



**TURKISH  
AIRLINES**  
EuroLeague

2018-19

TURKISH AIRLINES EUROLEAGUE

**BYLAWS**



# **EUROLEAGUE**

# **BYLAWS**

**12 September 2018**



## TABLE OF CONTENTS

### EUROLEAGUE CLUB LICENSING RULES

Chapter I:	Definitions, Object and EuroLeague Licences	9
Chapter II:	Licensed Clubs	12
Chapter III:	Associated Club Licences	16
Chapter IV:	Transfer of the Licence, Change of City and Transfer of Shares	20
Chapter V:	Rights and Obligations of the Clubs, Special Obligations and Economic Rules	21
Additional Provision		23
Transitory Provision: Requirements of the Clubs with a Licensed Club Licence		23
Final Provisions		23
 Appendices		
Appendix I:	Financial Stability and Fair Play Regulations and their appendices	27
Appendix II:	Licensed Club Contract	65
Appendix II:	Associated Club Contract	83
Appendix III:	Declaration of Sound Financial Position	103
Appendix IV:	Declaration of Sound Legal Position	107

### EUROLEAGUE REGULATIONS

Chapter I:	General Regulations	111
Chapter II:	Registration of Clubs	115
Chapter III:	Registration of Teams	119
Chapter IV:	Competition	125
Chapter V:	Calendar, Dates and Times of the Games	132
Chapter VI:	Games	136
Chapter VII:	Arenas	141
Chapter VIII:	Marketing Regulations	170
Chapter IX:	Media Regulations	199
Chapter X:	Digital Content Regulations	218
Chapter XI:	Audiovisual Regulations	223
Chapter XII:	Game of the Week	227
Chapter XIII:	Other Obligations of the Clubs	233
Chapter XIV:	Referees	245
Chapter XV:	Euroleague Basketball Representation	246
Chapter XVI:	Arena Access	247
Chapter XVII:	Doping Control	248
Chapter XVIII:	Financial Regulations	249
Chapter XIX:	Communications	250
Chapter XX:	Key Dates	251

Additional Provisions		
First:	Technical Rules Clarification	253
Second:	Playing Uniforms, Apparel and Advertising	253
Third:	Equipment	254
Fourth:	Exhibition, Preparation or Friendly Games	254
Transitory Provision: Arena Capacity		255
Final Provision		255

## Appendices

Appendix I:	2018–19 Calendar	259
Appendix II:	Appendix to the Contract between the Club and the Player/Coach	263
Appendix III:	Unified Scorers Manual for Euroleague Basketball Competitions	267
Appendix IV:	EuroLeague Regular Season Calendar Rules	275
Appendix V:	Criteria Required for Reporting Attendance and Reporting Form	279
Appendix VI:	EuroLeague Ticket and Premium Seating Sales Revenue Report	283
Appendix VII:	Team Presentation	287
Appendix VIII:	EuroLeague Style Guide	293
Appendix IX:	Mediation Regulation	313
Appendix X:	Instant Replay	319

## Graphics

Graphic 1:	Playing Uniforms and Advertising: Front of the Shirt	325
Graphic 2:	Playing Uniforms and Advertising: Back of the Shirt	327
Graphic 3:	Playing Uniforms and Advertising: Shorts	329
Graphic 4:	Warm-Up Shirt and Advertising: Front of the Shirt	331
Graphic 5:	Warm-Up Shirt and Advertising: Back of the Shirt	333
Graphic 6:	Courtside Advertising: Ring Support	335
Graphic 7:	Backboard Branding and LEDs	337
Graphic 8:	Courtside Advertising: Padding	339
Graphic 9:	Shot Clock	341
Graphic 10 a):	Playing Court Area Layout	343
Graphic 10 b):	Playing Court Area Layout: Courtside Seats next to the Team Benches	345
Graphic 10c):	Playing Court Area Layout: Lines	347
Graphic 11:	Press Conference Room Layout	349
Graphic 12 a):	Required Camera Locations	351
Graphic 12 b):	Required and Optional Camera Locations	353
Graphic 13:	Lighting Requirements	355

## **EUROLEAGUE BASKETBALL DISCIPLINARY CODE**

Chapter I:	General Rules	359
Chapter II:	Infringements and Sanctions	368
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	368

Section II: Infringements and Sanctions Related to Games or Euroleague Basketball Competitions	372
Subsection I: Infringements Committed by Individuals, and Sanctions	372
Subsection II: Infringements Committed by Clubs, and Sanctions	374
Section III: Infringements and Sanctions Related to the Financial Stability and Fair Play Regulations	377
Chapter III: Doping Infringements and Sanctions	379
Chapter IV: Proceedings	379
Section I: General Provisions	379
Section II: Procedures	381
Subsection I: Procedures for Minor and Serious Infringements under the Material Scope of Article 3.1	381
Subsection II: Procedures for All Infringements under the Material Scope of Article 3.2	384
Subsection III: Game-Related Situations	387
Subsection IV: Procedures for All Infringements under the Material Scope of Article 3.3	388
Subsection V: Appeals	390
Final Provision	393

## **EUROLEAGUE BASKETBALL OFFICIALS REGULATIONS**

Chapter I: General Regulations	397
Chapter II: Officials	400
Chapter III: Disciplinary Regulations	407

## **FIBA INTERNAL REGULATIONS GOVERNING ANTI-DOPING**

<http://www.fiba.basketball/internal-regulations/book4/anti-doping.pdf>





# **EUROLEAGUE CLUB LICENSING RULES**



# EUROLEAGUE CLUB LICENSING RULES

## CHAPTER I

### Definitions, Object and EuroLeague Licences

#### Article 1. Definitions

For the purposes of these regulations, the applicable definitions of terms are the following:

- a) “EuroLeague” is the basketball competition organised by EP in which the Clubs participate.
- b) “EuroCup” is a basketball competition organised by EP.
- c) “Euroleague Basketball Competitions” are the EuroLeague and the EuroCup competitions.
- d) “Clubs” are the 16 member associations and clubs (regardless of their juridical nature or type of incorporation) that have basketball teams with a licence to participate in the EuroLeague.
- e) “Licensed Clubs” are the member associations and clubs (regardless of their juridical nature or type of incorporation) that participate in the EuroLeague with a long-term licence.
- f) “Associated Clubs” are the member associations and clubs (regardless of their juridical nature or type of incorporation) that participate in the Euroleague Basketball Competitions with an annual licence and have the right to participate in the General Assembly with no voting rights.
- g) “ECA” is the limited liability company Euroleague Commercial Assets S.A., the shareholders of which are the Licensed Clubs and a number of Leagues.
- h) “General Assembly” is the ECA body of representation and governance, where the ECA shareholders meet together with the Associated Clubs, which is responsible for the general supervision of the issues regarding the Euroleague Basketball Competitions, ensures the coordination of the Clubs and has the authority to make decisions and confer functions on the Shareholders Executive Board.

- i) “Shareholders Executive Board” is the ECA body constituted by the General Assembly held in Rome on 17 February 2009, which submits proposals and recommendations to the General Assembly, monitors and controls the observance of the resolutions adopted by the General Assembly, adopts urgent measures when there is no time to call a meeting of the General Assembly (subject to the subsequent ratification thereof), and exercises any further functions conferred on it by the General Assembly.
- j) “EP” is the limited liability company Euroleague Properties S.A., or any of its relevant permitted successors, licensees or assignees, controlled by ECA, responsible for managing and organising the EuroLeague and the EuroCup, as well as for commercialising their properties. EP has assigned its responsibilities to EV.
- k) “EV” is the limited liability company Euroleague Ventures S.A., or any of its relevant permitted successors, licensees or assignees, incorporated by EP and IMG Media Limited according to the Joint Venture Agreement signed by both parties with the aim of increasing the stature, awareness and economic value of the Euroleague Basketball Competitions and the Clubs. EP and IMG Media Limited have agreed on a long-term cooperation in the management, administration and organisation of the promotion and commercialisation of the Euroleague Basketball Competitions through the incorporation of EV.
- l) “Companies” refers to ECA and EP jointly, or any of their respective permitted successors, licensees or assignees.
- m) “Representatives” refers to the individual persons empowered to represent the Clubs or Leagues.
- n) “Bylaws” refers to the set of rules formed by the EuroLeague Club Licensing Rules, EuroLeague Regulations, agreements, resolutions and contracts approved by the competent governing bodies whose aim is to regulate the EuroLeague.
- o) “Contract” is the document signed by each Club and EP, whereby the Club accepts and adheres to the Bylaws, and agrees and commits itself to fulfil each and every rule appearing in the aforementioned Bylaws and its modifications, amendments and appendices thereto. In addition, the Contract is the document whereby the rights and obligations that both parties assume for participating in the EuroLeague are established.

- p) “FIBA” is the International Basketball Federation, and “FIBA Europe” is responsible for managing and promoting basketball in Europe on behalf of FIBA.
- q) “Leagues” are the professional organisations that run domestic or regional competitions in which clubs participate.
- r) “Domestic Championship” refers to the main competition of a League, from beginning to end, including the Regular Season, and if any, the Playoffs and/or Final Four.
- s) “Domestic Competitions” refers to all official competitions of a League.

## **Article 2. Object**

The object of these EuroLeague Club Licensing Rules (hereinafter the “Licensing Rules”) is to establish the access rules and the requirements that the clubs must fulfil in order to participate in the EuroLeague.

The right to participate in the EuroLeague will only be held by those clubs that meet the requirements provided for in these Licensing Rules and any subsequent modifications, amendments and appendices thereto, as well as in all those agreements and resolutions of the competent governing bodies, and have the corresponding licence.

The clubs may not in any way assign or transfer the right to participate in the EuroLeague to any third party without the prior authorisation of the General Assembly.

## **Article 3. EuroLeague Licences**

ECA will grant 16 licences to operate teams in the EuroLeague.

These licences may be of two different types according to their duration, requirements and process for allocating each of them.

Licensed Clubs will participate on a long-term basis and Associated Clubs will participate on a one-season basis pursuant to the terms and conditions established in these Licensing Rules.

There will not be more than four Licensed Clubs + Associated Clubs from the same country or League under any circumstance. Priority will be given to an Associated Club qualified through the Euroleague Basketball Competitions over a Club qualified from the corresponding League.

## CHAPTER II

### Licensed Clubs

#### Article 4. Criteria for Allocating Licensed Club Licences

ECA will grant Licensed Club Licences to the clubs based on the following criteria:

- 4.1. Territorial area: the area of influence of a Licensed Club will be defined as a population of 200,000 inhabitants within a geographical area of 200km<sup>2</sup>.

One additional licence will only be granted in this area if the population is higher than 200,000 inhabitants. Nonetheless, the General Assembly may authorise an exception if there are a greater number of teams in the same territorial area and this does not affect the economic expectations of the Clubs and the Companies.

- 4.2. Use of an arena with a minimum capacity for 10,000 seated spectators that is less than a four-hour commercial flight from Frankfurt (on the understanding that this city is considered as being in the geographical centre of the European Union territory for the purposes of these Licensing Rules) and has all necessary technical elements duly approved for the game of basketball, as well as all other requirements demanded in the corresponding regulations.

- 4.3. Availability of at least two 4 star hotels within the city area where the arena is located.

- 4.4. International airport at a maximum distance of 100km by road from the arena, with enough daily flights to allow the teams to have access to the city under the right conditions, without significant disruption to their schedule.

