contrast



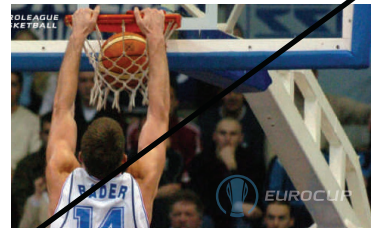
The one-colour reverse logo is acceptable for broadcast



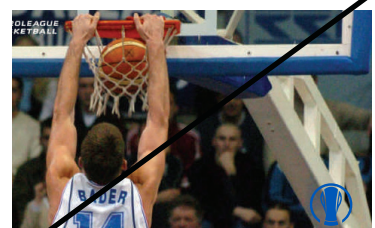
Never use the one-colour black logo



The one-colour reverse logo may be a screened value of white



Never use a screened value of the two-colour logo



Never use the Cupball symbol alone. It must be shown with the Eurocup logotype

# Unacceptable Uses

## Unacceptable Use Examples

Always use the original Eurocup logo artwork. It must never be edited, recreated, or combined with other graphic or typographic elements. Below are some examples of unacceptable usage:

Never substitute the type in the logo



Never alter the colours in the logo



Never use the one-colour logo in a colour other than black or white



Never change the size ratio or positioning of the logo elements



Never use the horizontal lock-up to create a vertical lock-up



Never flip or reposition elements of the logo



Never resize any portion of the logo or logotype



Never add words to the logotype



Never enclose the logo in a border



Never tilt the logo



Never stretch, squeeze or skew the logo



Never add effects such as bevels, textures, or drop shadows



Never create outlines around any part of the logo



Never use a screened version of the two-colour logo



Never fill the interior of the Cupball symbol with black



Never omit the outer ring of the Cupball symbol



Never reverse elements in the logo



Never scan or redraw the logo from existing materials




Never use the Cupball symbol as a bullet or other graphic device

- Item 1
- Item 2
- Item 3

Never make the logo smaller than the stated minimum size



# Typography

	<p><b>Verdana</b></p> <p>A consistent typographic style is essential to create a memorable identity, and also minimises visual brand confusion. It is important that all Eurocup communications be set in the specified type faces.</p> <p>Verdana is available in several weights and styles. It is used for headlines, subheadlines and text in most Eurocup communications, including memos, press releases, advertising and collateral.</p>
---	---

abcdefghijklmnopqrstuvwxyz  
 ABCDEFGHIJKLMNOPQRSTUVWXYZ  
 1234567890\$%&(.,;#!?)

VERDANA REGULAR

**abcdefghijklmnopqrstuvwxyz**  
**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**1234567890\$%&(.,;#!?)**

**VERDANA BOLD**

This type family includes: VERDANA Regular, VERDANA Regular Oblique, VERDANA Bold, VERDANA Bold Oblique.

Do not use VERDANA Condensed or Extended families for any Eurocup communications.

## SAMPLE BODY TEXT

Lor ing elis nosto eui ea con-  
 volortinibn ex ea faccum zzriusc  
 riptnum irilis atio doluptat. Lore  
 facipitlutpat, quatie minim in ea  
 feumdolessequi ea faci blaore tio  
 adiamero odipisi. Duismolor si bla  
 auguero ex eufacidui blam dio  
 ad doloreetamconumsan henit  
 ilis eliquatemolorem il inciliqui  
 sim nonsectemod euisin henim  
 acum. Vullametum vel eummole  
 sendio.

Commod tisis ero er sum diam adit  
 vel dolorperiure commolor adigni  
 malit lupptatue veleniat,  
 quamet, quamcon hender molor  
 sectet esentaccum quat, cor aliqua  
 met prat. Lore ming eugait velenis  
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# **APPENDIX X**

## **MEDIATION REGULATION**



**APPENDIX X****MEDIATION REGULATION**

1. The purpose of the present Mediation Regulation is to set out a fast and informal procedure in which all concerned parties must attempt in good faith to negotiate with each other, with the assistance and mediation of the Euroleague Basketball CEO and/or of a mediator appointed by him, with a view to settling amicably an international dispute related to the hiring and transfer of a player or coach. Any final settlement needs the agreement of all clubs concerned. The present Regulation does not affect the procedure set forth by FIBA in its transfer regulations, which remains the only procedure with a binding outcome.
  
2. In the event of any dispute between clubs of different nationality registered for the Euroleague or the Eurocup arising out of or in connection with the hiring and transfer of one player or coach, the clubs and the player or coach concerned must submit the matter to amicable settlement proceedings under the present Mediation Regulation prior to resorting to any other authority or mechanism of adjudication or settlement. Any other club not registered for the Euroleague or the Eurocup may accept on a voluntary basis to submit to these amicable settlement proceedings. These proceedings are not applicable to purely national disputes and may not affect the rights of third parties.
  
3. Any club commencing Mediation proceedings pursuant to this Regulation shall send to the Euroleague Basketball office a written Request for Mediation, which shall include:
  - a) The names of the parties to the dispute and of the player or coach concerned, and the name, addresses, telephone and fax numbers, and email addresses of attorneys or agents representing them, if any;
  - b) A brief description of the dispute and of any relevant circumstances;
  - c) A copy of any written agreement or contract with the player or coach upon which the requesting club relies;
  - d) A copy of any relevant document, and in particular of the denial of letter of clearance, if any.

The Company will promptly acknowledge receipt of the Request for Mediation and send a copy thereof to all parties concerned.

4. As soon as possible, the Company will consult orally or in writing with all concerned parties and establish the date for a mediation meeting and a short time-limit for submission by each concerned party to the Euroleague Basketball office of a statement summarising the position on the dispute, including a description of all facts and points of law deemed relevant, and annexing any relevant document. The Company will promptly communicate copies thereof to all other parties.
5. The Euroleague Basketball CEO may at any time appoint, revoke or replace a mediator of his choice, who shall be his delegate and shall assist him or substitute for him in performing any tasks under this Mediation Regulation.
6. In cases when a letter of clearance has already been denied by a national federation, clubs in dispute are authorised to submit petitions or appeals to the relevant FIBA bodies for the purpose of avoiding the expiry of any deadline provided by FIBA Regulations. At the same time, the clubs in dispute must request the relevant FIBA bodies to suspend shortly the decision process due to the on-going settlement negotiations between the concerned parties.
7. The Euroleague Basketball CEO or the appointed mediator, with a view to keeping friendly relations between European clubs:
  - a) Will advance the mediation without any formality and as expeditiously and effectively as possible;
  - b) Will facilitate discussion of the issues by the parties and promote the settlement of the dispute in any manner that he believes to be appropriate;
  - c) May adopt any procedural resolutions, make any suggestions or propose any solutions he deems appropriate;
  - d) May discretionally talk or meet with all parties jointly, or separately with one or some of the parties or with any third parties;
  - e) May not impose a settlement or solution of the dispute.

8. Each party shall take part in the Mediation proceedings and negotiate with any other party in good faith and with the utmost fairness and sportsmanship. Each party shall cooperate in good faith with the Euroleague Basketball CEO and with any appointed mediator and shall behave so as to facilitate and expedite the performance of his mandate. In particular, each party must attend any meeting called by the Euroleague Basketball CEO or the appointed mediator, sending a representative having the powers to sign a settlement agreement. The Mediator and the parties should use their best efforts to terminate the mediation proceedings within ten days, with or without a settlement.
  
9. The Mediation proceedings shall be confidential. The Euroleague Basketball CEO and any staff of the Company, the mediator, the parties, their representatives and advisers, experts and any other persons present during the meetings between the parties may not disclose to any third party any information given to them during the mediation, unless required by law to do so. The parties shall not compel the mediator to divulge records, reports or other documents, or to testify in regard to the mediation in any arbitral or judicial or other proceedings. The parties shall not rely on, nor introduce as evidence in any federation proceeding or any arbitral or judicial or other proceedings:
  - a) Views expressed or suggestions made by a party with respect to a possible settlement of the dispute;
  - b) Admissions made by a party in the course of the mediation proceedings;
  - c) Proposals made or views expressed by the Euroleague Basketball CEO or by the appointed mediator;
  - d) The fact that a party had or had not indicated willingness to accept a proposal.
  
10. Parties have always the right to insist on their positions and to declare that they are not willing to accept a settlement agreement; however, they may not withdraw unilaterally from the mediation proceedings. The mediation proceedings shall be terminated:
  - a) By the signing of a settlement agreement by the parties concerned;
  - b) By a written communication to the parties by the Euroleague Basketball CEO or the appointed mediator to the effect that further efforts at mediation are no longer worthwhile;

- c) By the expiry of any deadline set by the Euroleague Basketball CEO or the appointed mediator for the attainment or signature of a settlement agreement.

Upon termination of the mediation proceedings in accordance with b) and c) above, any party to the dispute will have the right to proceed with any available adjudication or settlement proceedings at FIBA or elsewhere.

11. The settlement agreement is drawn up by, or under the supervision of, the Euroleague Basketball CEO or the appointed mediator and signed by him and the parties in as many copies as needed. One signed copy of the settlement agreement shall be kept at the Euroleague Basketball office and each party will receive a signed copy thereof. In the event of any breach of the settlement agreement, a party may rely on such copy before any arbitral, judicial or other authority, in addition to any penalty to be imposed to the breaching party.
12. At any time, the Euroleague Basketball CEO or the appointed mediator may issue a statement informing the Disciplinary Judge of any past or present conduct which, in his opinion, is in breach of the present Mediation Regulation or of any other regulation, rule or agreement or which, in any way, runs counter to sportsmanship, good faith or fair dealing principles. The Disciplinary Judge may impose to any club or player or coach an appropriate sanction in accordance with the applicable Disciplinary Code. The refusal to take part in the mediation proceedings and the breach of the settlement agreement shall be always considered as serious infringements.
13. The mediation proceedings shall be free. Each party will pay its own costs.

**APPENDIX XI**

**EUROCUP**  
**BROADCASTING STANDARDS**





**APPENDIX XI****EUROCUP BROADCASTING STANDARDS****a) Game Production**

Each host broadcaster is required to cover the Eurocup games as follows:

- Produce each Eurocup game with at least six cameras in SD 16:9 or HD (4:3 safe graphics), five cameras for the game action and one camera for the footage of the game clock and 24-second device to be used to apply the Instant Replay System.
- Broadcast the game with international sound, clean signal and the official Eurocup graphics previously provided by EP in English for TV broadcasters from other countries that may air the game.
- Book the DSNG trucks, uplink the signal to the satellite and provide on a free basis the parameters of a satellite available for the rights holders of the visiting team's territory and/or Eurosport S.A.
- Uplink the signal through a minimum of 9Mhz transmission.

Those rights holders of the visiting team's territory who request the feed from the host broadcaster in SD 4:3 are responsible for the down conversion of this feed from SD 16:9 or HD including any associated cost.

**b) Other Requirements**

At the end of each home game, each local host broadcaster must upload a three/five-minute highlights clip of the game produced in broadcast quality to an FTP site, preferably with the following format: H.264/MPEG-4, 4Mbit/s, 1280x720 or 720x576, 25, AAC. This highlights clip will be uplinked to the satellite at the end of the live broadcast.

All rights holders of the visiting team's territory must request the signal for broadcasting the away games to the Company at least seven days before the game date.

Each host broadcaster must deliver one DVD to the Company's TV and New Media Rights Department the day after each home game (with graphics and international sound) only if required.

Each host broadcaster must send a Beta tape of the Eurocup game requested by the Company if required for any use (Euroleague, Eurocup, Eurosport promotions, spots, opening/closing TV sequences, etc).

### **c) Reciprocity System**

The host broadcaster agrees to provide Eurosport S.A. and the rights holders of the visiting team's territory with access to the clean signal of the games, when requested, on a free basis (including the costs connected with the signal –transmission from the venue, space segment and signal reception– or any other costs related to the transmission of the feed).

When both the home and away games of a specific match-up have their TV production guaranteed, the reciprocity in the exchange of signals will apply under the same conditions mentioned above. In the event that the reciprocity system is not implemented, the party that has benefited from the free signal will have to pay the corresponding transmission costs to the host broadcaster.

The Company's TV and New Media Rights Department will assist the different rights holders in the coordination of the exchange of signals of the requested games between the rights holders of the home team's territory, the rights holders of the visiting team's territory and Eurosport S.A., in the case that these games are selected.

### **d) Instant Replay System**

The Instant Replay System is mandatory during the entire season, and it may be used at any time of the game according to the rules set forth in Appendix XIII of the Eurocup Regulations.

Each local host broadcaster will cooperate to apply the Instant Replay System as requested by the Company.

For the implementation of the Instant Replay System it is required a monitor, connected with the OB van, and an English speaking technician also connected with the OB van personnel.

The Company will decide on the technology to be used for the Instant Replay System, which could be different depending on the host broadcaster but, in all cases, will meet the minimum standards established. The Instant Replay System devices will be installed at the scorer's table, so that the viewing angle of the monitor is away from the nearest team bench.

The position of the Instant Replay System at the scorer's table for all games will be the following:

### Playing Court

Visiting Club Media Director *
Broadcaster Time-Out Coordinator / Technician + Instant Replay Monitor
Assistant Scorer
Backup
Caller
Data Entry Scorer
Timer + Digital Scoresheet Monitor
Shot Clock Operator
Technical Court Coordinator
Speaker
Euroleague Basketball Delegate
Visiting Club Media Director *

\* To be located at the position next to the visiting team bench

When the Instant Replay System is used, only the referees and the TV technician, if required by the officiating crew chief, may be around the Instant Replay System. Depending on the circumstances, the officiating crew and the observer may use the Instant Replay if they have the authorization of the officiating crew chief. The officiating crew chief will order any other person not complying with these requirements to leave the area.

#### **d.1) Host Broadcasters' Responsibility Regarding Instant Replay**

Each host broadcaster of all games must make its game feed available on a designated and exclusive TV monitor, which will measure at least 30cm diagonally and will be placed on the scorer's table, for use by the referees, in reviewing instant replays.

A private line of communication with the producer or game director in the TV production truck must be provided by the host broadcaster via a clearly labelled headset that will sit next to the designated TV monitor. In addition, an English speaking technician will coordinate all communications between the referees and the TV truck, and will be seated all the time at the scorer's table, to assist the referees anytime during the game.

The referees will communicate with the producer or game director in the truck, in the English language, asking for the replay to be shown to them, in

real time, slow-motion or super slow-motion, as requested by the referees. The replay will not be shown to the TV audience or fed to the in-arena video screens, but will only be provided to the designated monitor. After the officiating crew chief has rendered a decision, the replays may be shown on TV, but under no circumstances may the replays be shown on the in-arena video screens. It is the responsibility and obligation of each host broadcaster to comply with the requirements of this section.

The host broadcaster will never show the four split screen image from the Instant Replay System on TV.

The fixed camera with the official 24-second clock must be shown on the Instant Replay screen(s) at specified times.

It has been decided to implement a standard for the use of the Instant Replay in all Eurocup games. In order to gain uniformity on all the courts, this requirement is compulsory.

The system that will be implemented is an EVS+MULTISPLIT MONITOR+CLOCK INSERTED, which also includes an intercom system for communication between the referees and the production crew. The system consists of four camera angles (Camera 1 (central wide), camera 2 (central close), camera 3 (on the left basket floor), camera 4 (on the right basket floor), which are put in a four-window split signal. The fixed image of the game clock is embedded (and resized) in the central area of the screen. This complete signal is switched to an EVS channel of one of the EVS slow-motion machines from the OB van of the host broadcaster. An English speaking technician will be present by the playing court during the entire game at all times.

#### **e) Referees' Microphones**

Referees' microphones will be allowed live and delayed for the 2015–16 Eurocup season –should the local host broadcaster desire to use them, provided that the Company's TV and New Media Rights Department is always informed in advance– in the following manner:

##### **a) Use of the microphones during time-outs and period breaks:**

Referees will be alerted that they may be broadcast live on-air for the duration of each time-out and period break.

##### **b) Use of the microphones in other cases:**

Microphones will never be live on-air at any other time. It is very important to give referees freedom when officiating, i.e. allowing them to handle the situations without the added pressure of being susceptible of being put on-air without notice. If TV broadcasters wish to air referees' comments during play, they must record the audio and put together pre-recorded segments in the best interest of the

game (avoiding controversial situations such as tough or difficult discussions with coaches and players immediately after a play, but not technical explanations of a decision, a specific situation or a call/non-call if given in a clear and cooperative manner).

#### **f) Graphics Templates**

The Company will produce and provide for free all TV sequences and graphics templates at the start of the season to each host broadcaster airing the Eurocup, utilising the official Eurocup logo, for purposes of displaying statistics and other information. All host broadcasters are required to utilise these templates.

The score / time / 24 sec graphic must be inserted on screen at least following every field goal or final free throw, remain on screen for at least three seconds and be of a size of approximately one-fifth of the height of the TV screen. It will be inserted on a part of the screen that does not obscure the live game footage extremely recommended on the down left side of the screen.

In addition, the Company's TV and New Media Rights Department encourages its host broadcasters to insert graphics over players when they are at the free-throw line, to provide their viewers with interesting information about individual players. This would include year-to-date individual player statistics (for example, scoring, assists and rebounding averages), game-to-date individual player statistics and personal information (year of birth, country of birth, languages spoken, teams played for, etc).

To the extent that the host broadcaster shows close-up footage of people in the seating area, such as celebrities and VIPs, they are required to insert a graphic with the person's name and affiliation, which will allow the TV viewers, especially in other countries, to know who is being shown on camera.

#### **g) Opening, Closing and Period-Break Sequences**

The Company will provide graphics templates that will contain pre-recorded opening, closing and period-break sequences, of a duration no longer than 30 seconds each, which will include graphics depicting the official Eurocup logo, music and other elements, which are designed to *brand* all telecasts so the viewer will be able to easily identify the game as a *Eurocup game*. All host broadcasters are required to utilise these sequences.

#### **h) Promotional Spots**

The Company will provide each host broadcaster with a series of pre-recorded promotional spots, in durations of 10 seconds, 15 seconds and 30 seconds, which are designed to promote the Eurocup brand and tune-in (viewer ship) of the Eurocup games on TV. These new spots will be

produced in a manner that will allow each individual station to easily insert local information, including language, as well as a graphic specifying the date, time and channel for each game broadcast.

#### **i) Official Names**

Before the start of each season, the Company will provide to each host broadcaster the correct and complete list of the official name and logo of each Eurocup club, including the official name of the players to be used on TV. Without exception, all graphics, verbal references by the commentators and other references to each club must utilise the official name and logo of the Eurocup clubs.

#### **j) Eurocup Microphone Cubes**

Before the start of each season, the Company will provide each host broadcaster with two microphone cubes, two sides of which will be pre-applied with the Eurocup logo and the other two sides of which will be left blank for insertion of the host broadcaster's logo. All host broadcasters must utilise these microphone cubes for all commentary hand-held microphones.

#### **k) Use of Technology to Modify Advertising**

No technology may be used or applied during a broadcast of a Eurocup game also telecast by Eurosport S.A. that would (i) obscure or replace during the game broadcast any banner, placard, billboard, message board, rotating advertising or similar means of advertising located in the arena where said game is played, or (ii) insert any advertising into the game broadcast.

#### **l) TV Platform Position (See Graphics 13)**

The clubs will fully cooperate in assisting the host broadcaster to place TV cameras included in its camera plan inside the arena.

The two main TV camera positions of the mid-level centre court will be side by side and must, without exception, be placed opposite the team benches (and scorer's table) and on the same side as the TV compound, on an elevated platform, which will not be too high in any case.

In addition, only a portion of the team benches may have courtside advertising in front of the players; the first 5 chairs on each team's bench, beginning with the first chair nearest centre court, must be visible. The open area left to gain access to each team bench area will be a maximum of 3m wide.

The purpose of these rules is to make sure that TV viewers are able to see the coaches in "action" during the games, see reaction from the player's sitting on the benches and to generally show the players to the TV audience.

In addition to being located opposite the team benches, in a place that is approximately 40° from the centre of the court, the main TV camera platform will be at least 7m in width and 2.50m in depth and must be high enough so that people walking or jumping with hands raised do not obstruct the cameras at operating height. Cameras are usually operated on tripods at standing height or on "high hats" at sitting height. The actual height of the cameras may depend on any seat blockage behind the cameras.

In order to assure that the cameras do not obstruct the view of spectators sitting behind and that the view of the cameras is not obstructed by spectators sitting, standing or raising their arms in front of the cameras, the host broadcaster and the club must determine an appropriate resolution, to include requiring that cameras are operated on a "low-boy" tripod, if necessary.

To avoid any possibility that seating in front of cameras could impede the view of those cameras, the Eurocup Bylaws require that the club or arena will not distribute tickets for seats directly in front of the fixed camera positions where a spectator, standing, could impede the view of the cameras, or seats directly behind the fixed cameras where a camera could impede the view of the spectators.

The cameras will be safely placed and equipped with adequate security protection.

#### **m) Escape Lanes**

The escape lanes will be at least 0.8m in width and the camera operator space will be at least 0.5m in width for a total space of 1.3m. The size of these spaces may be reduced only with the prior authorisation of the Company.

Under no circumstances may TV cameras and/or their operators be located in the escape lanes.

#### **n) Time-Outs**

The host broadcaster's cameras, those of Eurosport S.A. and those of the Rights Holder of the visiting team's territory will be permitted to shoot the time-outs and intervals of play between periods with audio and video during games. No other cameras will be permitted in the team bench area, except when authorised by the Company.





**APPENDIX XII**

**EUROCUP**  
**BROADCASTING FORM**



**EUROCUP BROADCASTING FORM**
**Team Name:** \_\_\_\_\_

**1) TV Station Information** (all broadcasters)

Channel Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Contact Person (\*): \_\_\_\_\_ (\*) English speaking  
Position: \_\_\_\_\_  
Telephone: \_\_\_\_\_  
  
Email Address: \_\_\_\_\_  
  
General Station:  Sports Station:   
Local TV:  National TV:   
Live:  Delayed:   
Away Games: Yes   
No 
**2) Audience Information** (all broadcasters)

Audience: \_\_\_\_\_  
TVR %: \_\_\_\_\_  
Share %: \_\_\_\_\_  
Reach: \_\_\_\_\_  
Reach %: \_\_\_\_\_  
Audience Type: \_\_\_\_\_  
\_\_\_\_\_

**3) Only for Pay TV**

Number of Subscribers: \_\_\_\_\_  
Prices and Types of Subscriptions: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Is the Eurocup package a part of other packages or a single package?  
Part of other  Single package  Both 

Does the TV station have any free broadcasting? (even if it is not the Eurocup)  
No  Yes 

Does the signal arrive to any neighbouring countries?  
No  Yes  Which one(s)? \_\_\_\_\_

What percentage of the channel's total programming does basketball represent?

**4) TV Production Company Information**

TV Production  
Company Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Contact Person (\*): \_\_\_\_\_  
Position: \_\_\_\_\_  
Telephone: \_\_\_\_\_  
  
Email Address: \_\_\_\_\_

**5) Type of agreement between the club and the TV broadcaster**

Production / broadcast agreement for the Eurocup home games:  
REGULAR SEASON (\*)  LAST 32 - SEMIFINALS (\*)   
(\*) Obligation to produce and broadcast

Broadcast agreement for the Eurocup home games:  
REGULAR SEASON  LAST 32  EIGHTHFINALS   
QUARTERFINALS  SEMIFINALS 

Broadcast agreement for the Eurocup away games:  
REGULAR SEASON  LAST 32  EIGHTHFINALS   
QUARTERFINALS  SEMIFINALS 

Webstreaming on the host broadcaster's website  
No  Yes  Which one? \_\_\_\_\_

**6) Agreement between the club and the TV broadcaster**

Please send a copy of the agreement to the Company's TV and New Media Rights Department



**APPENDIX XIII**

**INSTANT REPLAY**



**APPENDIX XIII****INSTANT REPLAY****Article 1. Procedures for All Replay Reviews**

- a)** All replay reviews will be conducted by the referees after gathering as much information as possible from the unified scorers and the instant replay monitor. The officiating crew chief will make the final decision.
- b)** Only the referees and, if required by the officiating crew chief, an English speaking technician, will be present in the area where the Instant Replay System is installed. The officiating crew chief will order any other person not complying with these requirements to leave the area.
- c)** The call made by the referees during play will always be shown prior to reviewing the play, and this will only be changed when the replay provides the referees with clear and conclusive visual evidence to do so.

**Article 2. 00:00 Game Clock**

Instant replay can be referred to in the following situations:

- 2.1.** A field goal made with no time remaining on the game clock (00:00) at the end of any period or any extra period. The referees are authorised to determine the following issues **only**:
  - a)** Whether the time on the game clock expired before the ball left the shooter's hands.
  - b)** If the shot was released on time, whether the successful field goal scored was a two-point or three-point field goal.
  - c)** If the shot was released on time, whether the shooter committed an out-of-bounds violation.
  - d)** Whether a 24-second violation occurred before the ball left the shooter's hands.

- e) Whether an eight-second back court violation occurred before the ball left the shooter's hands.
- f) Whether a foul, which is called, is not committed on or by a player in the act of shooting occurred prior to the illumination of the red LED lights. Whether a foul that is called is committed on or by a player in the act of shooting, the ball was released prior to the illumination of the red LED lights, the foul will be administered.

The referees will be permitted to utilise instant replay to determine whether (and how much) time should be put on the game clock but only when it is confirmed through replay that:

- a) The shooter committed an out-of-bounds violation.
- b) A 24-second violation occurred.
- c) An eight-second back court violation occurred.
- d) A foul was called prior to the illumination of the red LED lights (signalling the end of playing time).

**2.2.** A foul called with no time remaining on the game clock (00:00) at the end of any period or any extra period. The referees will review the footage to determine the following issue **only**: whether the foul that was called occurred prior to the illumination of the red LED lights (signalling the end of playing time).

The referees will be permitted to utilise instant replay to determine whether (and how much) time should be put on the game clock but only when it is confirmed through replay that a foul was called prior to the illumination of the red LED lights (signalling the end of playing time).

### **Article 3. Fourth or Extra Periods 02:00 or Less Game Clock**

Instant replay can be referred to in the following situations:

- 3.1.** The referees are unsure as to who touched the ball last on an out-of-bounds violation or whether it was touched simultaneously by two players. The referees will review the footage to determine the following issue **only**: identify the player who touched the ball last.
- 3.2.** The referees are unsure as to whether a goaltending/basket interference violation occurred. The referees will review the



footage to determine the following issue **only**: whether the violation occurred, always after a goaltending or basket interference call has previously been made by one of the referees.

#### **Article 4. Any Time**

Instant replay can be referred to in the following situations:

- 4.1.** An error/malfunction occurs in the game clock and it does not stop after the referee blows the whistle, or the game clock starts running before the ball is in play. The referees will review the footage to determine the following issues **only**: how much time actually expired and how much time (if any) is remaining in the period.
- 4.2.** An error/malfunction occurs in the 24-second clock and it does not stop after the referee blows the whistle, or the 24-second clock starts running before the ball is in play. The referees will review the footage to determine the following issues **only**: how much time actually expired and how much time (if any) is remaining on the 24-second clock.
- 4.3.** Individuals engage in a fight. The referees will review the footage to determine the following issues **only**: the identity of all individuals involved in the fight, as well as the appropriate penalty for each individual.
- 4.4.** A player is fouled in the act of shooting for a field goal. The referees will review the footage to determine the following issue **only**: whether the field goal attempt was a two-point or three-point field goal.
- 4.5.** The referees are unsure whether a field goal made was a two-point or three-point field goal. The referees will review the footage to determine the following issue **only**: whether the field goal made was a two-point or three-point field goal. The review will take place at the following dead ball when the game clock is stopped.
- 4.6.** The referees are unsure whether a 24-second violation occurred immediately prior to a field goal made. The referees will review the footage to determine the following issue **only**: whether the ball left the hand of the shooter prior to the illumination of the yellow LED light (signalling the end of the 24-second possession). The review will take place at the following dead ball when the game clock is stopped.

- 4.7.** The referees are unsure whether a 24-second violation occurred immediately prior to a foul called. The referees will review the footage to determine the following issue **only**: whether the foul that was called occurred prior to the illumination of the yellow LED light (signalling the end of the 24-second period).
- 4.8.** The referees are unsure whether a foul called on the team without control of the ball occurred immediately prior to a field goal made. The referees will review the footage to determine the following issue **only**: whether the foul that was called occurred prior to the shooter commencing the act of shooting.
- 4.9.** The referees are unsure whether a foul called on the team with control of the ball occurred immediately prior to a field goal made. The referees will review the footage to determine the following issue **only**: whether the foul that was called occurred prior to the ball leaving the hand of the shooter.
- 4.10.** The referees are unsure who the correct free-throw shooter is. The referees will review the footage to determine the following issue **only**: the identity of the correct free-throw shooter.