- 4.5. The club must meet the requirements established in the Financial Stability and Fair Play Regulations included in Appendix I.

- 4.6. The club must be in a sound legal position and will not have, by itself or through its managers or employees, any conflict of interests with any other club participating in the Euroleague Basketball Competitions, or be involved in companies representing players and/or coaches.

- 4.7. The club must not be banned or temporarily suspended from participating in the Euroleague Basketball Competitions by the Companies, regardless of the reason for the prohibition or suspension.

- 4.8. When there are two or more Licensed Clubs from the same country or League, no additional Licensed Club Licences will be granted to clubs from that country or League.

**Article 5. Requirements for Participation in the EuroLeague as a Licensed Club**

The clubs that comply with the criteria stipulated in Article 4 must fulfil the following requirements for the allocation of a Licensed Club place, as well as those requirements that will be approved by the General Assembly:

- 5.1. Signature of the Licensed Club Contract pursuant to the model of Appendix II.
- 5.2. Compulsory subscription of the number of ECA shares set by the General Assembly for Licensed Clubs, as well as the signature of all the necessary documents required for the smooth and effective administration and organisation of ECA and the EuroLeague (including but not limited to powers of attorney, minutes of shareholders meetings, shareholders agreements, and any other documents).
- 5.3. Participation in the Domestic Championship, unless an exception is approved by the Shareholders Executive Board if the Club is prevented from participating in the Domestic Championship against its will.
- 5.4. Express declaration of observance of the applicable Bylaws and any future modifications, amendments and appendices thereto, as well as of any act or resolution approved by the governing bodies of the Companies.
- 5.5. Payment of the registration fee established by the General Assembly each season.
- 5.6. Fulfilment of the Financial Stability and Fair Play Regulations, including the provision of an express declaration of sound financial position of the club, stating that the club has not been formally declared bankrupt or insolvent by a competent body in its home country and has not entered into liquidation or dissolution, following the model shown in Appendix III. This declaration will be certified by an auditing firm.
- 5.7. 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 IV.

- 5.8. The Clubs must fulfil any other requirement that the General Assembly may establish.

## **Article 6. Cancellation or Suspension of the Licensed Club Contract**

- 6.1. ECA has the right to cancel the Licensed Club Contract, or temporarily suspend it at its own discretion, for one of the following reasons:

6.1.1. In the event that the Licensed Club finishes in the last position of the EuroLeague standings in three different seasons during the term of its Licensed Club Contract.

6.1.2. The Club has stopped fulfilling the requirements established in these Licensing Rules or for any other reason provided by the relevant Licensed Club Contract.

6.1.3. The Club fails to comply with its duties as set down in the agreements and commitments entered into by the Club with the Companies, or prevents or obstructs the fulfilment of contracts entered into by the Companies with third parties, including but not limited to the Audiovisual Rights Agreements and Sponsorship Agreements, or fails to comply with the economic control rules approved by the General Assembly.

6.1.4. If, in the season that has just finished, the Club has ranked among the clubs placed in the bottom half of the Domestic Championship final standings. For the purposes of this article, if the Domestic Championship has an odd number of teams, the bottom half includes half plus 0.5.

6.1.5. In the case that, during two consecutive seasons, a Club does not manage to reach the threshold of 80% of paid attendance in relation to the minimum arena capacity throughout the EuroLeague season as established in the Bylaws. For the purposes of this article, it will be taken into account that the sale of the ticket products is effective, full-price, and according to a reasonable pricing policy. It will be evaluated if there is any evidence that the average of paid tickets has increased during this two-season period.

6.1.6. The Club fails to fulfil the criteria and requirements established in the Financial Stability and Fair Play Regulations.

6.1.7. If, in the country where the Club has its headquarters, reasonable expectations about audiovisual rights sales are not fulfilled with reference to the Club. Said expectations must be established in the Companies Commercial Plan, which will be subject to the approval of the General Assembly.



This rule will not be applied to those Clubs that have participated for less than three seasons in the EuroLeague.

**6.1.8.** The Club has been sanctioned with the prohibition of participating in the Euroleague Basketball Competitions.

**6.2.** The cancellation of the Licensed Club Contract will entail the loss of the Club's right to participate in the EuroLeague, and therefore the loss of all rights derived from the Club's condition as a EuroLeague member. In addition, the Club will lose its condition as an ECA shareholder, which will entail the obligation to sell its shares in this company according to the procedures and pricing criteria established by the General Assembly.

**6.3.** The suspension of the Licensed Club Contract will entail the loss of the Club's right to participate in the EuroLeague, the loss of the Club's rights derived from its participation, and the loss of the economic and voting rights in ECA. Additionally, the suspension of the Licensed Club Contract will entail the Club's obligation to refrain from executing any rights whatsoever (e.g. economic, voting, etc) held in the Companies or, as the case maybe, the Club's obligation to sell its ECA shares according to the procedures, consideration and pricing criteria established by the General Assembly, during the period in which the Licence is suspended.

## **Article 7. Substitution of a Club**

When a vacancy arises among the Licensed Clubs for whatever reason, the Shareholders Executive Board may propose to the General Assembly the substitution of the place for a wild card, which will be granted to the club that the General Assembly considers appropriate and for the period that it deems necessary. In whatever case, the endorsement of EV will be required.

## CHAPTER III

### Associated Club Licences

#### **Article 8. Associated Club Licences to Participate in the EuroLeague**

ECA will approve the Leagues to which it will grant Associated Club Licences to participate in the EuroLeague. The endorsement of EV will be required. The licences will be allocated to the highest-placed clubs in the Domestic Championship in the previous season.

ECA will grant the EuroCup champion a one-year Associated Club Licence for participating in the EuroLeague the following season, with the exception established in Clause 10.