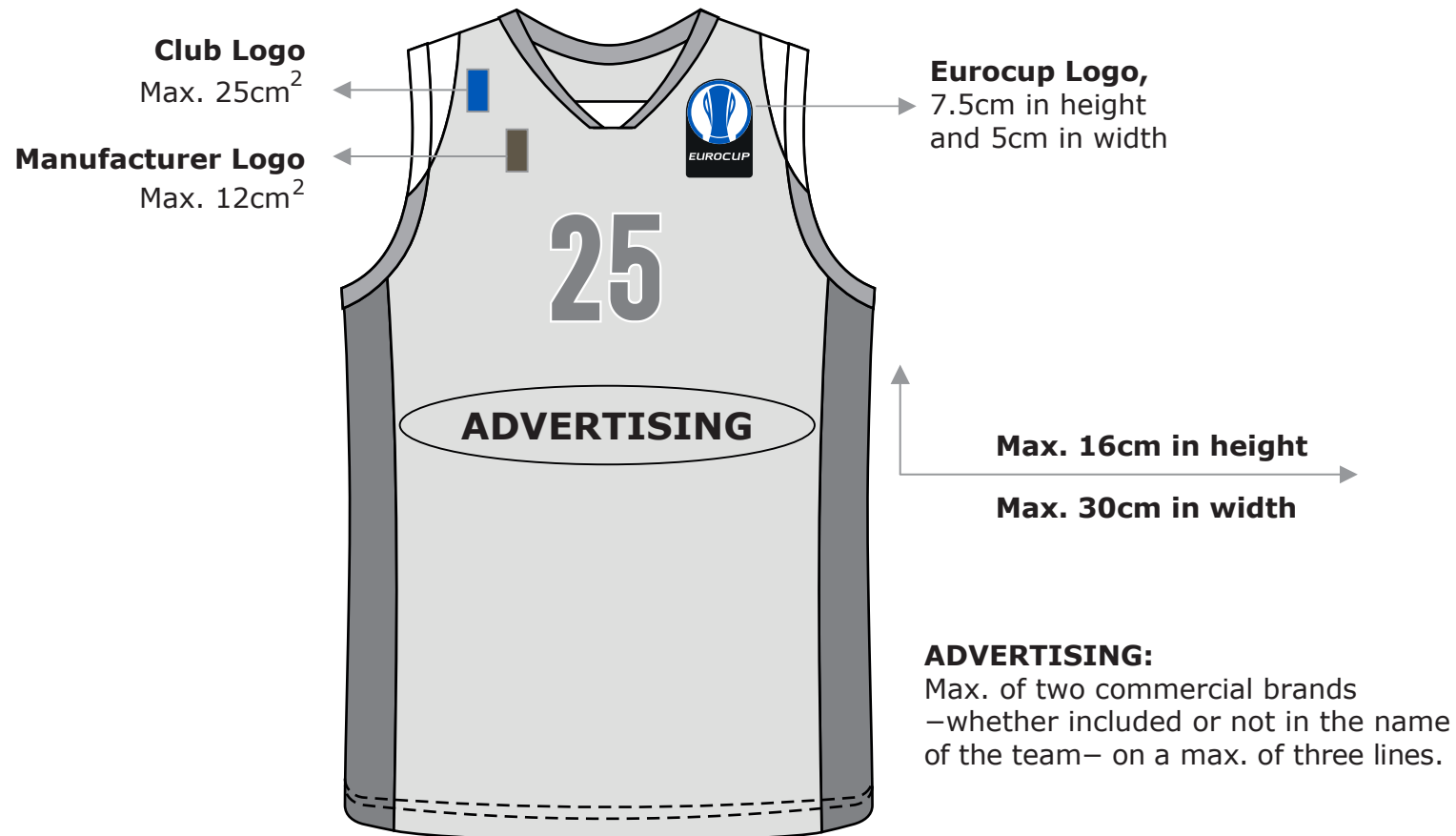
# **GRAPHICS**



## GRAPHIC No. 1a

# PLAYING UNIFORMS AND ADVERTISING

### FRONT of the Shirt





# GRAPHIC No. 1b

## PLAYING UNIFORMS AND ADVERTISING

### FRONT of the Shirt



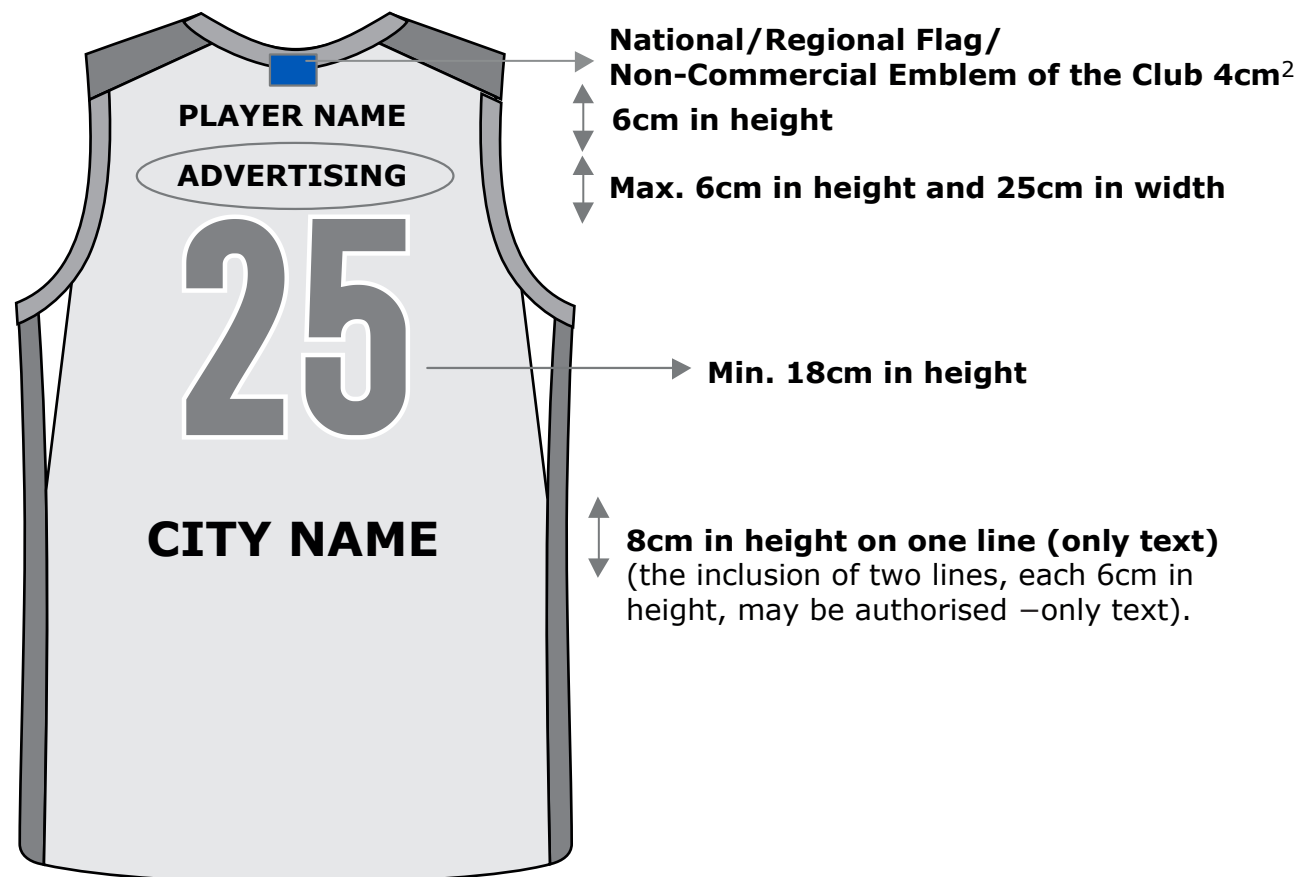






## **GRAPHIC No. 2** **PLAYING UNIFORMS AND ADVERTISING**

### **BACK of the Shirt**

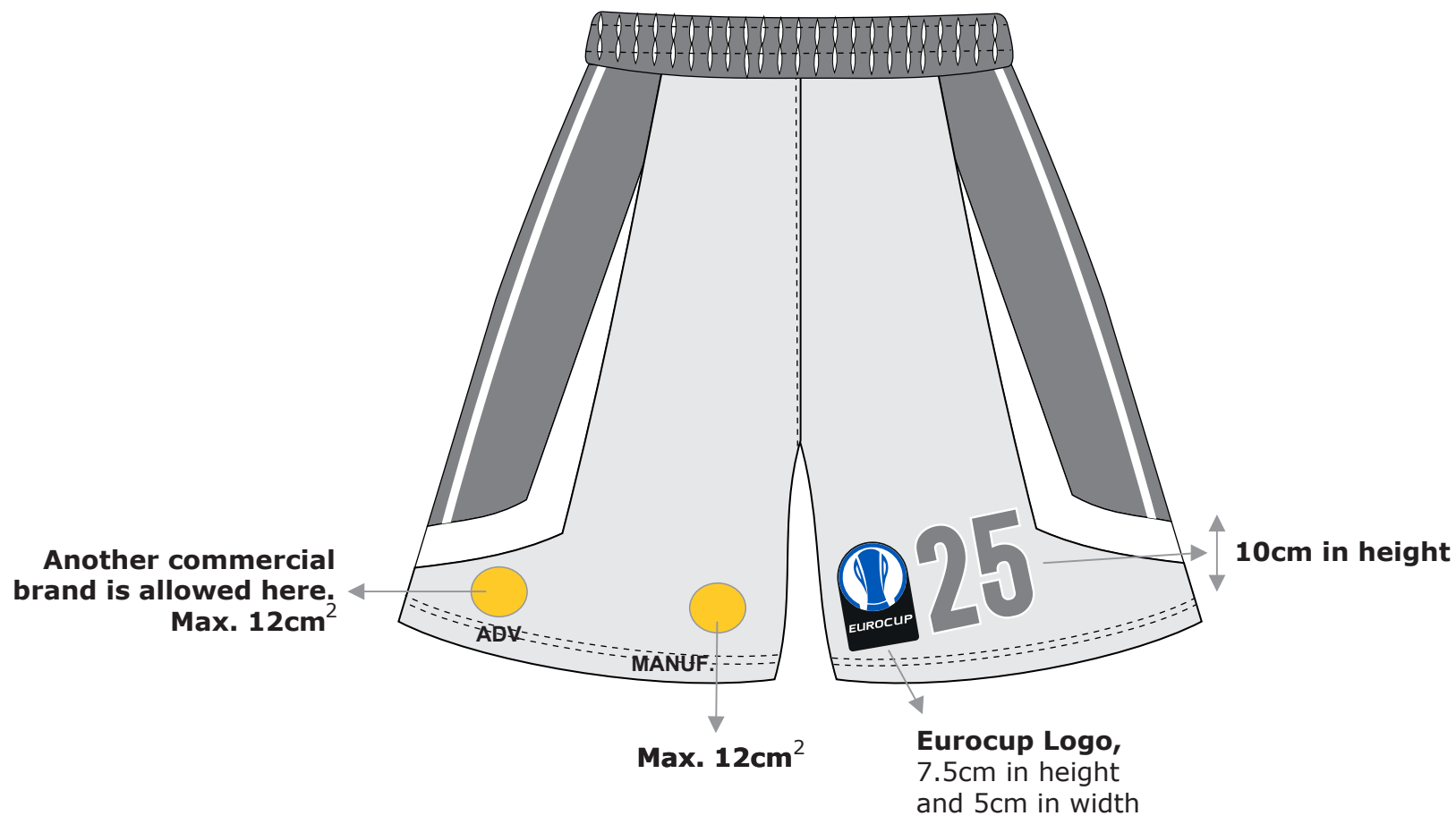






# GRAPHIC No. 3 PLAYING UNIFORMS AND ADVERTISING

## Shorts





## GRAPHIC No. 4 WARM-UP SHIRT

### FRONT of the Shirt





## GRAPHIC No. 5 WARM-UP SHIRT

### BACK of the Shirt

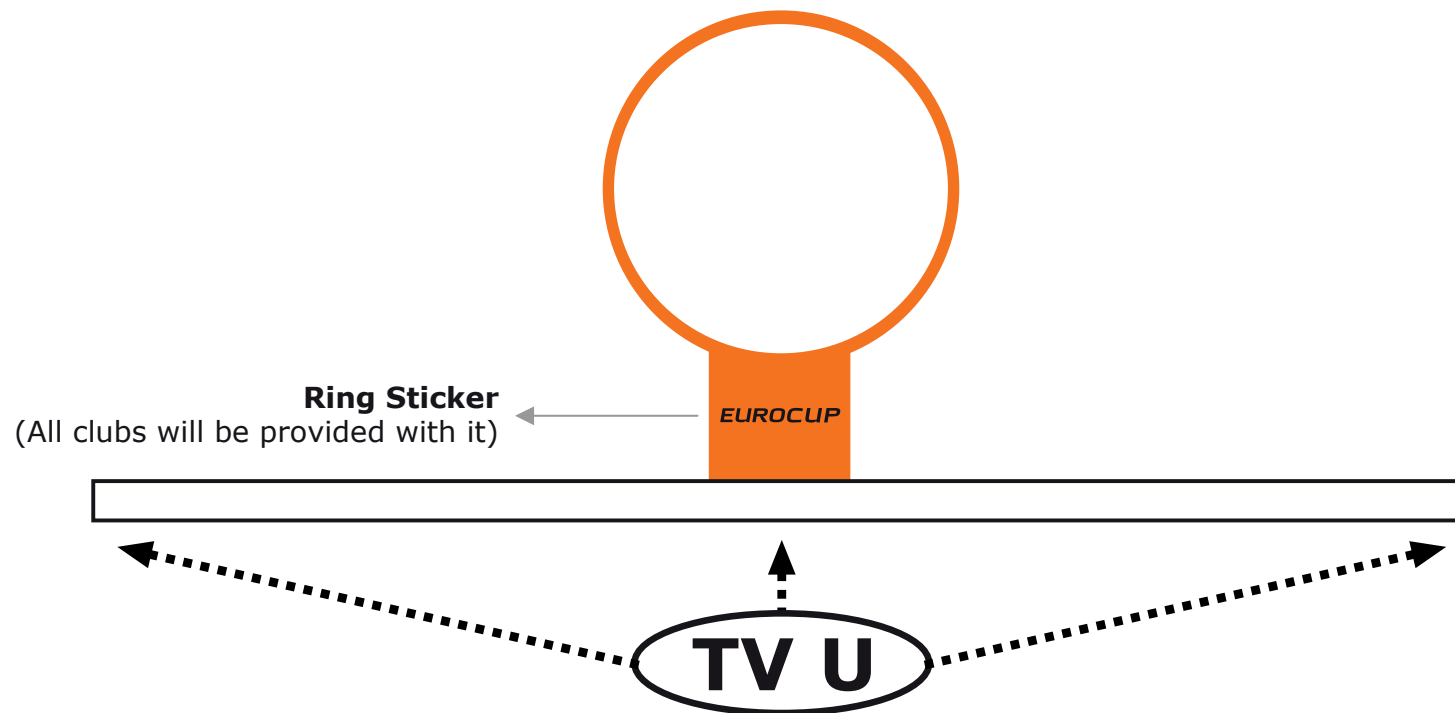






## GRAPHIC No. 6 COURTSIDE ADVERTISING

### Technical Equipment: RING SUPPORT







**EUROCUP**

## **GRAPHIC No. 7a** **BACKBOARD BRANDING AND LEDS**

**Eurocup sticker,  
visible on both sides  
of the backboard**  
(All clubs will be  
provided with it)





## GRAPHIC No. 7b

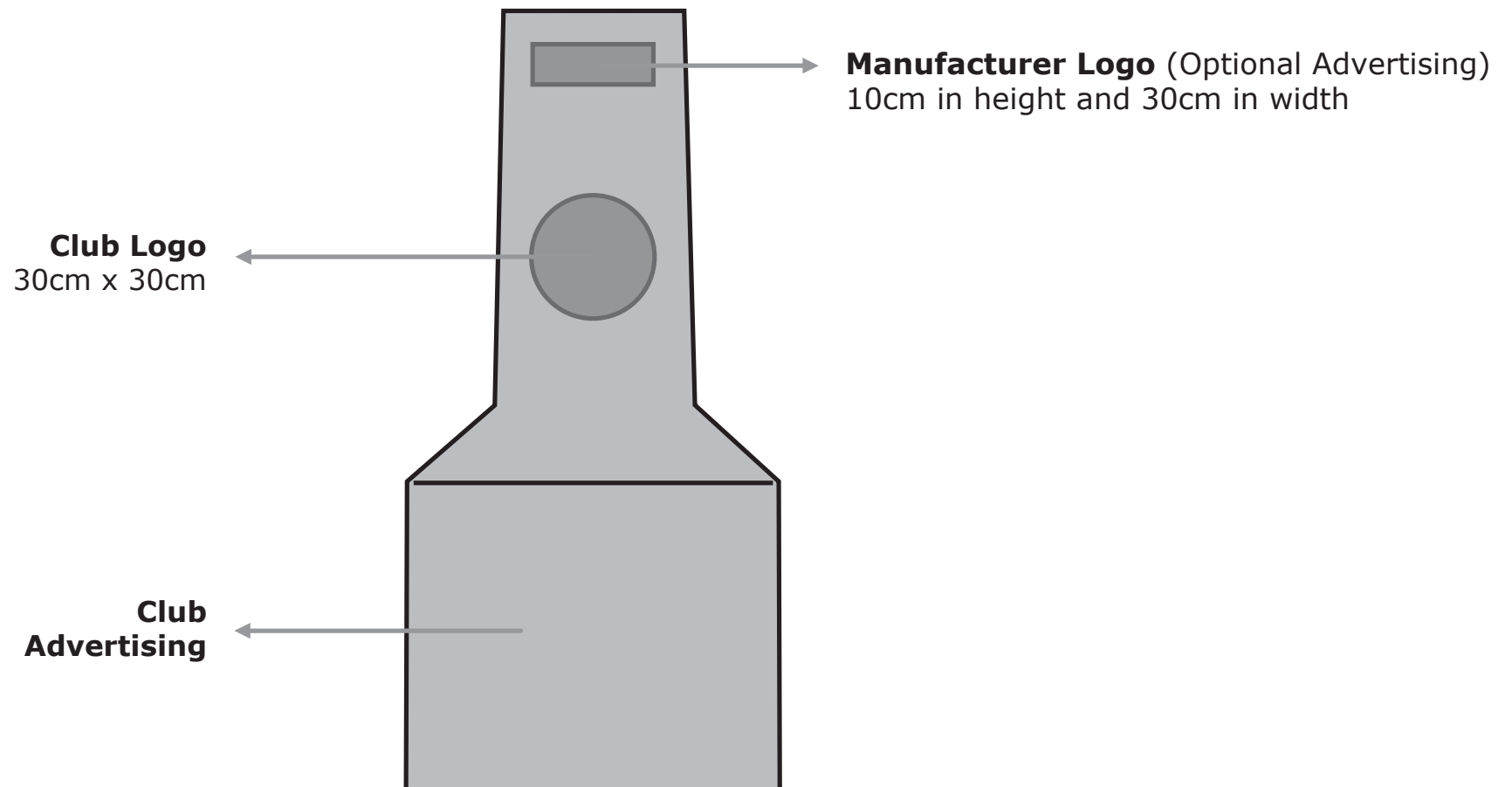
### BACKBOARD BRANDING AND LEDS





## GRAPHIC No. 8 COURTSIDE ADVERTISING

### Technical Equipment: **PADDING (Front Side)**







**GRAPHIC No. 9**  
**24-SECOND CLOCK**

10:00  
24

07:35  
7

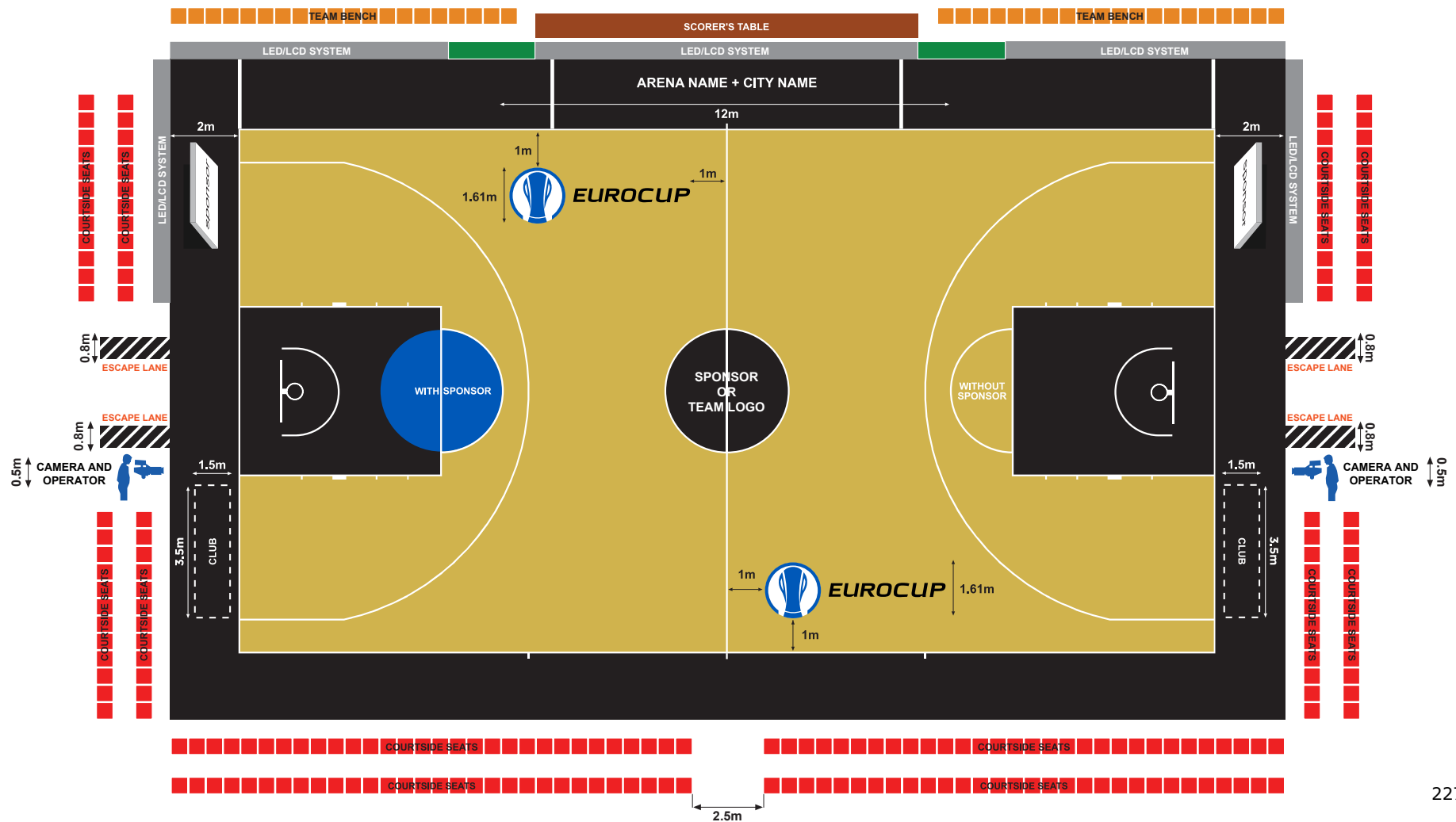
59:8  
4.9



# GRAPHIC No. 10a

## PLAYING COURT AREA LAYOUT

■ COURTSIDE SEATS   
 ■ OPEN AREA FOR MAX. 3m

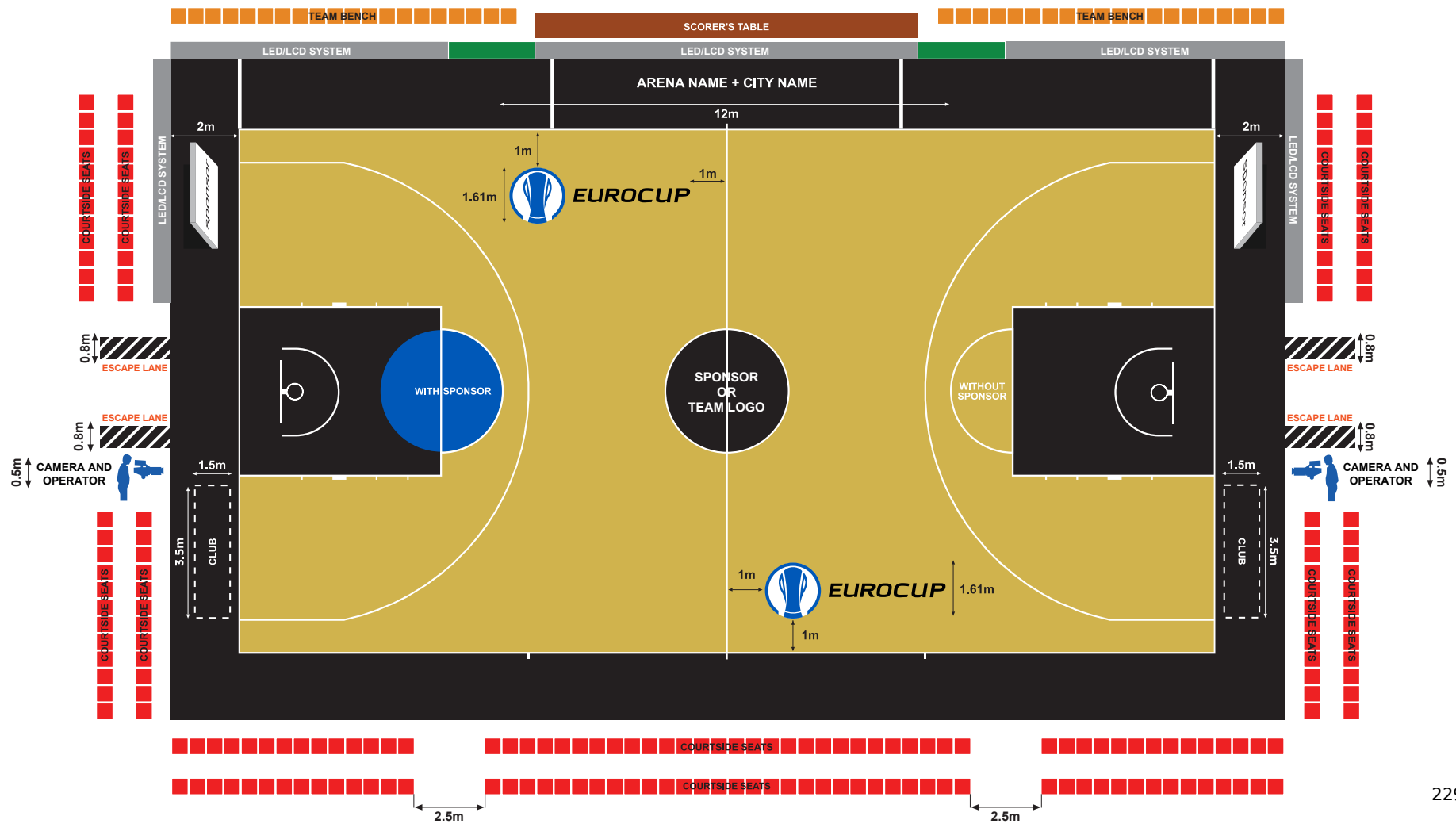




# GRAPHIC No. 10b

## PLAYING COURT AREA LAYOUT

■ COURTSIDE SEATS   
 ■ OPEN AREA FOR MAX. 3m

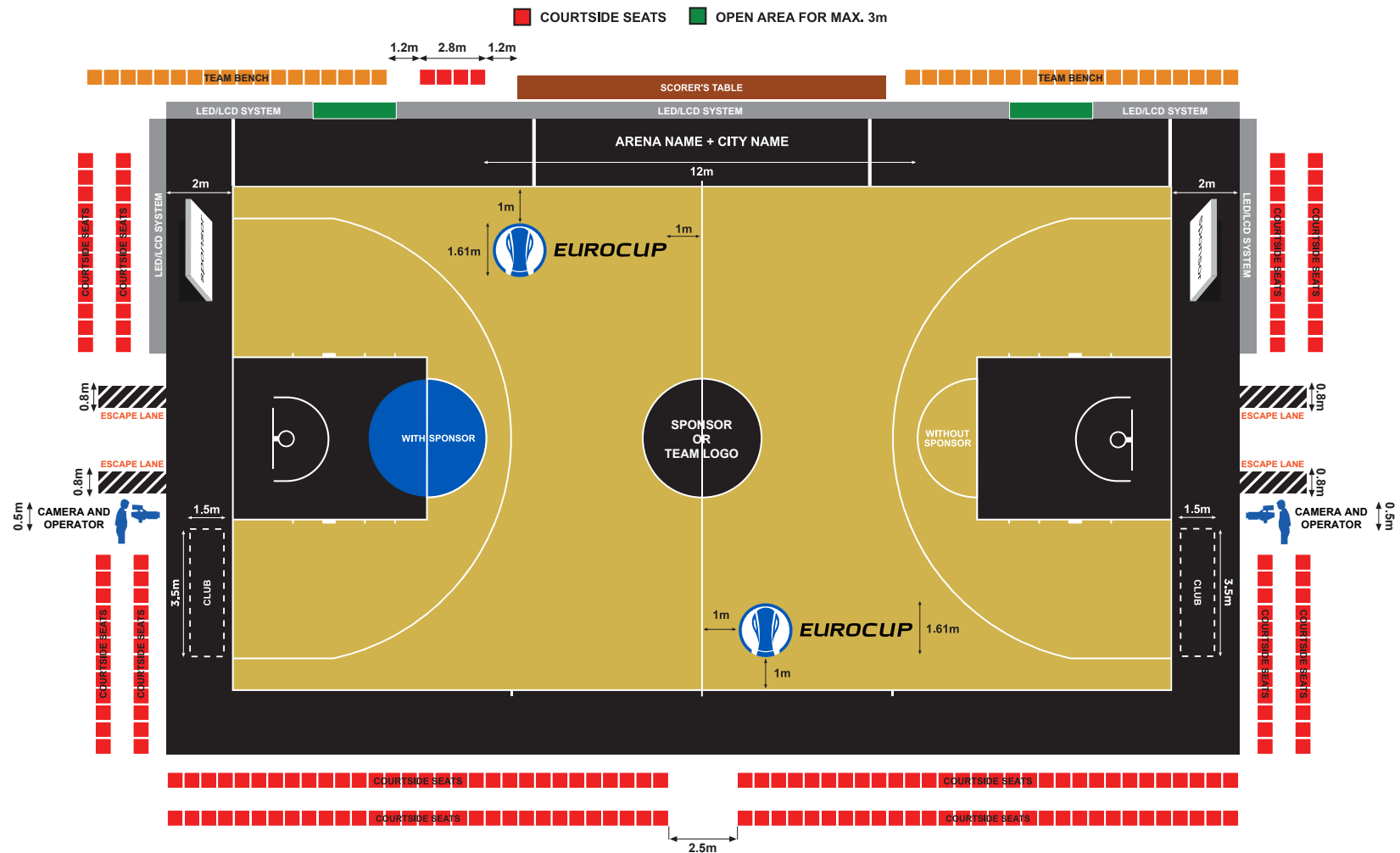




# GRAPHIC No. 10c

## PLAYING COURT AREA LAYOUT

### Courtside Seats next to the Home Team Bench



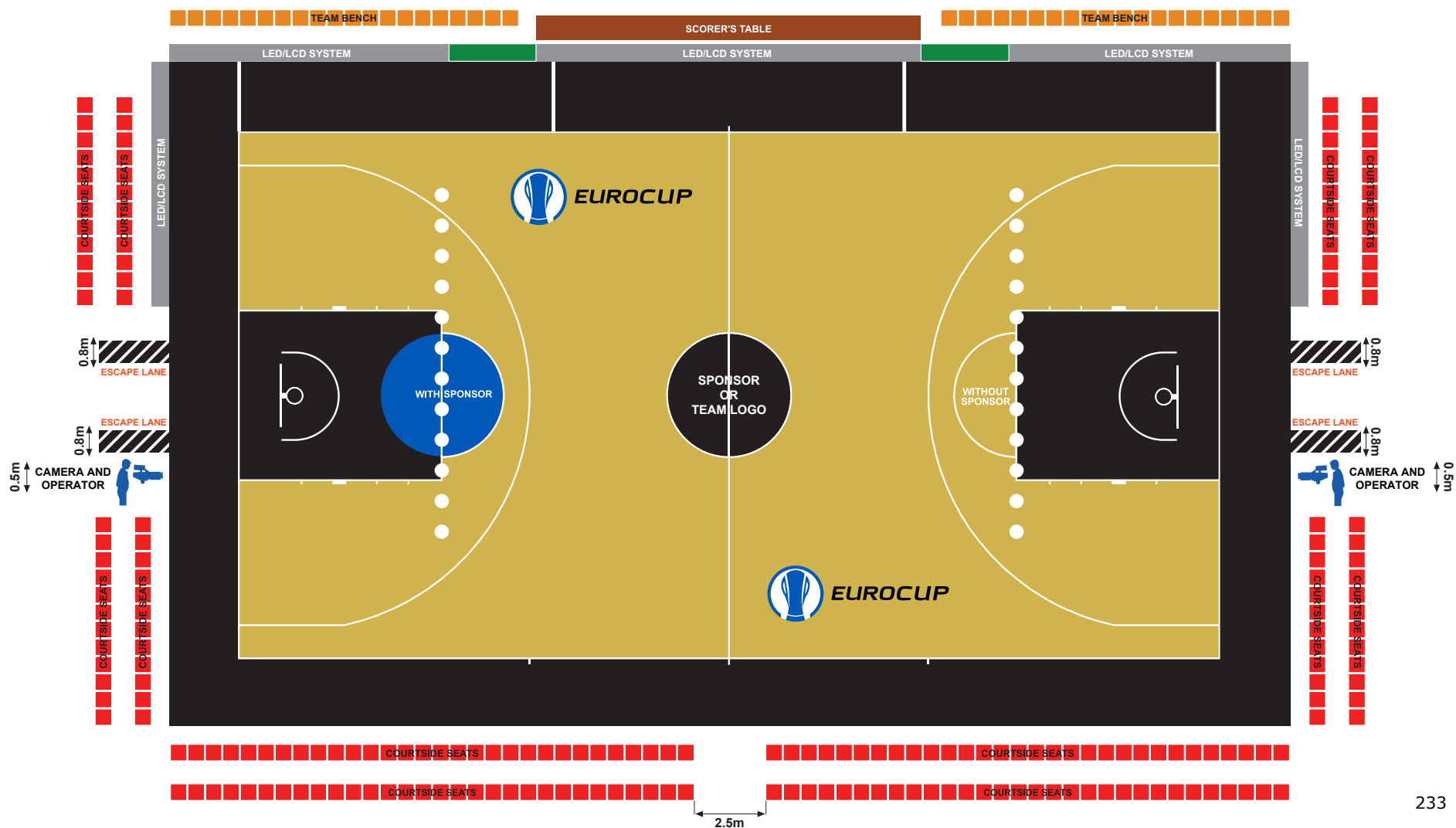






# GRAPHIC No. 11 TEAM PRESENTATION

■ COURTSIDE SEATS    ■ OPEN AREA FOR MAX. 3m

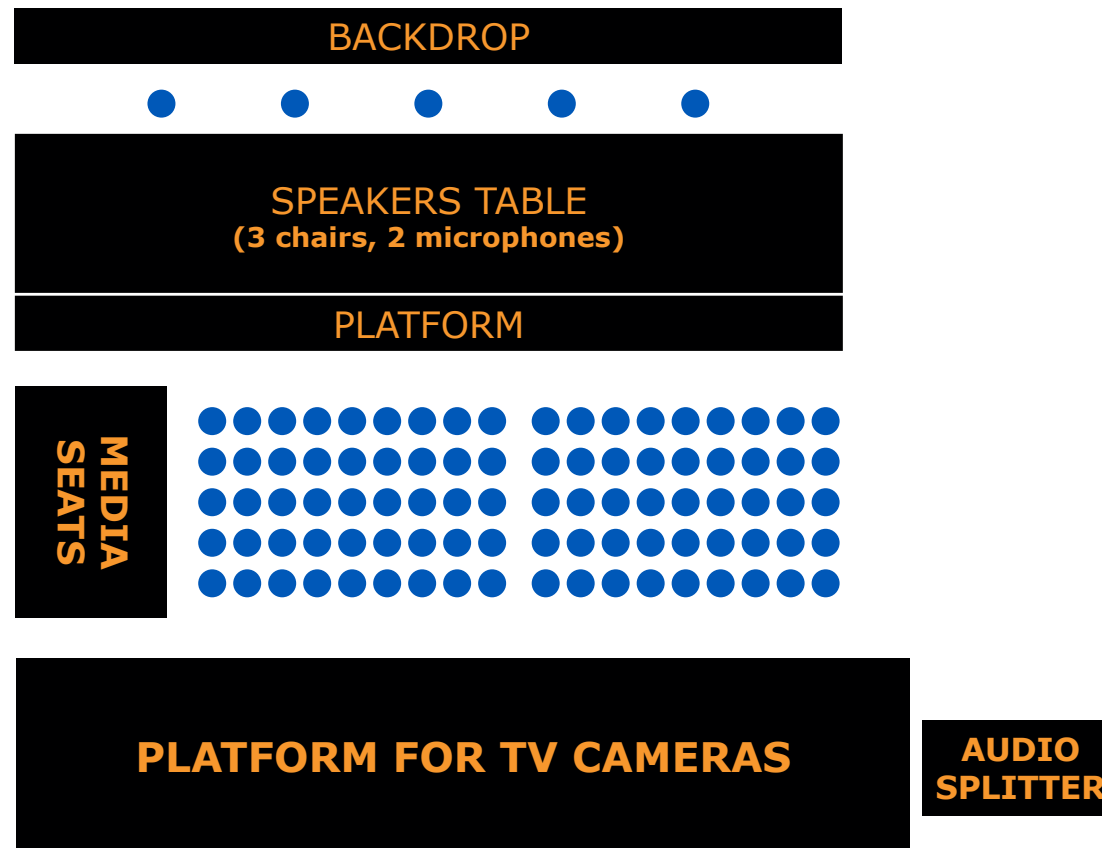




# GRAPHIC No. 12

## PRESS CONFERENCE ROOM LAYOUT

### Press Conference Room









# **EUROLEAGUE BASKETBALL DISCIPLINARY CODE**





# **EUROLEAGUE BASKETBALL DISCIPLINARY CODE**

## **CHAPTER I**

### **GENERAL RULES**

#### **Article 1. Object**

This Disciplinary Code (the "Code") describes the infringements and sanctions of the rules contained herein and in the Euroleague Regulations, Eurocup Regulations and Euroleague Club Licensing Rules, the organisation and respective powers of the hearing bodies, and the procedures to be followed for imposing measures in connection with events held under the auspices of Euroleague Commercial Assets S.A., Euroleague Properties S.A. and Euroleague Entertainment & Services, S.L.U. (jointly and severally referred to as the "Companies").

This set of rules seeks to gather together the numerous and differing strands of an adjudicatory process into one single cohesive and coherent manual that reflects good practice and provides a guide and framework for implementation at all levels of Euroleague Basketball. It promotes high standards of behaviour and fair play for all parties involved in the Euroleague Basketball competitions as well as in other events organised under the auspices of the Companies (jointly referred to as the "Euroleague Basketball competitions") and consistent, fair and transparent process for dealing with the proceedings provided under this Code.

#### **Article 2. Substantive Law**

The exercise of the adjudicatory system is governed by the provisions established in the articles hereof, the Bylaws and all additional provisions that, in the absence of the above, might be determined by the hearing bodies on the basis of recognised legal principles and in accordance with justice and fairness.

#### **Article 3. Scope of Application**

The disciplinary power under this Code is exercised on behalf of Euroleague Properties S.A. (hereinafter "EP") and extends to all those persons or entities that make up the organisational structure of EP: the clubs and any persons linked directly or indirectly to them (these persons are hereinafter referred to as "Individuals") such as their representatives, administrators, managers, executives, players, coaches, team followers, honorary members, and any other persons or entities carrying out official functions or undertaking technical or sports activities on their behalf or within the organisational scope of the Companies.

A sanction may also be imposed on clubs for infringements arising from or related to the Individuals' or spectators' behaviour.

Those who commit an infringement are those who directly or indirectly carry out the infringement, those who force or induce somebody else to commit it or those who cooperate in its execution.

The material scope of the disciplinary powers extends to:

**3.1.** Infringements of the regulations regarding the management and administration of the competition as stipulated in the Euroleague Regulations, in the Eurocup Regulations, in the Euroleague Club Licensing Rules, in this Code (Chapter II, Section I) or in any other resolution or provision originating from the General Assembly or the governing bodies of the Companies.

**3.2.** Infringements of the rules of the game or the Euroleague Basketball competitions or infringements contained in this Code (Chapter II, Section II) or in any other agreements, resolutions or regulations determined by the General Assembly, i.e., the actions or omissions that, during the course of the game or competition, affect, impede or disturb its normal process and are committed on the occasion of or as a result of the games or all those events or games of friendly nature organised by EP and/or any other of the Companies.

It similarly extends to infringements committed before or after the game. In this case, the sanctions that will be applied will be the same as those established for this type of infringement in the course of the game (Chapter II, Section II of this Code).

**3.3.** Infringements of the Financial Stability and Fair Play Regulations or infringements contained in this Code (Chapter II, Section III) or in any other resolutions or provisions determined by the relevant bodies as established in this Code.

#### **Article 4. Hearing Bodies**

The disciplinary powers of EP are the responsibility of the following hearing bodies: the Euroleague Basketball CEO, the Disciplinary Judge, the Appeals Judge, the Appeals Panel, the Management Control Commission and the Finance Panel. The hearing bodies have full power and jurisdiction to act in relation to all matters listed in this Code, including the power to hold investigations and impose sanctions, or take those actions that they see fit by following the procedures set out herein.

The General Assembly will designate a Disciplinary Judge, an Appeals Panel—which will serve as Finance Panel—and an Appeals Judge—who will serve as President of the Appeals Panel and the Finance Panel when appropriate—all of whom will have legal training. The Finance Panel may be assisted by

economic advice. The position of Disciplinary Judge, Appeals Judge or member of the Appeals Panel is incompatible with any position or office related to the Companies or the participating clubs.

The hearing bodies are independent and must exclusively observe the applicable rules and regulations, as well as act in accordance with what they deem to be fair and right.

#### **Article 5. Duties of Clubs**

The clubs are responsible for complying with the agreements, resolutions and regulations referred to in Articles 2 and 3 above, and for ensuring the exemplary behaviour of their Individuals and fans during the Euroleague Basketball competitions.

The home club will be responsible for the security and order in its arena and its surroundings before, during and after games. It will be responsible for any incident of whatever nature that falls within its responsibility under Article 3 above, and will be subject to the corresponding sanction.

The home club cannot take advantage of irregular or improper situations where the responsibility for preventing such situations falls on the home club.

The clubs are responsible for the behaviour of their own fans committing incidents of whatever nature during the Euroleague Basketball competitions.

#### **Article 6. Referees Decisions**

Referees' decisions connected with play situations are final as far as the result of the game is concerned, and cannot be contested or disregarded.

#### **Article 7. Disciplinary Measures: Sanctions**

The sanctions that may be imposed in accordance with this Code for the infringements herein provided are as follows:

##### **7.1. To Individuals:**

- a)** Warning.
- b)** Fine.
- c)** Temporary or permanent prohibited access to the arenas.
- d)** Temporary or permanent disqualification from the competition.

- e) Temporary or permanent disqualification from holding a position in the governing bodies of the Companies.

**7.2.** To clubs:

- a) Warning.
- b) Fine.
- c) Replay of the game either in the same arena as the original game, in a neutral arena or behind closed doors.
- d) Games played behind closed doors.
- e) Temporary total or partial closure of the arena.
- f) Loss of the game and, when applicable, the playoff or two-game total point series.
- g) Points or victories discounted from the team's standing.
- h) Temporary loss of the economic and political rights.
- i) Permanent or temporary disqualification from the competition up to a maximum of three consecutive seasons, with the corresponding loss of rights.
- j) Prohibition of registering new players.