#### **Article 9. Criteria for Allocating Associated Club Licences through the Domestic Championship**

ECA will grant Associated Club Licences with the right to have direct access to the competition to the clubs that comply with the following criteria:

- 9.1.** The Associated Club Licences will be allocated to the highest-placed clubs in the Domestic Championship who do not hold a Licensed Club Licence. When a position is occupied by a Licensed Club, the right will fall upon the club placed in the following position of the Domestic Championship.
- 9.2.** Use of an arena with a minimum capacity for 5,000 seated spectators that is less than a four-hour commercial flight from Frankfurt (on the understanding that this city is considered as being in the geographical centre of the European Union territory for the purposes of these Licensing Rules) and has all necessary technical elements duly approved for the game of basketball, as well as all other requirements demanded in the corresponding regulations.
- 9.3.** Availability of at least two 4 star hotels within the city area where the arena is located.
- 9.4.** International airport at a maximum distance of 100km by road from the arena, with enough daily flights to allow the teams to have access to the city under the right conditions, without significant disruption to their schedule.

- 9.5. The club must meet the requirements established in the Financial Stability and Fair Play Regulations.
- 9.6. The club must be in a sound legal position and will not have, by itself or through its managers or employees, any conflict of interests with any other club participating in the Euroleague Basketball Competitions, or be involved in companies representing players and/or coaches.
- 9.7. The club must not be banned or temporarily suspended from participating in the Euroleague Basketball Competitions by the Companies, regardless of the reason for the prohibition or suspension.

**Article 10. Special Conditions for the EuroLeague Champion and EuroCup Champion**

ECA will grant the EuroLeague champion a one-year licence for participating in the EuroLeague the following season, provided that the EuroLeague champion is not already a Licensed or Associated Club for the following season.

ECA will grant the EuroCup champion a one-year licence for participating in the EuroLeague the following season, provided that the EuroLeague champion from the previous season already is a Licensed Club or has earned its place as an Associated Club through its League.

In both cases, the allocation of the licence will be conditional upon the fulfilment of all terms and conditions established in these Licensing Rules for the Clubs with Associated Club Licences. In the case that the club does not fulfil these requirements, the Shareholders Executive Board will propose the allocation of a wild card to the General Assembly.

In the case that the EuroLeague champion and the EuroCup champion both hold a Licensed Club or Associated Club Licence, the Shareholders Executive Board will propose the allocation of a wild card to the General Assembly.

**Article 11. Requirements for Participation in the EuroLeague as an Associated Club**

- 11.1. Signature of the Associated Club Contract pursuant to the model of Appendix II.
- 11.2. Subscription of ECA shares if so agreed by the General Assembly for the Associated Clubs, as well as, if appropriate, the signature of all the

necessary documents required for the smooth and effective administration and organisation of ECA and the EuroLeague (including but not limited to powers of attorney, minutes of shareholders meetings, shareholders agreements, and any other documents).

- 11.3.** Participation in the Domestic Championship, unless an exception is approved by the Shareholders Executive Board if the Club is prevented from participating in the Domestic Championship against its will.
- 11.4.** Express declaration of observance of the applicable Bylaws and any future modifications, amendments and appendices thereto, as well as of any act or resolution approved by the governing bodies of the Companies.
- 11.5.** Payment of the registration fee established by the General Assembly each season.
- 11.6.** Reasonable expectation of resources generated from audiovisual and/or sponsorship rights for the EuroLeague as a whole, TV coverage of the club's home games and observance of the quality standards of TV production.
- 11.7.** Fulfilment of the Financial Stability and Fair Play Regulations, including the provision of an express declaration of sound financial position of the club, stating that the club has not been formally declared bankrupt or insolvent by a competent body in its home country and has not entered into liquidation or dissolution, following the model shown in Appendix III. This declaration will be certified by an auditing firm.
- 11.8.** 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 IV.
- 11.9.** The Clubs that have participated in previous seasons with Associated Club Licences (former B or C Licence for the 2015-16 season) must have fulfilled the criteria and requirements established in the Financial Stability and Fair Play Regulations.
- 11.10.** The Clubs must fulfil any other requirement that the General Assembly may establish.

**Article 12. Substitution of a Club**

When a vacancy arises among the Clubs with, or having the right to, an Associated Club Licence for whatever reason, the Shareholders Executive Board will propose the substitution of the place for a wild card to the General Assembly, which will be granted to the club that the General Assembly considers appropriate at its own discretion. To fill the vacancy in the case of an Associated Club Licence, the possibility of maintaining the licence within the same country will be analysed as a priority.

**Article 13. Wild Cards**

A club receiving a wild card that entitles it to participate directly in the EuroLeague by means of an Associated Club Licence must meet the requirements established for these types of licences that the General Assembly, following the proposal by the Shareholders Executive Board, considers appropriate at its own discretion and for the period that it deems necessary.

**Article 14. Waiving of Rights**

If, after having registered in or having been admitted to the EuroLeague, a Club renounces its participation, fails to comply with the requirements for participation or withdraws from the EuroLeague in any of its phases, it will be subject to the opening of a possible disciplinary proceeding and liable for any further damages. Additionally, the Club acknowledges and accepts that any future entitlement to be registered in the following editions of the Euroleague Basketball Competitions will not grant the Club an automatic right to be registered or admitted therein.

## CHAPTER IV

### Transfer of the Licence, Change of City and Transfer of Shares

#### **Article 15. Transfer of the Licence**

Only the Licensed Clubs may grant their licence to a third-party club, with the prior approval of the General Assembly, which will be confirmed by EV, and provided that they fulfil the specific requirements for transferring licences that will be approved by the General Assembly.