**Article 8. Suspended Sanctions on Probation**

Disciplinary sanctions imposed under the material scope of Article 3.1 may be suspended totally or partially by the Euroleague Basketball CEO. Disciplinary sanctions imposed under the material scope of Article 3.2 may be suspended totally or partially by the Disciplinary Judge at the request of the Euroleague Basketball CEO. Disciplinary sanctions imposed under the material scope of Article 3.3 may be suspended totally or partially with the approval of the General Assembly. The suspension period will last a maximum of three years in all cases.

If another infringement is committed during the suspension period, the Euroleague Basketball CEO may reinstate the original sanction to be executed, which in turn may also be added to the disciplinary sanction imposed for the second infringement.

## **Article 9. Specific Provision about Disqualification**

The sanction of disqualification for a certain number of games or a specific period of time will imply a prohibition of lining up, participating or being present in the arena on the occasion of as many games following the date of the infringement as the sanction may cover, in the order in which they are held, irrespective of any changes in the competition calendar or suspended or postponed games. An Individual having been disqualified is strictly prohibited from sitting in the team bench area during the games they have been suspended for.

The first game in which the sanction will be applied will be the one immediately following the notification of the ruling unless the sanction is suspended by the hearing bodies.

If a suspended Individual should fail to fulfil the sanction in the same season, this Individual will have to fulfil the sanction in the following season(s).

If the Individual changes club, assuming that the appropriate conditions exist for such a transfer, all games or periods of time under disqualification will remain pending and will be fulfilled according to the terms contained in this article. Sanctions of disqualification will be enforced not only for the position for which they were applied, but also for carrying out any other activity related to the Euroleague Basketball competitions.

If the sanction is imposed on a club, the club may not register in the Euroleague Basketball competitions for the entire sanction period.

## **Article 10. Specific Provision about Economic Sanctions**

Economic sanctions must be paid to EP within 30 days following notification of the ruling.

Should economic sanctions not be paid within the time indicated, EP may retain a part of the economic rights of the club concerned to cover the corresponding sum or execute the bank guarantee or security deposit in the course of the competition. In the latter case, the club must, within three working days following the date of execution, replace the bank guarantee or security deposit with EP for the amount established for the competition in which it is participating (if the full amount of the bank guarantee or security deposit has been executed), or complete the bank guarantee or security deposit with the executed amount (so that the full amount thereof is available).

Besides any economic sanctions, the compensation for any damages caused as a consequence of the infringement committed will be at the expense of the infringing club.

## **Article 11. Liability in Solidum**

The clubs are always jointly responsible (liability in solidum) for economic sanctions, either main or accessory, imposed on any of their Individuals.

## **Article 12. Specific Provision about Closure of the Arena**

A sanction closing an arena implies the prohibition to use it by the sanctioned club during the number of games that this sanction stipulates.

The minimum distance of the arena(s) where the game(s) to which the sanction applies may be held, with respect to the city of the arena that is the object of a sanction, will be 300km by road taking the shortest route possible.

Depending on the circumstances involved in each case, the Euroleague Basketball CEO, at the request of the club after the sanction has become final, may (i) grant a special authorisation for a shorter distance; or (ii) substitute the sanction of closure of the arena for that of playing behind closed doors without spectators or vice versa.

In case of incidents originated in a specific seating section of the arena, the hearing bodies may apply a sanction closing the relevant area of the arena, thus entailing the prohibition of using that seating section. The club will be responsible for preventing the fans who were sitting in that seating section during the game in which the incidents above took place from entering other areas of the arena during the sanction period.

## **Article 13. Time and Effects of Sanctions**

Sanctions imposed through the corresponding proceedings will be enforced immediately without the possibility of these sanctions being detained or suspended by any claims or appeals, unless the body empowered to resolve the appeal should decide to do so upon a provisional basis, ex officio or at the request of the party concerned in the written petition of the appeal.

Sanctions established after the commitment of a given infringement may not be applied retroactively. Notwithstanding, this Code has a retroactive effect only when it favours the infringing party, provided that the sanction has already been imposed but still has not been fulfilled at the time of the publication of this Code.

## **Article 14. Setting of Sanctions**

In setting sanctions, account will be taken of the objective and subjective elements constituting the infringement, and also the damage that the penalised conduct entails for the image of the Euroleague Basketball

competitions and/or the Companies, the other clubs and the sport of basketball in general. In the same way, the hearing bodies may evaluate any ancillary, aggravating and/or extenuating circumstances that might be related to the infringement.

When there are no extenuating or aggravating circumstances, the hearing bodies, bearing in mind the greater or lesser seriousness of the action, will impose the sanction to the degree they deem appropriate.

When there are both extenuating and aggravating circumstances, they will be counterbalanced reasonably, depending on their characteristics, to determine the corresponding sanction.

In all cases, within the limits established, it is the responsibility of the hearing bodies to determine the sanction that has to be imposed in each case, taking into account the seriousness of the facts and other related circumstances and applying the principle of proportionality.

When applying fines, the hearing bodies at their own discretion will set the amount between the minimum and maximum limits established for each case, taking into account the related facts and circumstances and applying the principle of proportionality. In the event that extenuating factors and circumstances apply in case of serious infringements, the hearing bodies may set the amount below the minimum limits established.

### **Article 15. Exculpatory Circumstances**

Exculpatory circumstances include fortuitous events, force majeure and legitimate self-defence to avoid aggression.

### **Article 16. Extenuating Factors and Circumstances**

Extenuating factors include:

- a)** Not having been previously sanctioned.
- b)** Having proceeded, by spontaneous remorse, to repair or reduce the effects of the infringement, in order to satisfy the offended party or confess to the hearing bodies immediately after the infringement.

Extenuating circumstances include:

- a)** Those mentioned in the previous article when not all requirements necessary to assess them are available.
- b)** Having been sufficiently provoked immediately before the infringement.

## **Article 17. Aggravating Factors and Circumstances**

Aggravating factors include:

- a)** Recidivism. There is recidivism when the offender has previously been sanctioned during the current season or in the course of the three previous seasons for the same infringement.
- b)** Recursion. There is recursion when the offender has previously been sanctioned during the current season or in the course of the three previous seasons for a similar or related infringement.

Aggravating circumstances include:

- a)** Cheating or fraudulent behaviour.
- b)** Any economic damage caused.
- c)** Illicit use of authority.
- d)** Not complying immediately with the decisions of the referees or the Companies' executives when such decisions are made in the exercise of their functions.

## **Article 18. Multiple Sanctions**

In no case may two sanctions be imposed at the same time for the same action, except when one of them is a fine that may be imposed in conjunction with any other sanction.

## **Article 19. Concurrent Infringements**

If two or more infringements were to be derived from the same action, or were anyway committed jointly, the sanction that will be applied will be the one corresponding to the most serious infringement.

## **Article 20. Expiration of Disciplinary Duties**

Causes of termination of duty include:

- a)** Fulfilment of the sanction
- b)** Expiry of the infringements
- c)** Expiry of the sanctions



- d)** Death of the person held responsible
- e)** Foreclosure or dissolution of the sanctioned club
- f)** Amnesty granted by the Euroleague Basketball CEO

### **Article 21. Statutes of Limitations**

Minor infringements will expire after one year, serious infringements and infringements related to the Financial Stability and Fair Play Regulations will expire after three years, and doping infringements after eight years. These periods will be counted from the day following the date of the infringement.

The expiry period will be interrupted when the proceeding is initiated, but if this proceeding were to be stopped for two months by a cause not attributable to the person or entity subject thereto, the corresponding expiry period will continue from the point at which it was interrupted. The expiry period will be interrupted again when the procedure resumes.

These statutes of limitations do not apply to those cases handled under the proceedings established in Chapter II (Section II of this Code).

### **Article 22. Expiry of Sanctions**

Sanctions will expire after three years except those stipulated for doping infringements, which expire after eight years. The expiry period will be counted from the day following the one on which the sanctioning resolution becomes final, or from the time when the fulfilment of a sanction already in force is breached, if such fulfilment had already begun.

### **Article 23. Honouring of Sanctions**

The non-compliance with an imposed sanction or provisional or conservatory measure adopted by the Euroleague Basketball CEO, the Disciplinary Judge, the Appeals Judge, the Appeals Panel, the Management Control Commission or the Finance Panel will be considered an additional infringement and penalised by the Euroleague Basketball CEO through a fine of 30,001 euros to 280,000 euros.

## CHAPTER II

### **INFRINGEMENTS AND SANCTIONS**

**SECTION I:** INFRINGEMENTS AND SANCTIONS RELATED TO THE MANAGEMENT AND ADMINISTRATION OF THE EUROLEAGUE BASKETBALL COMPETITIONS AS STIPULATED IN THE EUROLEAGUE REGULATIONS, IN THE EUROCUP REGULATIONS, IN THE EUROLEAGUE CLUB LICENSING RULES, IN THIS CHAPTER II, SECTION I, OR IN ANY OTHER RESOLUTION OR PROVISION ORIGINATING FROM THE GENERAL ASSEMBLY OR THE GOVERNING BODIES OF THE COMPANIES.

#### **Article 24. Types of Infringements**

**24.1.** The following are deemed serious infringements:

- a)** Non-fulfilment of the clubs' material duties as set forth in the agreements and commitments entered into with the Company and/or with EP.
- b)** Preventing or obstructing the fulfilment of the contracts entered into with and by any of the Companies (including but not limited to the Audiovisual Rights Agreements and Sponsorship Agreements).
- c)** Allowing the broadcasting of games without prior authorisation from the Euroleague Basketball CEO, or when the games are not included in the agreements referred to above.
- d)** Materially infringing resolutions validly adopted by the General Assembly.
- e)** The material non-compliance with executive resolutions or measures adopted by the Companies.
- f)** Public statements by any persons associated with the clubs that undertake management, technical or sports activities on behalf of the clubs inciting their teams or supporters to violence.
- g)** Any acts or public statements made by persons associated with the clubs, damaging the image or interests of the Euroleague Basketball competitions or the Companies, endangering duly harmonious relationships among clubs, which may lead to violence, show disrespect or prove offensive to the Euroleague Basketball competitions or the Companies, any persons, bodies or managing authorities appertaining thereto, or persons that hold juridical or arbitration positions, and in general any statements detrimental to the sport of basketball.

- h)** Any instances of fraud arising in or related to the Euroleague Basketball competitions. The clubs will be liable for all actions committed by any of its Individuals if the club received an advantage from said actions.
- i)** The direct or indirect participation in betting on any basketball related bet, including the passing on of confidential information that is subsequently used for betting.
- j)** Refusal to take part in the mediation proceedings and/or the breach of the settlement agreement.

**24.2.** The following are deemed minor infringements:

- a)** Non-fulfilment, non-observance or passiveness with reference to the resolutions and instructions originating from the executive bodies of the Companies, when the actions do not amount to serious infringements.
- b)** Lack of cooperation, lack of consideration or respect or any kind of publicly disparaging remarks towards the Euroleague Basketball competitions or the Companies, another club, their representatives, administrators or managers; or towards any person or entity undertaking a technical or sports activity within the organisational scope of the Euroleague Basketball competitions or the Companies.
- c)** Any damages caused to the Euroleague Basketball competitions or the Companies, another club, their representatives, administrators or managers; or to any person or entity undertaking a technical or sports activity within the organisational scope of the Euroleague Basketball competitions or the Companies when they do not amount to a serious infringement.
- d)** Inadequately providing the data required by the Companies or after the deadline set, according to the provisions established in the applicable regulations.
- e)** Any serious case of poor organisation of a game when it does not amount to a serious infringement.
- f)** Lack of cooperation and accessibility of the coaches and players with the Company, the TV crew or with the media in general.
- g)** Non-fulfilment of the obligations concerning information stipulated in the Euroleague Regulations, in the Eurocup Regulations, in the Euroleague Club Licensing Rules or agreed by the General Assembly.

- h)** Non-fulfilment of the rules stipulated in the Euroleague Regulations, in the Eurocup Regulations or in the Euroleague Club Licensing Rules, or in any other provision established by the Companies not listed as a serious infringement in Article 24.1.
- i)** Any disloyal or unsportsmanlike conduct not listed under the previous provisions.

## **Article 25. Sanctions**

The sanctions that may be ordered for the infringements considered in this Section I are the sanctions set forth in Article 7 to be imposed as follows:

### **25.1. Specific Sanctions for Serious Infringements**

The sanctions stipulated for serious infringements are:

- a)** A fine ranging from 30,001 euros to 280,000 euros.
- b)** Temporary loss of economic and political rights.
- c)** Temporary or permanent disqualification from the Euroleague Basketball competitions with the corresponding loss of rights.
- d)** Temporary or permanent prohibited access to the arena.
- e)** Total or partial closure of the arena for a period ranging from one to 15 games.
- f)** From one to 15 games played behind closed doors.

### **25.2. Specific Sanctions for Minor Infringements**

The sanctions stipulated for minor infringements are:

- a)** Warning.
- b)** A fine of up to 30,000 euros.
- c)** Temporary loss of economic and political rights, for up to one year.
- d)** Temporary disqualification from the Euroleague Basketball competitions for up to one entire season.
- e)** Temporary disqualification from holding a position in the governing bodies of the Companies.

- f) Temporary prohibited access to the arena for up to one entire season.

## **SECTION II: INFRINGEMENTS AND SANCTIONS RELATED TO GAMES OR EUROLEAGUE BASKETBALL COMPETITIONS**

### **Article 26. General Provisions**

Infringements of the rules of the game or the Euroleague Basketball competitions are actions and omissions that, during the course of the game or the Euroleague Basketball competitions, affect, impede or disturb its smooth running.

#### **SUBSECTION I: Infringements Committed by Individuals, and Sanctions**

### **Article 27. Types of Infringements**

**27.1.** The following are considered serious infringements:

- a) Physical aggression against a member of the officiating crew, another Individual, the public, a fan, or any person in general.
- b) The undertaking of actions that cause the definitive suspension of a game under Articles 32 to 35 of the Euroleague Regulations, or 29 to 32 of the Eurocup Regulations.
- c) Threatening, humiliating, degrading or racist actions, by word or deed, towards a member of the officiating crew, another Individual, the public, a fan, or any person in general.
- d) All acts and any kind of conduct that directly or indirectly lead to or induce violence.
- e) Any of the infringements set forth in Article 27.2. when they are committed by any person with managerial positions in the club.

**27.2.** The following are considered minor infringements:

- a) The undertaking of actions that cause the abnormal interruption of a game.
- b) Insulting, offending, or committing acts that show a lack of respect towards a member of the officiating crew, another

Individual, the public, a fan, or any person in general when such actions do not amount to a serious infringement.

- c) Failure to comply with or repeated protest at the orders and instructions of the officiating crew.
- d) The use of violent means or procedures during a playing action that are an affront to the physical well-being of a player, when such actions do not amount to a serious infringement.
- e) Attempted physical aggression against a member of the officiating crew, another Individual, the public, a fan, or any person in general.

## **Article 28. Sanctions**

The sanctions that may be ordered under this Code for the infringements considered in this Subsection I are the sanctions set forth in Article 7.1 to be imposed as follows:

### **28.1. Specific Sanctions for Serious Infringements**

The serious infringements above will be penalised with the following sanctions:

- a) A fine ranging from 30,001 euros to 280,000 euros.
- b) Prohibited access to the arenas for a period from one to four years.
- c) Temporary disqualification from the competition for a period from one to four years or for three or more games in the same season.
- d) Permanent disqualification from the competition.

### **28.2. Specific Sanctions for Minor Infringements**

The minor infringements above will be penalised with the following sanctions:

- a) Warning.
- b) A fine of up to 30,000 euros.
- c) Prohibited access to the arenas for a period of up to one year.

- d) Temporary disqualification from the competition for a period of up to one year or for up to five games in the same season.

## **SUBSECTION II: Infringements Committed by Clubs, and Sanctions**

### **Article 29. Types of Infringements**

**29.1.** The following are considered serious infringements:

- a) The unsportsmanlike conduct by a team during a game, preventing its normal conclusion.
- b) Failure by a team to appear at a game or refusal to participate in it.
- c) The unjustified abandonment by a team of the playing area once the game has started, preventing it from being completed.
- d) The undertaking by the spectators of acts of coercion or violence during a game -against the players and other members of the visiting club, the members of the officiating crew or sports authorities- that prevent its normal conclusion, as well as the invasion or attempted invasion of the playing area that prevents the normal conclusion of the game.
- e) Physical aggressions by the public on the officiating crew, players, coaches, team followers, executives and other sports authorities before, during and/or after a game, within the arena or in the immediate surroundings.
- f) Threatening, humiliating, degrading or racist actions, by word or deed, towards a member of the officiating crew, another Individual, the public, a fan, or any person in general.
- g) Incidents generated by the public, including the throwing of objects on to the playing area, which seriously or repeatedly disturb the course of a game, cause its definitive suspension, threaten the physical well-being of those attending and/or cause any injury.
- h) Failure to adopt all necessary preventive measures to avoid disturbances, before, during or after a game, or any situation including overcapacity that endangers the well-being of the attendees, including the lack of or insufficient security forces or passiveness of the security personnel in the arena.
- i) The participation of a player not included on the Authorisation List or any other improper fielding of a player.

- j)** Incidents or disturbances caused by the fans in the official venues for any events organised by EP and/or the Companies, and their surroundings.

**29.2.** The following are considered minor infringements:

- a)** The unsportsmanlike conduct by a team during a game.
- b)** The lack of punctuality of a team at a game when it is not cause or reason for suspension.
- c)** Failure to present, at least 20 minutes before the beginning of a game, all the documents of the team members.
- d)** Registration of less than 10 players on the scoresheet, who must be present, appropriately dressed and fit to play.
- e)** The lighting of fireworks or flares inside the arena.
- f)** The use of laser pointers or any other objects that could disturb the job of the people involved in a game.
- g)** Insulting, offending, or committing acts that show a lack of respect towards a member of the officiating crew, another Individual, the public, a fan, or any person in general when such actions do not amount to a serious infringement.
- h)** Incidents generated by the public, including the throwing of objects on to the playing area, provided that such incidents do not amount to a serious infringement.
- i)** The invasion or attempted invasion of the playing area by the spectators before a game, during a game when it may cause its abnormal interruption, or once a game is over.
- j)** Insufficient preventive measures taken to avoid disturbances before, during and after a game, when they do not amount to a serious infringement.
- k)** The malfunction or improper conditions of the arena, including the equipment or machinery contained therein, which affect the smooth running of home games.

### **Article 30. Sanctions**

The sanctions that may be ordered under this Code for the infringements considered in this Subsection II are the sanctions set forth in Article 7.2 to be imposed as follows:



### **30.1. Specific Sanctions for Serious Infringements**

The serious infringements above will be the object of the following sanctions:

- a)** A fine ranging from 30,001 euros to 280,000 euros.
- b)** Loss of the game and, when applicable, the playoff or two-game total point series.
- c)** Points discounted from the team's standing.
- d)** Temporary disqualification from the competition for a period of one season or up to a maximum of three consecutive seasons.
- e)** Permanent disqualification from the competition.
- f)** Replay of the game either in the same arena as the original game, in a neutral arena or behind closed doors.
- g)** Total or partial closure of the arena for a period of one game up to one entire season.
- h)** Games played behind closed doors for a period of one game up to one entire season.

The sanctions of this article will be applied without prejudice to what is stipulated in Article 31.

### **30.2. Specific Sanctions for Minor Infringements**

The minor infringements above will be the object of the following sanctions:

- a)** Warning.
- b)** A fine of up to 30,000 euros.
- c)** Loss of the game and, when applicable, the playoff or two-game total point series.
- d)** Points discounted from the team's standing.
- e)** Temporary disqualification from the competition for up to one season.
- f)** Partial closure of the arena for a period of up to five games.

### **Article 31. Specific Sanction about the Refusal or Failure to Appear at a Game or Leaving the Playing Area without Just Cause**

**31.1.** In the event that a team unjustifiably fails to appear at a game or unjustifiably refuses to participate in a game, that team will be awarded with an automatic loss of the game by zero to twenty (0-20), and when applicable, the playoff or two-game total point series.

**31.2.** In the event that a team unjustifiably abandons the playing area once a game has started, thus preventing the game from being completed, that team will be awarded with an automatic loss by zero to twenty (0-20), unless the other team had a more favourable result when the incident took place. In the latter case, the existing result will be maintained. In a playoff or two-game total point series, the automatic loss will also entail the loss of the series.

In the event that both teams refuse to participate, the game will be considered as cancelled to all effects, without prejudice to the corresponding sanctions set forth in the present article. In a playoff or two-game total point series, both teams will be eliminated from the competition.

**31.3.** In addition to the automatic loss awarded under Article 31.1 or 31.2, the hearing body may also impose a fine from 100,000 euros to 200,000 euros.

**31.4.** In the case that an infringement of Article 31.1 or 31.2 is repeated (recidivism), the applicable sanction against the infringing club will be the disqualification from the competition for up to a maximum of three consecutive seasons, with the corresponding loss of rights, and the ancillary sanction imposed will be a fine from 200,001 euros up to 300,000 euros.

### **SECTION III: INFRINGEMENTS AND SANCTIONS RELATED TO THE FINANCIAL STABILITY AND FAIR PLAY REGULATIONS**

#### **Article 32. Types of Infringements**

**32.1.** The following are considered infringements:

- a)** Having outstanding debts with registered players, coaches and/or with club employees for more than three months ("outstanding debts" mean due and legally enforceable debts).
- b)** Not providing the documentation or not respecting the deadlines established in the Financial Stability and Fair Play Regulations.

- c)** Providing false or inaccurate statements or documents or omitting to provide due information or documents.
- d)** Not fulfilling the compliance plan agreed together with the Management Control Commission.
- e)** Not demonstrating revenues above 4,000,000 euros across an entire season.
- f)** Allocating to player salaries an amount that exceeds 65% of the total expenses of the club across an entire season.
- g)** Having direct or indirect contributions from the shareholders of each club representing more than the percentage of the total expenses established in the Financial Stability and Fair Play Regulations for an entire season.

### **Article 33. Sanctions**

The sanctions that may be ordered for the infringements considered in this Section III are the sanctions set forth in Article 7.2 to be imposed as follows:

- a)** Warning.
- b)** A fine of up to 280,000 euros.
- c)** Temporary or permanent loss of economic and political rights.
- d)** Temporary or permanent disqualification from the Euroleague Basketball competitions with the corresponding loss of rights.
- e)** Points or victories discounted from the team's standing.
- f)** Temporary disqualification from holding a position in the governing bodies of the Companies.
- g)** Prohibition of registering new players.

## **CHAPTER III**

### **DOPING INFRINGEMENTS AND SANCTIONS**

#### **Article 34. Applicable Regulations**

All anti-doping violations are those specified in the FIBA Internal Regulations governing Anti-Doping.

All anti-doping violations and sanctions fall under the jurisdiction, rules and procedures of FIBA.

## **CHAPTER IV**

### **PROCEEDINGS**

#### **SECTION I: GENERAL PROVISIONS**

##### **Article 35. Common Provisions**

The proceedings stipulated in this Code are governed by the rules of this chapter.

The parties must use English as the language for communication. As such, the costs of any necessary translations will be the responsibility of the party concerned. The members of the hearing bodies may call for the use of interpreters.

##### **Article 36. Right of Intervention and Representation**

Any person or entity whose rights or interests may be affected by the opening of a proceeding, or a club in a proceeding involving one of its Individuals, may request to intervene in the proceeding. They must file an application to this effect with the Euroleague Basketball office, adjoining an explanation concerning the relevant reasons, immediately after the proceeding has come to their knowledge. This application must be submitted prior to the hearing, or prior to the closing of the evidentiary proceedings if no hearing is held. The hearing body will send a copy of this application to the parties involved and fix a time limit for them to express their position on the participation of the third party and to file, to the extent applicable, written observations. Then, the hearing body dealing with the case will decide whether the applicant has the right to participate in the proceedings as a party. If such a right is granted, from that moment on, this third party will have the condition of party concerned to the effects of notifications, arguments in defence, allegations, proposals, sifting of evidence and right of appeal.

##### **Article 37. Provisional Measures**

If an infringement appears to have been committed and a decision on the main issue cannot be made in an expeditious manner, the hearing body may, in emergency situations, provisionally issue, alter or revoke a sanction. In provisionally issuing a sanction, the hearing body is entitled to consider the extenuating and aggravating factors and circumstances of Articles 16 and 17. In similar circumstances, the hearing body may take

other provisional measures at its sole discretion, especially to ensure compliance with a sanction already in force. The hearing body will take action upon request or ex officio. The hearing body may provide the operative part of the decision.

Once the proceeding has been initiated and at any time therein, the hearing body empowered to commence it may adopt the provisional or conservatory measures it deems appropriate, in order to maintain the orderly legal procedures and to ensure the effectiveness of the ruling that will be issued. If the circumstances so dictate, the hearing body may decide to hear the parties.

A provisional or conservatory measure can apply for up to 30 days and its duration will be deducted from the final sanction. The hearing body may, exceptionally, extend the validity period of a provisional or conservatory measure for up to 10 days.

### **Article 38. Imposing Sanctions**

Sanctions may only be imposed by virtue of a proceeding opened to that effect in accordance with the provisions established in this Chapter IV. If, once a proceeding has been initiated, the offender recognises their responsibility, the proceeding may be resolved with the imposing of the corresponding sanction.

Sanctions imposed through the proceedings will be enforced immediately.

Disciplinary decisions are final and not subject to appeal, except for decisions of the Disciplinary Judge and the Appeals Judge – or the Appeals Panel when appropriate. However, a ruling made following exceptional proceedings under Article 48 will not be subject to appeal under any circumstances.

### **Article 39. Notifications of the Decisions**

All decisions and rulings issued in proceedings affecting the parties concerned therein will be notified to them in the shortest possible time by email.

Notifications must contain the whole text of the ruling with the indication of whether or not it is final, a reference to the possible appeal, the body to which it would be necessary to submit the appeal, and the corresponding deadline.

Rulings that involve Individuals will be sent to the clubs concerned by email.

A party may request that a decision or ruling remain confidential. However, the Companies have sole and final discretion whether they decide to publish

a decision or ruling in full, its operative part, and/or a summary or a press release setting forth the results of the proceedings.

#### **Article 40. Costs of the Proceedings**

The costs of the proceedings filed with the Euroleague Basketball CEO are responsibility of EP.

The costs of the proceedings filed with the Disciplinary Judge will generally be the responsibility of EP, except for the proceedings initiated at the request of the party concerned. If it is the latter case, the fee for the right to protest or file a complaint may be deducted from the costs of the proceedings or even refunded.

The costs of the proceedings in the second instance filed with the Appeals Judge or Appeals Panel must be divided fairly between the parties to the proceeding depending on the result. The fee for the right to appeal may be deducted from the costs of the proceedings or even refunded.

The costs of the proceedings filed with the Finance Panel must be divided fairly between the parties to the proceeding depending on the result.

### **SECTION II: PROCEDURES**

#### **SUBSECTION I: Procedures for minor and serious infringements under the material scope of Article 3.1**

#### **Article 41. Jurisdiction Based on the Type of Infringement**

**41.1. Minor Infringements:** Sanctions resolved for acts regarded as minor infringements under the material scope of Article 3.1 will be imposed by the Euroleague Basketball CEO in accordance with the procedure established in Article 44.

**41.2. Serious Infringements:** Sanctions resolved for acts regarded as serious infringements under the material scope of Article 3.1 will be imposed by the Disciplinary Judge in accordance with the procedure established in Article 45 and, in the case of appeals, by the Appeals Judge or – where appropriate – the Appeals Panel.

#### **Article 42. Commencement of Proceedings**

In opening proceedings upon receiving the allegations or being informed of an alleged infringement, the Euroleague Basketball CEO may resolve to have evidence collected before ordering the commencement of proceedings or the closure of the case.

Orders to conclude proceedings must include the grounds that justify them and the corresponding decisions with reference to any accusers involved.

### **Article 43. Examining Official**

The Euroleague Basketball CEO will commence the proceedings by appointing the Examining Official that will be in charge of them.

The Examining Official will draw up a case report on the evidence, deciding whether the alleged infringement is minor or serious, and the procedure to be followed.

### **Article 44. Procedure for Minor Infringements**

- 44.1.** If the Examining Official considers that the case constitutes a minor infringement, the party concerned will be informed of the opening of a proceeding, the alleged infringement, the articles allegedly breached, the articles to be applied, and any sanction that may be imposed.
- 44.2.** The party concerned will be entitled, within a period of 72 hours from receipt of the notification, to make any appropriate arguments in defence, adjoining any pertinent evidence in support of them. After this period the Examining Official will not admit any further arguments in defence other than those specially requested by him or her, and the examining procedure will then be regarded as completed.
- 44.3.** When the corresponding arguments in defence have been made, or the time allowed for them has elapsed, the Examining Official will make a report on the case to the Euroleague Basketball CEO, who will then make the decision that brings the proceeding to a close. The decision will contain an account of the facts of the infringement, the corresponding articles and the sanction imposed. It must be sent in writing to the parties concerned, directly or through the club to which the person concerned belongs.
- 44.4.** Before making a decision, the Euroleague Basketball CEO may issue a resolution requiring and explaining further proceedings deemed essential for the purposes of reaching a decision; the parties concerned will be notified of this and granted 48 hours to present their arguments in defence.
- 44.5.** The decisions for minor infringements sanctioned according to Article 25.2 a) or 25.2 b), which are made by the Euroleague Basketball CEO, are final and not subject to appeal.

## **Article 45. Procedure for Serious Infringements**

**45.1.** If the Examining Official considers that the case constitutes a serious infringement, the party concerned and the Disciplinary Judge must be informed of the opening of a proceeding with an account of the facts, the corresponding circumstances, the alleged infringement(s), the articles allegedly breached and the articles to be applied.

**45.2.** After this proceeding has been opened, the Disciplinary Judge may explain and order ex officio any provisional measures deemed necessary.

**45.3.** The Disciplinary Judge may order any enquiries deemed conducive for clarifying the issue, requesting, if appropriate, any reports or collection of evidence required for determining the infringements liable to sanction; the parties concerned may propose the collection of further evidence or submit directly any evidence of interest for deciding the case within four calendar days from the notification mentioned in Article 45.1.

The Disciplinary Judge may admit or reject any evidence deemed pertinent through a resolution stating the grounds of admission or refusal thereof. If the Disciplinary Judge deems, at his sole discretion, that a hearing of the admitted evidence is required, he will order this to be held within three days, notifying the parties concerned, well beforehand, of the place, date and time for the hearing.

The Disciplinary Judge is entitled to decide to extend when necessary the period set for handling the case.

**45.4.** In light of the proceeding undertaken, the Disciplinary Judge will rule on the immediate dismissal of the case or continue the proceeding. The defendant will then have three calendar days to present arguments in defence.

In the event that the Disciplinary Judge considers that the infringement is minor, he will remit the proceeding to the Examining Official, so that the Examining Official continues with the proceeding and requests that the parties make any appropriate arguments in defence.

**45.5.** When arguments in defence in response to the writ have been submitted, or when the time for presenting them has expired, the Disciplinary Judge may issue a resolution requiring and explaining further proceedings deemed essential for the purposes of making a decision, or will issue the decision that brings the proceeding to a close. The decision, which will contain an account of the facts of the infringement, the articles



applying to it and the sanction resolved, will be sent in writing to the parties concerned, directly or through the corresponding club.

**SUBSECTION II:** Procedures for all infringements under the material scope of Article 3.2

**Article 46. Jurisdiction**

Infringements within the material scope of Article 3.2 will be heard and resolved by the Disciplinary Judge in accordance with the ordinary proceeding set forth in Article 47, and in exceptional circumstances, Article 48. In the case of appeals, when established, such infringements will be heard and resolved by the Appeals Judge or – where appropriate – the Appeals Panel.

**Article 47. Ordinary Proceedings**

**47.1.** The ordinary proceedings will be initiated by the Disciplinary Judge in the following cases:

- a)** Ex officio: automatically from the incidents mentioned on the scoresheet of the game and the complementary reports of the officiating crew; or at the request of the Euroleague Basketball CEO, who notifies the Disciplinary Judge and the party concerned of a supposed infringement committed during the game.
- b)** Under protest pursuant to Article 49 of this Code.
- c)** At the request of any party concerned regarding an incident not reflected on the scoresheet: any such complaint must be sent to the Euroleague Basketball office and include any relevant facts as well as the proof of payment of a fee of 300 euros to EP for the right to protest.

**47.2.** The scoresheet of the game, all the complementary reports, complaints, arguments in defence and/or the complete text of the protest must be sent to the Disciplinary Judge within 48 hours following the end of the game.

**47.3.** The Disciplinary Judge will also accept the arguments in defence, allegations, reports and evidence provided by the parties concerned regarding any incident or anomaly concerning or related to a game or competition, provided that they are presented within 48 hours following the end of the game.

- 47.4.** After this period of time, the Disciplinary Judge will accept no further reports, complaints, arguments in defence, allegations, or evidence other than those he may expressly request.
- 47.5.** The Disciplinary Judge will make a summary examination of the facts necessarily bearing in mind the scoresheet of the game, the complementary reports of the officiating crew, and, if necessary, of the Euroleague Basketball delegate(s) at the game, the allegations or arguments in defence of the parties concerned and any other evidence he might deem valid.
- 47.6.** The presumption of truthfulness will be applied to the scoresheet of the game, together with any complementary reports of the officiating crew and the Euroleague Basketball delegate(s) at the game, though these documents can be contested by any means of evidence admitted by law.
- 47.7.** Any other evidence available will also be admissible, including, but not limited to, videos, DVDs, films, pictures or any other audiovisual formats. The Disciplinary Judge has full freedom in assessing and evaluating all evidence provided. For this purpose, he may carry out as many actions as necessary for examining the facts.
- 47.8.** The hearing stage will be considered initiated with the submission of the scoresheet of the game or the complaint to the club or the party concerned within the time established in Article 47.3.
- 47.9.** If any of the reports referred to in the previous Article 47.3 and Article 47.4 are involved, the Disciplinary Judge, before issuing judgment, must pass the content thereof to the parties concerned so that they make any arguments in defence they consider appropriate within 24 hours following the receipt of the notification.
- 47.10.** Likewise, before issuing a ruling, the Disciplinary Judge may reasonably decide to carry out complementary actions essential for resolving the proceeding, informing the parties concerned that they will have a period of 24 hours to present their arguments in defence against these complementary actions.
- 47.11.** The Disciplinary Judge will make the ruling within seven days from the time he considers that the exchange of communications is complete.
- 47.12.** In the ruling, the Disciplinary Judge will record the fact constituting the infringement, the articles of application and the imposed sanction. The ruling will be notified in writing to the parties concerned either directly or through the club to which the sanctioned person belongs, indicating any possible appeal against the ruling, as well as the bodies and time periods for such an appeal.

#### **Article 48. Exceptional Proceedings**

If a game is to be played less than 72 hours following the game whose facts caused the opening of a proceeding, the exceptional proceedings will follow the procedure for the general proceedings, except for the following:

- a)** For the games above, the ruling will be made in the first and only instance by the Disciplinary Judge, and will not be subject to appeal.
- b)** The time periods established in Articles 47.2 and 47.3 will be reduced to 90 minutes following the end of the game.
- c)** The time periods established in Article 47.9 will be reduced to 12 hours.
- d)** The Disciplinary Judge will make his ruling as promptly as possible, always within 24 hours following the end of the game.

#### **Article 49. Signing of the Scoresheet**

Without prejudice to Article 6, the team captain may sign the official scoresheet of a game in protest of an event that took place during the game that in the opinion of the club may have adversely affected the result of the game and therefore the interests of the club. The procedure for the protest will be as follows:

In order to be valid, a protest must:

- a)** be made during the first dead ball following the decision or incident that is the reason for the protest or at the end of the game before the officiating crew chief signs the scoresheet when the protest is regarding an incident that occurred in the last game action.
- b)** be signed in the space provided on the scoresheet. Detailed explanations are not necessary. It is sufficient that the club, identifying itself correctly, explains briefly that the protest is against the result of the game or against an event that took place during the game. The club must present the full text of its protest within 48 hours following the end of the game, including the proof of payment of 300 euros to EP for the right of protest. A proceeding will be opened. This proceeding will be conducted in accordance with Article 47.

If another game is to be played less than 72 hours following one in which the scoresheet has been signed under protest, the club must present the full text of its protest within 90 minutes following the end of the game in which the scoresheet has been signed under protest. This proceeding will be conducted in accordance with the Exceptional Proceedings established in Article 48.