Under no circumstance will a Licensed Club that has not participated for at least three consecutive seasons with a Licensed Club Licence be authorised to transfer its Licence. No act, commitment or resolution that is undertaken contravening this limitation will be legally effective. Neither the Companies nor the Clubs will be responsible before third parties for said non-compliance.

#### **Article 16. Change of the City in Which the Team Has its Arena**

In the case that the Club decides to change the city in which the team has its arena, it must request the approval of the General Assembly.

To grant the authorisation established in the above paragraph, the General Assembly will take into account if the operation in question guarantees the compliance with the Bylaws, and if it is beneficial for the competition, for the promotion of basketball and for the commercialisation of the EuroLeague properties.

#### **Article 17. Transfer of Shares**

Any substitution of a Club, whatever the reason for said substitution is, will entail the obligation of the old member to sell its ECA shares according to the procedures, consideration and pricing criteria established by the General Assembly.

## CHAPTER V

### Rights and Obligations of the Clubs, Special Obligations and Economic Rules

#### **Article 18. Rights and Obligations of the Clubs**

##### **18.1. The Clubs have the following rights:**

- 18.1.1.** To participate in the EuroLeague.
- 18.1.2.** To benefit from all agreements, covenants and dealings carried out by the Companies for the good of the EuroLeague competition.
- 18.1.3.** To benefit from the economic amounts established and allocated as a market and/or sports pool share for their participation in the EuroLeague according to the economic distribution agreed by the General Assembly.
- 18.1.4.** To participate, as provided by these Licensing Rules, in the management decisions regarding the EuroLeague.
- 18.1.5.** To be informed of the annual state of the P&L Accounts related to the EuroLeague and the Companies.
- 18.1.6.** All other rights recognised in these Licensing Rules and all subsequent modifications, amendments and appendices thereto, as well as all other rights recognised in the Bylaws, agreements and resolutions governing the EuroLeague.

##### **18.2. The Clubs have the following obligations:**

- 18.2.1.** To accept and comply with the Bylaws regulating the EuroLeague, which include the obligation to participate in the EuroLeague.
- 18.2.2.** To comply with the resolutions, agreements and commitments adopted or entered into by the Companies, the Shareholders Executive Board and the General Assembly.
- 18.2.3.** To report to the Companies any information that might be required and necessary for the optimal organisation of the EuroLeague.
- 18.2.4.** To provide loyal and good faith cooperation with the Companies and the other Clubs, facilitate the smooth administration and management of the Companies and the EuroLeague and abstain from any conduct

that may obstruct or delay the smooth administration and management of the Companies and the EuroLeague.

- 18.2.5.** To fulfil all other obligations that may arise out of these Licensing Rules and any subsequent modifications, amendments and appendices thereto, as well as all other obligations that may arise out of the Bylaws, agreements and resolutions governing the EuroLeague.

**Article 19. Special Obligations**

The Shareholders Executive Board may establish special obligations or additional guarantees or even reject the admission of those clubs that have had a EuroLeague licence that has been cancelled for a reason attributable to the club, pursuant to these Licensing Rules.

**Article 20. Economic Rules for the Clubs**

The General Assembly may establish rules with the aim of guaranteeing the economic stability of the Clubs, by defining criteria that permit a homogeneous assessment of their economic and financial position, as well as making decisions to guarantee the smooth running of the competition. Said criteria will be updated accordingly in the EuroLeague Regulations (Appendix I: Financial Stability and Fair Play Regulations).

The Shareholders Executive Board will establish the appropriate criteria for coordinating the economic monitoring actions with those Leagues that have similar rules.



## **ADDITIONAL PROVISION**

The General Assembly will be responsible for establishing, before the end of each season, the competition format and allocation of EuroLeague licences for the following season.

## **TRANSITORY PROVISION**

### **Requirements of the Clubs with a Licensed Club Licence**

The Euroleague Basketball CEO is empowered by the General Assembly to approve a temporary waiver of the requirement established in Article 4.2 regarding a minimum arena capacity for 10,000 seated spectators for those clubs that have previously provided credible evidence that they are in the process to move to an arena with the required minimum capacity within a reasonable construction cycle.

## **FINAL PROVISIONS**

### **1. Appendices**

All appendices to these Licensing Rules form an integral part of them.

### **2. Disciplinary Procedures**

Any breach of these Licensing Rules may be sanctioned by the Companies pursuant to the Disciplinary Code or, if appropriate, with the cancellation of the Contract.

### **3. Entry into Force**

These Licensing Rules will come into force beginning the date on which the General Assembly approves them, without prejudice to the subsequent modifications, amendments and appendices thereto that may be approved by the General Assembly.



## **APPENDIX I**

# **FINANCIAL STABILITY AND FAIR PLAY REGULATIONS AND THEIR APPENDICES**



## APPENDIX I

### FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

#### Article 1. Object

The object of these regulations is the following:

- a) Ensure good financial practice in the Euroleague Basketball competitions.
- b) Guarantee the transparency and credibility in the finances of the participating clubs.
- c) Ensure the financial stability of the clubs and the Euroleague Basketball competitions through a balanced budget and a consolidated equity, protecting the long-term viability and sustainability of the Euroleague Basketball competitions.
- d) Guarantee the fulfilment of the economic commitments adopted by the clubs.
- e) Define the role and tasks of the Management Control Commission and the external auditing firm, the minimum procedures to be followed in their assessment of the requirements that the clubs must meet, and the financial responsibilities of the clubs in relation to the Euroleague Basketball competitions.

#### Article 2. Definitions

For the purpose of these regulations, the applicable definitions of terms are the following:

- a) **T season**: the official basketball season (from 1 July to 30 June) in which the club participates in the EuroLeague.
- b) **T-1 season**: the season immediately preceding the T season. The T-1 season is the one in which the club submits its application to participate in the EuroLeague the following season.
- c) **T-2 season**: the season immediately preceding the T-1 season.
- d) **T-3 season**: the season immediately preceding the T-2 season.
- e) **T-4 season**: the season immediately preceding the T-3 season.

- f) **Player**: Any individual who has been under a labour contract with the club within the reporting period which may enable him to participate as a player in any basketball game during this period.
- g) **Fair play result**: the difference between total revenues and total expenses for each reporting period, which must be calculated in accordance with Exhibits A and B hereto.

If total expenses are less than total revenues for a reporting period, then the club has a surplus/profit.

If total expenses are greater than total revenues for a reporting period, then the club has a deficit/loss.

In case of an aggregate deficit for the monitoring period and to enable a better understanding of the facts, the club may demonstrate that the aggregate deficit is reduced by a surplus (if any) resulting from the sum of the results from the two reporting periods prior to T-2 (i.e. reporting periods T-3 and T-4).

If a club's financial statements are denominated in a currency other than euros, then the fair play result must be converted into euros at the average exchange rate of the reporting period.

- h) **Aggregate result**: the sum of the fair play results of each reporting period covered by the monitoring period (i.e. reporting periods T-1, T-2 and T-3).
- i) **Aggregate deficit**: the situation when the aggregate fair play result for the monitoring period is negative (below 0).
- j) **Investments in the club's facilities**: Any type of investment in tangible or intangible assets related to the club's facilities (new acquisition or renovation of the arena/offices and all its related tangible or intangible assets).
- k) **Overdue payables**: Payables are considered as overdue if they are not paid according to the agreed terms.

Payables are not considered as overdue if the club is able to prove that:

- i. The club has paid the relevant amount in full; or
- ii. The club has concluded an agreement that has been accepted in writing by the creditor to extend the deadline for payment beyond the applicable deadline; or

iii. The club has brought or contested a legal claim that has been deemed admissible by the competent authority under national law or has opened proceedings with the national or international authorities or relevant arbitration tribunal contesting liability in relation to the overdue payables; however, if the decision-making bodies (ECA and/or the Management Control Commission) consider that this claim or contestation has been brought or these proceedings have been opened for the sole purpose of avoiding the deadlines set out in these regulations (i.e. in order to buy time) and/or that this claim or contestation is unfounded, the relevant amount will still be considered as an overdue payable.

l) **Costs of acquiring a player's registration**: amounts paid and/or payable to another club and/or a third party for the acquisition of a player's registration, including training compensation and solidarity contributions and excluding any internal development or other costs.

Accounting requirements for player registrations:

1. Notwithstanding that each club has to prepare audited annual financial statements under its own national accounting practice for incorporated companies, the International Financial Reporting Standards or the International Financial Reporting Standard for Small and Medium-sized Entities, these regulations include specific accounting requirements for player registrations carried as intangible fixed assets.
2. Clubs that capitalise the costs of acquiring a player's registration must apply certain minimum accounting requirements as described in paragraph 4.
3. If a club has an accounting policy to expense the costs of acquiring a player's registration rather than capitalise them, and this is permitted under its national accounting practice, there is no requirement for this club to apply the minimum accounting requirements set out below and it does not have to prepare restated figures. In this case, the total amount would be considered as an expense of the relevant season.
4. The minimum accounting requirements for clubs that capitalise the costs of acquiring a player's registration are as follows:

- a) In respect of each individual player's registration, the depreciable amount must be allocated on a systematic basis over its useful life. This is achieved by the systematic allocation of the cost of the asset as an expense over the period of the player's contract.
  - b) Only direct costs of acquiring a player's registration can be capitalised. For accounting purposes, the carrying value of an individual player must not be revalued upwards, even though management may believe market value is higher than carrying value. In addition, whilst it is acknowledged that a club may be able to generate some value from the use and/or transfer of locally trained players, for accounting purposes costs relating to a club's own youth sector must not be included in the balance sheet – as only the cost of players purchased is to be capitalised.
  - c) Amortisation must begin when the player's registration is acquired. Amortisation ceases when the asset is classified as held for sale or when the asset is derecognised (i.e. the registration is transferred to another club), whichever comes first.
  - d) All capitalised player values must be reviewed individually each year by management for impairment. If the recoverable amount for an individual player is lower than the carrying amount on the balance sheet, the carrying amount must be adjusted to the recoverable amount and the adjustment charged to the profit and loss account as an impairment cost. It is recommended for each club to apply consistent accounting policies in respect of player registration costs.
5. The club must prepare supplementary information (to be submitted to the Management Control Commission) if the accounting requirements described in these regulations are not met by the disclosures and accounting treatment in the audited annual financial statements. The supplementary information must include a restated balance sheet, profit and loss account and any associated notes to meet the requirements set out above. There must also be included a note (or notes) reconciling the results and financial position shown in the supplementary information document to those shown in the audited financial statements (that were prepared under the national accounting



practice). The restated financial information must be assessed by the auditor by way of agreed-upon procedures.

- m) **Net player transfer revenues**: the profit/(loss) on the disposal of a player's registration to another club to be recognised in the profit and loss account is the difference between the disposal proceeds and the residual carrying value of the player's registration in the balance sheet as at the date of the transfer. In the event that the result of this operation is a negative amount, this amount will be considered within the player's registration costs allocated to expenses for the relevant season.
- n) **Net player transfer balance**: the difference between the net player transfer revenues of the club for the relevant season and the player's registration costs allocated to expenses for the same season.

With regard to Article 3 e) of these regulations, the following concepts will be considered within the player salaries for the relevant season:

- If the net player transfer revenues of a specific season are greater than the player's registration costs allocated to expenses of the same period, then the club has a surplus transfer balance. This surplus will be used to reduce the cumulative player salary cost of the relevant season.
- If the net player transfer revenues of a specific season are lower than the player's registration costs allocated to expenses of the same period, then the club has a deficit transfer balance. This deficit increases the cumulative player salary cost of the relevant season.

o) **Player salaries**:

The following concepts will be included within the player salaries for the relevant season:

- Gross salary received by players
- Net player transfer balance
- Players' agent fees are considered to be paid directly by the player. If the club paid for them, those amounts would be considered as part of the player salaries.