**SUBSECTION III:** Game-Related Situations

**Article 50. Anomalies between the Result of a Game and the Scoresheet**

When the officiating crew chief's report or any complementary report shows (i) that the score registered on the scoresheet is abnormal or incorrect or (ii) that the officiating could not be carried out without coercion, due to the threatening attitude of the spectators or other circumstances that created concern for the physical well-being of the referees, the Disciplinary Judge will determine whether the game should be replayed totally or partially, and under what conditions, as well as any compensation that may follow, or whether one team loses the game by the result of zero to twenty (0-20) and, when applicable, the playoff or two-game total point series, without prejudice to the sanctions that might apply.

The procedure applicable to anomalies between the result of the game and the scoresheet will be that of Article 47, or if the circumstances so warrant, Article 48.

**Article 51. Suspension of the Game**

For all instances when a game is suspended under Articles 32 to 35 of the Euroleague Regulations or Articles 29 to 32 of the Eurocup Regulations, the Disciplinary Judge will decide at their own discretion whether the game should be replayed totally or partially, and under what conditions, or whether the result remains as it was at the moment of the suspension or whether one of the teams loses by the result of zero to twenty (0-20). In addition, the Disciplinary Judge may decide on any applicable compensation, without prejudice to sanctions or any other appropriate measure that might apply. The procedure applicable to this article will be that of Article 47, or if the circumstances so warrant, Article 48.

**SUBSECTION IV:** Procedures for all infringements under the material scope of Article 3.3

**Article 52. Jurisdiction**

Infringements within the material scope of Article 3.3 will be heard and resolved by the Management Control Commission and the Finance Panel pursuant to the provisions set forth in the following articles.

**Article 53. Monitoring Proceeding**

**53.1.** The Management Control Commission, as a consequence of its duties, may open a monitoring proceeding, upon request or ex officio, regarding the financial position of a club. For this purpose it may collect all relevant evidence from the club.

The club may provide any type of evidence to support its case. In principle no hearings are held. Upon written request from the parties concerned, the Management Control Commission may decide to hold a hearing with oral arguments at the place that it will determine. All costs derived from this hearing will be covered by the requesting party.

**53.2.** After all evidence has been collected, the Management Control Commission will assess the entire proceeding and may:

- a)** dismiss the case;
- b)** conclude, with the consent of the club, a settlement agreement, which will include the application of disciplinary measures limited to a warning or a fine of up to a maximum amount of 100,000 euros;
- c)** refer the case to the Finance Panel.

The decision of the Management Control Commission will be notified to the club in writing.

#### **Article 54. Settlement Agreement**

The Management Control Commission may conclude a settlement agreement with the consent of the club in order to establish a compliance plan to be fulfilled by the club, which will include the following, depending on the reason for its implementation:

- a)** A feasibility plan that enables the club to guarantee a balanced budget between revenues and expenses.
- b)** A proposal for actions to recover the balanced equity of the club and completion deadlines.
- c)** Debt payment scheme.

The completion period of the plan may not exceed three seasons. During the assessment process, the Management Control Commission may request the information considered appropriate to check the compliance status of the plan. The failure to comply with the requirements established herein will be considered as a new infringement.

#### **Article 55. Adjudicatory Proceeding**

**55.1.** The Management Control Commission may decide to refer a case to the Finance Panel. The report of the Management Control Commission regarding the case will include a summary examination

of the facts, an outline of the gathered evidence, a reference to the allegedly breached provisions and a proposal as regards the final decision of the Finance Panel, including, if appropriate, any disciplinary measures.

**55.2.** The Finance Panel will inform the club of the opening of an adjudicatory proceeding, with an account of the facts, the corresponding circumstances, the alleged infringement(s), the allegedly breached articles and the articles to be applied.

**55.3.** The Finance Panel will inform the club that it will be entitled to submit its written observations within a suitable time limit. After these, no further documents may be submitted except under exceptional circumstances and with the consent of the Finance Panel.

In principle no hearings are held. Upon written request from the parties concerned, the Management Control Commission may decide to hold a hearing with oral arguments at the place that it will determine. All costs derived from this hearing will be covered by the requesting party.

**55.4.** The Finance Panel will issue the ruling within 30 days from the time it considers that the exchange of communications is complete.

**55.5.** In the ruling, the Finance Panel will record the facts constituting the infringement, the articles of application and the imposed sanction. The ruling will be notified in writing to the parties concerned either directly or through the club to which the sanctioned person belongs, indicating any possible appeal against the ruling, as well as the bodies and time periods for such an appeal.

**55.6.** The Finance Panel will issue its resolution in writing, in which it may:

**a)** dismiss the case; or

**b)** impose the corresponding disciplinary measures.

**55.7.** In urgent cases, the operative part of the final decision may be communicated to the defendant before the fully reasoned decision. The decision will be enforceable from the date of the notification of its operative part.

**55.8.** The decisions of the Finance Panel are final and may be directly appealed to the Court of Arbitration for Sport in accordance with Article 57.

## **SUBSECTION V: Appeals**

### **Article 56. Internal Appeals**

- 56.1.** The rulings of the Disciplinary Judge and the Euroleague Basketball CEO may be appealed to the Appeals Judge -or the Appeals Panel according to Article 56.4 below and subject to the rule of Article 38 - by the Examining Official or the party concerned, in a time of 10 calendar days starting from the day following the notification of the ruling. Notwithstanding this, if the ruling affects the qualification of a team for a different phase of the competition the Disciplinary Judge may reduce the time periods for the appeal to be submitted.
- 56.2.** Exceptions to the foresaid, i.e. the sanctions that may not be appealed against, are the sanctions imposed by virtue of the exceptional proceedings of Article 48 above and the following ones:
- a)** Warning.
  - b)** Fines of up to 5,000 euros (including this amount) for sanctions under the material scope of Article 3.2.
  - c)** Fines of up to 30,000 (including this amount) for sanctions under the material scope of Article 3.1.

Appeals against rulings that are not express may be submitted in the time of 15 calendar days starting from the day following the one on which the claim or allegation has been considered dismissed.

- 56.3.** The Appeals Judge will deal in the second instance with the appeals presented against the rulings of the Disciplinary Judge that do not fall under Article 56.4 below.
- 56.4.** Appeals against permanent disqualification, disqualifications for three or more games, prohibition from having access to the arenas for more than one year, a sanction of three or more games played behind closed doors, and fines exceeding 20,000 euros, will be heard by the Appeals Panel. The Appeals Panel will be comprised of three judges, and the Appeals Judge will be the President of the Panel.

If a ruling by the Disciplinary Judge has imposed two or more sanctions, each of them will be appealed in accordance with the respective procedures. Notwithstanding the above, if these two or more sanctions are based on the same factual grounds and/or legal arguments, the Appeals Panel may consolidate the proceedings.

- 56.5.** All appeals must include:
- a)** Name and surnames of the party concerned or the person acting on its behalf.

- b)** The act that is appealed against and the facts giving rise to the appeal, and also the list of evidence that, proposed in the first instance in due time and form, was not examined.
- c)** The articles that the appellants consider infringed, as well as the reasoning on which they base their appeal.
- d)** The specific request being made.
- e)** The place at and date on which the appeal is submitted.

- 56.6.** The appeal must be accompanied by a proof of payment of a fee of 600 euros to EP for the right to appeal.
- 56.7.** After the appeal has been submitted the Appeals Judge – or the Appeals Panel when appropriate – will immediately send it to the parties concerned so that they might oppose it in the space of four calendar days.
- 56.8.** In dealing with appeals, it is not possible to examine other evidence than that which was proposed in due time and form in the first instance and was not examined in the first instance, unless so authorised by the Appeals Judge or Appeals Panel if the circumstances so warrant.
- 56.9.** In principle no hearings are held. Upon written request from the parties concerned, the Appeals Judge -or the Appeals Panel when appropriate- may decide to hold a hearing with oral arguments at the place that the Appeals Judge -or the President of the Appeals Panel when appropriate- will determine. All costs derived from this hearing will be covered by the requesting party.
- 56.10.** The express resolution of appeals must occur in a time of no more than 30 calendar days. In all cases, if 30 calendar days pass without there being any resolution or notification concerning the appeal submitted, it will be understood that the appeal has been dismissed, and the appellant may resort to the corresponding legal procedure. If there were exceptional circumstances in the course of the appeals proceedings, the Appeals Judge or Appeals Panel may decide to extend the time limit established in this article.
- 56.11.** The resolution of the appeal will confirm, revoke or modify the appealed ruling and, in case of modification, may cause no further damage to the party concerned, should this party be the only appellant.



## **Article 57. Court of Arbitration for Sport**

### **57.1. Jurisdiction of the Court of Arbitration for Sport**

After all internal appeals have been exhausted, further appeals challenging rulings for serious infringements may be filed before the Court of Arbitration for Sport (CAS) within 15 calendar days of the infringing party's receipt of the ruling including the grounds, in which case the parties will proceed as provided in the Code of Sports-related Arbitration. The process and procedure applicable will be as set forth in Article R47 et seq. of the Procedural Rules.

**57.2.** The defendant to be named in such appeals is exclusively EP.

**57.3.** In whatever case, the CAS is not competent to deal with:

- a)** Decisions by the Euroleague Basketball CEO for minor infringements under Chapter II, Section I.
- b)** Decisions by the Disciplinary Judge for minor infringements under Chapter II, Section II.
- c)** Decisions made under Chapter IV, Section II, Subsection III.
- d)** Decisions made following the procedure of Article 48.
- e)** Decisions by the Disciplinary Judge, Appeals Judge or Appeals Panel concerning decisions made by referees or unified scorers in connection with games, or matters related to the outcome of the games.

### **FINAL PROVISION**

This Code will enter into force beginning the date on which the General Assembly approves it, without prejudice to the subsequent modifications that may be approved by the General Assembly.



# **EUROCUP ADMINISTRATIVE PROCEDURE REGULATIONS**



## **EUROCUP ADMINISTRATIVE PROCEDURE REGULATIONS**

### **Article 1. Registration**

- a) The club participating in the Eurocup Regular Season commits itself to pay the net amount of 15,000 euros to Euroleague Properties S.A. (hereinafter "EP") as a registration fee by 1 July 2015, in consideration of the rendering of services for the organisation of the 2015-16 Eurocup games that will take place in the arena of the club.
  
- b) The club participating in the Eurocup Regular Season accepts to pay the net amount of 10,000 euros as a security deposit no later than 28 September 2015. This will be used to guarantee compliance with the Eurocup Bylaws and any subsequent modifications or amendments thereto, any other rules and resolutions of the governing bodies of the competition, EP and/or the company designated by EP to manage the Euroleague Basketball competitions (hereinafter the "Company"), and the obligations of any kind and nature assumed by the club as a result of its registration in the competition. The club authorises EP and/or the Company to withdraw the security deposit above in order to cover all those debts that the club may owe to EP and/or the Company, for any reason whatsoever, as a consequence of its participation in the Eurocup. Without prejudice to what is stated herein, the security deposit will be returned to the club after the end of the Eurocup competition (fully, if the club has fulfilled all its obligations, or partially if the club has any outstanding debts, of any kind and nature ("outstanding debts" mean due and enforceable debts), with EP and/or the Company, for any reason whatsoever, as a consequence of its participation in the Eurocup). Should EP or the Company withdraw, fully or partially, the security deposit, the club commits itself to reimburse the security deposit up to the amount of 10,000 euros, for the purpose of complying with what is established in this paragraph. Without prejudice to what is stated herein, the security deposit will be returned to the club after the end of the Eurocup competition.

Clubs with accumulated debts in a previous season(s) must provide a higher security deposit covering all their financial obligations before registering in the Eurocup.

## **Article 2. Procedure for Officials and Euroleague Basketball Delegates Fees and Expenses Charged to the Clubs**

The administrative procedure will be the following:

All the fees and expenses corresponding to officials and Euroleague Basketball delegates as well as their management (with the exception of the accommodation expenses on a bed and breakfast basis), will be assumed by EP through a deposit made by the clubs to EP by the beginning of each phase.

The deposit will be made in the following manner:

- **By 28 September**, the clubs competing in the **Regular Season** will send a bank transfer for **22,500 euros** corresponding to the fees and expenses of this phase.
- **By 21 December**, the clubs competing in the **Last 32 and Eighthfinals** will send a bank transfer for **18,500 euros** corresponding to the fees and expenses of this phase.
- **By 7 March**, the clubs competing in the **Quarterfinals and Semifinals** will send a bank transfer for **10,500 euros** corresponding to the fees and expenses of these phases.
- **By 11 April**, the clubs competing in the **Finals** will send a bank transfer for **8,000 euros** corresponding to the fees and expenses of this phase.

After the end of each phase, EP will issue the corresponding invoice to the clubs for these services. In case of deficit or surplus, EP will request or return a part of the deposit.

## **Article 3. Officials Fees and Expenses**

### a) Fees

#### **Regular Season, Last 32 and Eighthfinals (Fee per Game/Referee)**

- Referee: 600 euros.

#### **Quarterfinals and Semifinals (Fee per Game/Referee)**

- Referee: 700 euros.

#### **Finals (Fee per Game/Referee)**

- Referee: 1,000 euros.

b) Expenses per game

- Travel expenses (flight tickets/train tickets/car km, etc).
- Meal expenses (a maximum of three meal allowances of 40 euros each).

In the case that the travel plan cannot be adapted, the three meals may be increased to four.

- Other expenses (taxi from airport-hotel, hotel-arena, etc).

With reference to accommodation, the home club must book and pay for the hotel in which the officials will stay for a maximum of two nights (the night before the game and the night of the game).

Accommodation will be provided on a bed and breakfast basis and in a 4-star hotel.

The clubs must send the information related to the officials' hotel before 14 September to the following email address:  
[claudio.vitagliano@euroleague.net](mailto:claudio.vitagliano@euroleague.net)

**Article 4. Double Nominations**

For those games officiated by referees included in the process of the Double Nominations, the regulations will be the following:

The referee will invoice to EP:

- Fee established for the Eurocup game (in accordance with the phase).
- 40% of the total price of the flight tickets or car kilometres.
- Cost of the trips from airport-hotel, hotel-arena-hotel and hotel-airport.
- Three meals (two dinners and one lunch of 40 euros each will be included).

**Article 5. Euroleague Basketball Delegates Fees and Expenses**

- a) Fees: 200 euros for all the phases
- b) Expenses per game

- Travel expenses (flight tickets/train tickets/car km, etc).
- Meal expenses: 40 euros each meal.

If the game is held in the Euroleague Basketball delegate's city, one meal allowance of 40 euros.

In the case that the Euroleague Basketball delegate comes from another city or from abroad, the number of meals may be increased to two or three.

- Other expenses (taxi from airport-hotel, hotel-arena, etc).

With reference to accommodation, the home club must book and pay for the hotel in which the Euroleague Basketball delegates will stay.

The Company's Basketball Operations Department will inform the home club in advance if in some cases it is necessary to book one additional room for the Euroleague Basketball delegate.

#### **Article 6. Other Deductions Applied to the Clubs**

If during the 2015–16 season the Company reaches an agreement with any international basketball governing body whereby a fee must be paid by the clubs, the Company is authorised to invoice the corresponding amount to each club within the mentioned season. In the case that a club does not make the payment of the corresponding invoice, the corresponding amount will be deducted from the security deposit submitted by the club pursuant to Article 5 f) of the Eurocup Regulations.

#### **Article 7. Notices**

The clubs must send any notices that they may have to the Company's Finance Department at:  
[euroliguelueproperties@euroliguelue.net](mailto:euroliguelueproperties@euroliguelue.net)



# **EUROLEAGUE BASKETBALL OFFICIALS REGULATIONS**



# **EUROLEAGUE BASKETBALL OFFICIALS REGULATIONS**

## **CHAPTER I**

### **General Regulations**

#### **Article 1. Director, Refereeing**

- 1.1.** The Director, Refereeing will be in charge of the Refereeing Department.
- 1.2.** Functions of the Director, Refereeing will include:
- a)** The annual selection and modification of the list of officials officiating games organised by Euroleague Properties S.A. (hereinafter "EP") and/or Euroleague Entertainment & Services, S.L.U. (hereinafter the "Company").
  - b)** The nomination of officials to officiate games.
  - c)** Setting up the administrative and technical criteria that officials must follow during the season.
  - d)** Dealing with the follow up and permanent training of officials.
  - e)** Management of the economic conditions to officiate games.

#### **Article 2. Officials and Officiating Crew**

- 2.1.** To all effects, officials will comprise the referees and observers.
- 2.2.** To all effects, the officiating crew will comprise three referees and six unified scorers.
- 2.3.** It will be the responsibility of the home club to duly inform the corresponding league, federation, entity or person of the date and tip-off time of the games, so that the unified scorers are present at the games.

- 2.4.** The Company may reject the nomination of a unified scorer with reasoned argument. In this case, the club will find a substitute amongst the registered unified scorers.

**Article 3. Written Rules**

- 3.1.** The Company may, from time to time during the season, establish written rules for the governance of all officials and will be binding upon each of them.
- 3.2.** The officials will be given a copy of these rules.

**Article 4. Responsibility of the Officiating Crew Chief in the Games**

- 4.1.** Officiating crew chiefs will be responsible for the official scoresheet of the game, and during half-time will review the scoresheet, to which they will bear witness with their signature. In the event of disagreement with the result of the game, the captains of the teams may sign "under protest".
- 4.2.** The officiating crew chief will lead a pre-game meeting between the referees and the unified scorers, to be held in the referees or unified scorers locker room.
- 4.3.** The officiating crew chief will inform the disciplinary body, on the back of the scoresheet, of any incidents occurring before, during and/or after the game, both as regards compliance with the rules established for the competition and the behaviour of the teams and the public. Exceptionally, when the incidents are of such seriousness that they endanger the physical well-being of either of the teams or the referees, this obligation may be replaced by a complementary report, which must be sent within 12 hours following the end of the game. If a game is to be played less than 72 hours following the game whose facts caused the complementary report, said report must be sent within 90 minutes following the end of the game. Failure to send this report within the time stipulated, will be deemed as incomplete information to the corresponding disciplinary effects.
- 4.4.** In the event of a doping test, this must be reported on the back of the scoresheet.

- 4.5.** Before the beginning of the game, the officiating crew chief will make sure that the Euroleague Basketball delegate has checked the identity of the players registered on the scoresheet and other members of the bench by examining the Authorisation List, the Game List and their passports.