The gross salary of the season will be fully registered in the profit and loss account of that season on an accrual basis.

The criteria used in paragraphs l), m), n) and o) for players will also be applied for coaches.

- p) **Gross salary**: aggregate amount of wages received by an individual on a regular basis, usually monthly, including any tax payments made by the club originating from the net salary. In addition, social security contributions, payments according to image rights, compensation for early termination, provisions for any bonuses and payments in kind must be included in the gross salary.
- q) **Image rights payments**: the amounts due to employees (either directly or indirectly) as a result of contractual agreements with the clubs for the right to exploit the image or reputation of the employees in relation to basketball and/or non-basketball activities.
- r) **Payment in kind**: the use of goods or services as payment instead of cash (such as housing, cars and free or subsidised goods or services) plus any applicable taxes.
- s) **Related party**: a person or entity that is related to the club, taking into account the substance of the relationship and not merely the legal form.
- i. A person is considered a related party to the club if that person has control, joint control or significant influence over the club.
  - ii. An entity is considered a related party to the club if:
    - Both entities are members of the same group.
    - Both entities are controlled, jointly controlled or significantly influenced by the same government.
    - One entity has significant influence over the other entity.
    - One entity is an associate or joint venture of the other entity (or an associate or joint venture of a member of a group of which the other entity is a member).
    - Both entities are joint ventures of the same third party.
    - One entity is a third party of a joint venture and the other entity is an associate of the third party.
    - The entity is controlled or jointly controlled by a person identified in Paragraph i. above.

- A person identified in Paragraph i. above has significant influence over the entity or is a member of the key management personnel of the entity.
  - The entity, or any member of a group of which the entity is a member, provides key management personnel services to the club.
- t) **Shareholders/related-party contributions.** Contributions from shareholders/related parties include:
- i. Amounts received from a shareholder/related party as a donation that are an unconditional gift made to the club and that increase the club's equity without any obligation for repayment; and/or
  - ii. Share capital increase: payments for shares through the share capital or share premium reserve accounts less capital reductions; and/or
  - iii. Revenue transactions from a related party: the amount to be considered as a contribution will be no more than an amount equivalent to the difference between the actual revenues in a reporting period and the fair value of the transaction(s) in a reporting period; and/or
  - iv. Club contribution to the basketball department.
- u) **Related-party transaction:** a transfer of resources, services or obligations between related parties, regardless of whether a price has been charged.
- v) **Fair value:** the amount for which an asset could be exchanged, or a liability settled, between knowledgeable willing parties in an arm's length transaction. An arrangement or a transaction is deemed to be 'not transacted on an arm's length basis' if it has been entered into on terms more favourable to either party to the arrangement than would have been obtained if there had been no related party relationship.

### **Article 3. Financial Criteria**

Each club (club holding a licence and/or club applying for a licence in accordance with the EuroLeague Bylaws) will have to comply with the following criteria:

- a) Not having any overdue payables with former or registered players, coaches and/or 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) Not having been formally declared bankrupt or insolvent by a competent body in its home country, not having entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or not being 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. In the event that a club has undergone any of the aforementioned situations prior to participating in the Euroleague Basketball competitions, a period of one year after having exited that situation must have passed prior to applying for a licence to participate. The club will provide the corresponding certificate from the competent official body.
- c) Not presenting an aggregate deficit from the three immediately previous seasons (T-1, T-2 and T-3) that exceeds 10% of the club’s budget average from those same seasons (T-1, T-2 and T-3). Depreciations, write-offs, investments in the club’s facilities, and expenses related to the youth programmes will not be taken into account for the deficit calculation.
- d) Presenting a revenue budget of a minimum of 5,400,000 euros.
- e) Having a budget allocated to gross player salaries that does not exceed 65% of the total budgeted revenues of the club.
- f) Not having direct or indirect contributions from the shareholders/related parties of each club representing more than 65% of the budgeted revenues.
- g) Having a financial year from 1 July to 30 June in order to be analysed and compared in terms of annual accounts coinciding with the official basketball season.

#### **Article 4. Documentation and Deadlines**

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

##### **4.1. No later than 15 June:**

Information of the legal structure of the club, including:

- a) Name and legal form of the club and, if appropriate, structure of the group of which it forms part (any subsidiary, associated company and controlling entity up to the ultimate parent company and ultimate controlling party).
- b) Articles of Association/Bylaws of the club.
- c) Type of business/main activity of the club.
- d) Share capital.
- e) List of shareholders.
- f) List of authorised signatories and type of required signature (e.g. individual, collective).
- g) Express declaration of sound legal position according to Appendix IV to the EuroLeague Club Licensing Rules.
- h) Express declaration of sound financial position according to Appendix III to the EuroLeague Club Licensing Rules.

In case of overdue payables, the club must submit to the governing bodies (ECA and the Management Control Commission) the necessary information stating the reason for the payables, their amount and their creditors, and must also provide a deadline by which the payables will be paid.

**4.2.** Financial statements of the club in accordance with the criteria established in these regulations as well as in Exhibit A and Exhibit B hereto, which will include:

- a) No later than 15 June (T-1 season):
  - The club must present the following information regarding the three seasons immediately preceding the season for which it is applying for a licence (T season):
    - i. Audited annual financial statements of the two immediately previous seasons (T-2 and T-3).
    - ii. Closing Forecast dated 30 June of the annual financial statements of the T-1 season.