The officiating crew chief will order any person not included on the Authorisation List to leave the team bench area or any place close thereto and will report any anomaly in this regard on the back of the scoresheet. In addition, the officiating crew chief will order any person having been sanctioned with a disqualifying foul to leave the team bench area.

- 4.6.** The officiating crew chief will be responsible for the technical court coordinator handing a copy of the scoresheet of the game duly completed to each team immediately following the officiating crew chief's signature at the end of the game.

- 4.7.** The officiating crew chief will be responsible for the emailing of the scoresheet (with the cooperation of the technical court coordinator), duly completed to the Euroleague Basketball office within 30 minutes following the end of the game.

## **Article 5. Responsibility of the Observer in the Games**

- 5.1.** The Director, Refereeing will nominate an observer in those games that he may see fit.

- 5.2.** The observer will observe the performance of the referees, giving personalised feedback to each referee following the game, as well as completing all reports requested by the Director, Refereeing within the requested deadlines. The observer will not have any direct or indirect involvement in the game itself.

## **Article 6. Prohibition on Advertising**

No member of the officiating crew may display advertising either directly or indirectly within the arena during the games, unless expressly authorised to do so by the Company. The whistle used to officiate must be black without any logos. This will be understood without detriment to the uniforms bearing the logo of the technical sponsor and the competition logo.

## **CHAPTER I I**

### **Officials**

#### **Article 7. Number of Referees per Game**

- 7.1.** The Company will assign three referees to officiate each game (officiating crew chief, referee and umpire). The referees must be practicing FIBA referees in order to be eligible to officiate the games.
- 7.2.** Notwithstanding the foregoing, due to missed assignments or sudden injury, less than three referees may be present to officiate any particular game. In such an event the referees present at such games will discharge their duties to the best of their abilities.
- 7.3.** The Director, Refereeing will inform referees of their nominations. All referees are obliged to confirm their availability for nominations by the required dates and notify the Refereeing Department through the Refereeing Department website within 24 hours.
- 7.4.** For the purposes of efficient communication all referees are required to obtain an email address and access to the internet for nominations, correspondence and information from the Company.
- 7.5.** Unavailability by a referee may only occur with just cause and in advance, by prior agreement with the Director, Refereeing.
- 7.6.** Any referee who for unforeseen reasons is unable to fulfil a nomination must inform the Director, Refereeing immediately in order that a replacement can be found.
- 7.7.** Failure to comply with the regulations above may lead to referees being withdrawn from nominations.
- 7.8.** Assignments for games will be sent directly to the respective referee, and must remain absolutely confidential and private until the Company makes them public.

- 7.9.** Any breach of Article 7.8. may result in the three referees being changed.

## **Article 8. Training Camp**

- 8.1.** Prior to the commencement of each season, the Company may require all officials to report to a training camp or facility at a place and time designated by the Company.
- 8.2.** Before or during the season, in addition to the training camp, the Company will have the right to require that officials also attend an instructional camp.
- 8.3.** All referees will report to an additional training camp at least once every three years.

## **Article 9. Air Travel and Game Fees and Expenses**

- 9.1.** Referees are responsible for purchasing flight tickets, which will be reimbursed by EP or through the clubs in accordance with the decision adopted by the Company. Referees will use best efforts to obtain the least expensive airline tickets at the times they are required to fly (economy seating for all flights). The reimbursement obligation hereunder will be limited to the cost of an airline ticket obtained using such best efforts.
- 9.2.** All referees are obliged to arrive at the latest on the evening prior to the game. Any exception to the above will be with the approval of the Director, Refereeing only. For those referees travelling less than 350km by car, they may arrive no later than 12:00 on the day of the game. This regulation is not applicable to events such as the Euroleague Final Four or the Eurocup Finals. In these cases, the nominated officials must arrive at the venue no later than 18:00 on the day before the event begins.
- 9.3.** The referee must inform the Refereeing Department of their proposed travel plan and cost of the ticket before purchasing the ticket. The Company reserves the right to purchase the most economical ticket.
- 9.4.** Every attempt will be made to make the referees' travel, including connecting flights, as convenient as possible.

- 9.5.** Each official will be responsible for notifying the Company of their travel plan, and, in turn, will be informed by the Company of the address, phone and fax of the hotel where the official will be staying.
- 9.6.** Referees should under no circumstances check their game uniforms/equipment into the hold baggage, when travelling by plane. Appropriate luggage must be used to ensure that this can be taken on board as cabin baggage.
- 9.7.** The total cost of the referees air travel is specified in the itinerary provided to the referees by the Company, based on the least expensive airline tickets obtainable by the Company, as stated above.
- 9.8.** The General Assembly will establish the officiating game fee.
- 9.9.** All game fees and legitimate expenses, supported by receipts, must be claimed using the appropriate form in accordance with the Administrative Procedure Regulations. The form and corresponding receipts must be sent by express post to EP. Payments will be made directly to the nominated bank account as soon as possible thereafter.
- 9.10.** All accommodation (bed and breakfast) will be organised by the Company using agreed hotels. The Company may delegate this responsibility to the clubs when considered necessary.
- 9.11.** Travelling rules included in this article can be changed by the Company when considered beneficial for the functioning of the Refereeing Department.

## **Article 10. Meals**

- 10.1.** Officials are free to make their own arrangements for lunch and dinner. In no case will the officials dine with team representatives or media representatives. No alcoholic beverages are allowed. Telephone and other expenses are to be paid personally by the official.
- 10.2.** The Administrative Procedure Regulations establish a fixed allowance per meal of 40 euros.



## **Article 11. Physical Condition and Clinic Examinations**

- 11.1.** During each season the Company has the right to require that each referee submit to two physical (medical) examinations prior to or during the pre-season and mid-season clinics. Approved medical practitioners must carry out these examinations and referees must present a certificate of medical fitness in all clinics they attend.
- 11.2.** Referees will not be allowed to participate in any of the clinic examinations without presenting a consent form and certificate of medical fitness, both signed by approved medical practitioners.
- 11.3.** Each referee must undertake and successfully complete in each clinic:
- a)** A physical test or tests as determined by the Company
  - b)** A Rules Theory Test
- In the case that a referee does not pass either of the above-mentioned tests during any of the clinics, they will not be eligible to be used by the Company for officiating games until they pass the tests on the dates established by the Company.
  - In the case that a referee does not attend the pre-season clinic as a result of personal/professional reasons, sickness or injury not sustained in the course of their duties towards the Company, they must successfully complete both tests before the commencement of the Regular Season. In such a case the Director, Refereeing will determine a date and place where the appropriate tests may take place.
  - The Company reserves the right to consider individual cases based upon exceptional personal and professional circumstances not covered by these Regulations.

## **Article 12. Weight Checks**

- 12.1.** At the beginning of each season, a duly licensed physician selected by the Company will designate a maximum weight for each referee, taking into consideration their height, age, gender and medical history, which will not be surpassed at any time during each such season.

- 12.2.** Referees will submit to up to three weight checks per season to be held at such places and times as may be designated by the Company.
- 12.3.** Any doctor or other licensed physician appointed by the Company hereunder may conduct weight checks. A referee whose weight exceeds the designated weight will, upon written notice from the Director, Refereeing, be given 14 days to reduce that weight, to the designated weight. During the 14-day period, the referee will not be nominated to any games. If upon the expiration of such 14-day period the referee's weight exceeds the designated weight, such a referee will not receive any nominations.

### **Article 13. Evaluation and Selection**

- 13.1.** Every referee will be evaluated at the end of each season. The evaluation will be based on the referee's season performance and will consist of a composite rating based upon the evaluation made by the observers (50%) and the Director, Refereeing (50%).
- 13.2.** Following the conclusion of each season, all referees will be ranked on the basis of the composite ratings compiled for that season. Referees ranked in the last places may be required to attend a Euroleague Basketball Summer Camp. The referees selected during the Euroleague Basketball Summer Camp to participate in the competitions organised by EP and/or the Company will carry out their officiating duties on a trial basis for one season.
- 13.3.** All games from the Euroleague and Eurocup competitions (hereinafter "Euroleague Basketball competitions") will be recorded on DVD and performances reviewed by the Refereeing Department.
- 13.4.** During the season a feedback will be given to referees in the appropriate manner using a combination of verbal, visual and written observations.
- 13.5.** Referees whose performances give rise for concern will be contacted by the Director, Refereeing who will outline the procedures in such cases.

- 13.6.** Selection of the referees is based upon the following criteria:
- a)** The experience and ability of the official to perform at international level and respective domestic competitions.
  - b)** The evaluation of game performance, physical condition, behaviour and presentation, as determined by the Director, Refereeing and observers.
- 13.7.** The referees will be placed into respective groups at the beginning of each season, according to the roles of officiating crew chief, referee and umpire. Referees will have the opportunity, based upon evaluations received, to move between the groups during the season. The Director, Refereeing also has the right to promote and/or demote referees for specific reasons.

#### **Article 14. Restriction of Contact between Officials and Teams**

- 14.1.** Any contact that may be necessary between officials and teams is to be administered through the Company including information regarding air and train travel, transport to and from air/train stations and hotels, travel between hotel and arena and meals.
- 14.2.** The Company recognises that upon arrival at the arena, there may be varying contacts with representatives of the teams. Communications should be respectful, but brief.
- 14.3.** Referees must ensure that they have sufficient local currency to cover petty costs.

#### **Article 15. Gifts**

Under no circumstances are officials allowed to accept gifts from teams.

#### **Article 16. Game Obligations**

- 16.1.** All officials must be at the arena at least one hour prior to tip-off and should proceed directly to the locker room.

- 16.2.** Unnecessary fraternisation with players, coaches, chairmen and managers of teams, or other club personnel, is strictly forbidden.
- 16.3.** A pre-game meeting must be conducted by the officiating crew chief.
- 16.4.** Unauthorised visitors are not to be admitted to the locker room at any time. All officials are expected to see that this restriction is carried out.
- 16.5.** All referees will report on the floor 20 minutes before game tip-off. Officiating crew chiefs will conduct a meeting with the scorer's table personnel, and then will join their colleagues who will stand on the side of the court opposite the team benches observing the warm-up of the teams.
- 16.6.** The home club must provide a liaison person (technical court coordinator) at every game to look after the needs of the referees.
- 16.7.** The home club is responsible at all times for the safety and security of the referees. This includes entry at the start of the game, departure and entry at half-time and departure at the end of the game including departure from the arena. A key to the referees locker room must be made available to the referees.
- 16.8.** Under no circumstances should any official communicate any statements or comments to the media at any time.

## **Article 17. Bench Personnel**

- 17.1.** Only persons with legitimate functions as per the relevant article outlined in the Official Basketball Rules as approved by FIBA, as well as in the Euroleague Regulations or the Eurocup Regulations, will be allowed to sit on the bench during the game. The officiating crew chief must ensure that this rule is strictly applied.
- 17.2.** In the event of any breach of Article 17.1. by the club personnel, the officiating crew chief must send a report to the Euroleague Basketball office immediately after the game, including all necessary and relevant details.

## **Article 18. Reports**

- 18.1.** Any reports concerning the game must be noted on the back of the scoresheet and accompanied by a complementary report from each official, if necessary.
- 18.2.** The officiating crew chief will inform the representatives of both teams as to the nature and content of the report immediately after the end of the game.
- 18.3.** Reports must include at least the following information regarding any incidents that occurred before, during and/or after the game:
- a)** Time in which the incident occurred (including period, minute and second).
  - b)** Detailed description of the incident reported (if there is a protest by a player or coach, the description will include the reason for the protest and the statements or words expressed; if objects are thrown, the description will include the identification and characteristics of the objects, place where they were thrown, and information as to whether the game was interrupted or not as a consequence of the incident).
  - c)** Identification of the person(s) (if known) who caused the incident and/or the person(s) involved.
- 18.4.** All reports, scoresheets and other documentation must be sent by email to the Euroleague Basketball office, within one hour following the end of the game (except as established in Article 4.3 regarding complementary reports of the officiating crew chief), and the originals must be sent by express post. The Director, Competitions must be informed by telephone as soon as a report is sent.

## **Article 19. Other Conduct**

- 19.1.** In addition to the foregoing, each referee will observe and comply with all requirements of the Company, whether on or off the playing floor.

- 19.2.** Referees are reminded that smoking is not permitted during the period of their nomination (beginning with the departure from the home city and ending upon return thereto).

**Article 20. Miscellaneous**

- 20.1.** Notwithstanding any prior practice or arrangement the referees are obliged to wear the shirt(s), jackets and shoes approved by the Company. Unless otherwise specified, black trousers and shoes are to be worn.
- 20.2.** The logo(s) designated by the Company must be worn on all shirts and jackets.
- 20.3.** All referees must conduct the games in the prescribed manner and in keeping with the agreed philosophy of the Refereeing Department in order to maintain consistency.
- 20.4.** Each game is important. Each team and audience deserves the best officiating possible. At no time should a referee demonstrate a lack of intensity or professionalism.
- 20.5.** In case of a nomination for a game being revoked, the official will not be entitled to any economic compensation or reimbursement.
- 20.6.** Consistency of approach is essential. Demand and receive respect from participants and club executives. This must be maintained throughout the game. Do not penalise poor behaviour at the end of the game if you have allowed it during its course. Be firm, but fair. Do not permit rough play, especially away from the ball. It is important that those who rely solely upon physical strength do not disadvantage skilful players.

## **CHAPTER III**

### **Disciplinary Regulations**

#### **Article 21. Infringements Committed by Officials**

- a)** Aggression, threats, coercion or any act showing a lack of respect towards players, coaches, team followers, executives, other members of the officiating crew, spectators, sports authorities, or any person in general.
- b)** Incorrect and unsportsmanlike behaviour, causing animosity with the spectators.
- c)** Passiveness towards the unsportsmanlike conduct of the members of the participating teams.
- d)** Proven partiality towards either of the teams.
- e)** The intentional annotation, alteration or manipulation of the scoresheet of the game in such a manner that the notes do not coincide with what has happened on the court, malicious or false information, or any incomplete or erroneous information contained therein.
- f)** The direct or indirect participation in betting on any basketball related bet, including the passing on of confidential information that is subsequently used for betting.
- g)** Not providing the results in the established time and manner.
- h)** The absence of a report, when one is to be made or such a requirement is made by the disciplinary bodies, on facts occurred before, during and/or after a game, the incomplete information in a report or the provision of incorrect information.
- i)** Refusal to comply with one's assigned tasks in a game or providing false reasons in order to avoid a nomination.

- j)** Not confirming the availability for the games for which the member of the officiating crew has been nominated within the deadline established.
- k)** Break of confidentiality of nominations.
- l)** The unjustified late arrival at the venue for the game.
- m)** Failure to arrive at the venue for the game because of the referee's mistake or without justification; the game having to be played with two referees or with these two referees and a substitute.
- n)** Unjustifiably suspending a game.
- o)** Lack of information to the Company about the referee's air travel plan and arrival at the place of the game, provided in these Regulations.
- p)** Faulty copies of travel expenses.
- q)** Acceptance of gifts.
- r)** The involvement in permanent or temporary activities that may entail a conflict of interests with one's position or have a direct or indirect relationship therewith, or in any other activities that may affect the outcome of any basketball competition.
- s)** Any acts or public statements damaging the image or interests of any of the Euroleague Basketball competitions, endangering duly harmonious relationships among clubs, which may lead to violence, show disrespect or prove offensive to any of the Euroleague Basketball competitions, any persons, bodies or managing authorities appertaining thereto, or persons that hold juridical or arbitration positions, and in general any statements detrimental to the sport of basketball.
- t)** Public statements made with reference to any of the Euroleague Basketball competitions unless authorised by the Company.
- u)** A lack of compliance by any member of the officiating crew of the instructions of the officiating crew chief.



- v) In general, non-fulfilment of the rules stipulated in these Regulations or in any other provision established by the Company and non-observance of the guidelines established by the Director, Refereeing.

## **Article 22. Sanctions**

The infringements above will be the object of the following sanctions:

- a) Warning.
- b) Temporary disqualification from the competitions for a period of up to six games.
- c) Temporary disqualification from the competitions for a period of up to one year.
- d) Permanent disqualification from the competitions.

## **Article 23. Procedure for Imposing Sanctions**

- 23.1.** The sanctions will be imposed by the Euroleague Basketball CEO, at the proposal of the Director, Refereeing, through a complete resolution including the grounds that justify it after the alleged offender's arguments in defence have been heard.
- 23.2.** If the Euroleague Basketball CEO considers that the case constitutes an infringement, the party concerned will be informed of the opening of a disciplinary proceeding, the alleged infringement, the articles to be applied, and any sanction that may be imposed.
- 23.3.** The party concerned will be entitled, within a period of 48 hours from receipt of the notification, to make any appropriate arguments in defence, adjoining any pertinent evidence in support of them. After this period the Euroleague Basketball CEO will not admit any further arguments in defence other than those specially requested by him, and the examining procedure will then be regarded as completed.

- 23.4.** When the corresponding arguments in defence have been made, or the time allowed for them has elapsed, the Euroleague Basketball CEO will then make the decision that brings the disciplinary proceeding to a close. The decision, which will contain an account of the facts of the infringement, the corresponding articles and the sanction imposed, will be sent in writing to the parties concerned.

#### **Article 24. Setting of Sanctions**

In setting sanctions, account will be taken of the objective and subjective elements constituting the infringement, and also the damage that the penalised conduct entails for the image of the Euroleague, the Eurocup, EP and/or the Company, the other associates and the sport of basketball in general. When applying fines, the disciplinary body at its own discretion will set the amount up to the maximum established, taking into account the related facts and circumstances.

#### **Article 25. Expiry of Infringements**

- 25.1.** Infringements will expire after one year from the day following the date of the infringement.
- 25.2.** The expiry period will be interrupted when the sanctioning procedure begins, but if this procedure were to be stopped for two months by a cause not attributable to the person or entity subject thereto, the corresponding expiry period will continue from the point at which it was interrupted. The expiry period will be interrupted again when the procedure resumes.

#### **Article 26. Expiry of Sanctions**

Sanctions will expire after one year from the day following the one on which the ruling goes into effect, or from the day its fulfilment is breached, if such fulfilment had already begun.

#### **Article 27. Imposition of Sanctions**

Sanctions imposed through the corresponding disciplinary proceeding will be enforced immediately. Disciplinary decisions are final and not subject to appeal.