Those clubs that have already provided the audited annual financial statements of the two immediately previous seasons (T-2 and T-3) because of their participation in the Euroleague Basketball competitions in the immediately preceding season will not need to submit these documents again.

- Budgeted profit and loss account of the T season.
- b) No later than 30 September (T season):
- Update of the budgeted profit and loss account. This update will highlight any changes that can affect their current season budgeted profit and loss account, which was submitted no later than 15 June.
- c) No later than 30 November (T season):
- Audited annual financial statements of the T-1 season.
  - Express declarations according to Appendices 1, 2, 3, 4 and 5 to these regulations that must be certified by the auditing firm.
- d) No later than 30 January (T season):
- Update of the budgeted profit and loss account. This update will highlight any changes that can affect their current season budgeted profit and loss account, which was submitted no later than 30 September.

**4.3.** The audited annual financial statements according to the period from 1 July to 30 June for each reporting period must consist of at least the following:

- a) Balance sheet according to Exhibit A.
- b) Profit and loss account according to Exhibit B.
- c) Notes, comprising a summary of significant accounting policies and other explanatory notes according to Exhibits A and B.
- d) Auditor's report in English with an opinion on the presented annual financial statements.

The annual financial statements **must be audited by an independent auditor:**

- a) The auditor must be independent in compliance with the International Federation of Accountants (IFAC) Code of Ethics for Professional Accountants.
- b) The auditor must be a member of one of the relevant IFAC member bodies. If there is no member of the IFAC within a club's

territory, the club is required to use an independent auditor who is permitted by national law to carry out audit work.

- c) The auditor's report must include a statement confirming that the audit was conducted in accordance with the International Standards on Auditing or relevant national auditing standards or practices where these comply with, at least, the requirements of the International Standards on Auditing.

**4.4.** In case of multi-sports clubs or consolidated groups, besides the audited annual accounts of the whole entity/group, the audited annual financial statements according to Article 4.3 of these regulations must be provided only for the basketball department/single entity.

**4.5.** All documents provided by the club will be in English and all financial amounts will be in euros. If the original financial statements are denominated in a currency other than euros, all the amounts must be converted into euros at the average exchange rate of the reporting period.

**4.6.** For the purpose of the spirit of financial stability and fair play, it is forbidden to circumvent the present regulations.

#### **4.7. Basis for the preparation of financial statements**

Financial statements as defined in Article 4.3 must be based on the accounting standards required by local legislation for incorporated companies – either the applicable financial reporting framework of the relevant country, the International Financial Reporting Standards or the International Financial Reporting Standard for Small and Medium-sized Entities – regardless of the legal structure of the club. The financial statements must be approved by management and this must be evidenced by way of a brief statement and signature on behalf of the executive body of the reporting entity.

#### **Consolidation/combination requirements:**

1. The financial information of all entities included in the reporting perimeter must be either consolidated or combined as if they were a single company.
2. Consolidated financial statements are the financial statements of a group in which the assets, liabilities, equity, revenues, expenses and cash flows of the parent and its subsidiaries are presented as those of a single company.
3. Combined financial statements are those that include information about two or more commonly controlled entities without information about the controlling entity.

## Article 5. Analysis and Assessment of Documents

Once the documents have been submitted, they will be analysed by the Management Control Commission. The club will reply to all requests for clarifications and complementary information that it receives so that the Management Control Commission can have a reliable image of its financial and accounting position.

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

- a) Going Concern: financial statements prepared on the assumption that the club is a going concern and will continue in operation for the foreseeable future;
- b) 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;
- c) Consistency: the presentation and classification of items in the financial statements will be retained from one period to another;
- d) Offsetting: assets and liabilities will not be offset;
- e) Relevance: financial statements provide information that is relevant to the decision-making needs of users; and
- f) 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.

## Article 6. Relevant Facts

All clubs will report to the Management Control Commission any relevant facts that may affect the situation regarding their economy, equity or ownership structure within 30 days following said relevant facts, as well as their economic impact in the case that it can be assessed. In addition, all clubs will provide the Management Control Commission with all necessary documents/information at any time to demonstrate that the object of these rules is accomplished and notify in writing about any subsequent events that may constitute a significant change to the information previously submitted



with regards to relevant facts. To these effects, relevant facts will include but will not be limited to:

- a) Early termination of sponsorship contracts.
- b) Termination, non-renewal or considerable modification of the agreement for the use of the arena.
- c) Player transfers affecting the budget of the club.
- d) Any pending disputes with players, coaches, other clubs or agents before sports courts, arbitration courts or ordinary courts (at a national or international level) or tax entities, whereby the total disputed amount is above 40,000 euros.
- e) Change in the ownership of shares of the club when it involves shareholders holding at least 25% of the share capital as a result of the operation.
- f) Loss or purchase of assets that may be relevant for the equity of the club.
- g) Bad debts.
- h) Any type of economic operations amounting to 10% of the annual budget.
- i) Modification of the share capital or other statutory provisions.

## **Article 7. Inaccurate Information and Disciplinary Procedures**

If the audited financial statements in Article 4.2 c) are not consistent with the financial information previously submitted, ECA, upon proposal by the Management Control Commission, may either revoke the decision to register the club, decide the cancellation of the licence, or impose a sanction pursuant to the Euroleague Basketball Disciplinary Code, depending on the gravity of the breach and the importance of the differences between the financial information submitted and the audited financial statements.

## **Article 8. Non-Fulfilment of Obligations**

**8.1.** ECA has the right to cancel a licence, temporarily suspend it, reject the application for a licence at its own discretion, and/or apply the corresponding procedure in accordance with the Euroleague Basketball Disciplinary Code for one of the following reasons:

- a) Not fulfilling the criteria stated in paragraphs a), b), c), d), and/or g) from Article 3. Notwithstanding this, if a club does not meet

the criteria set forth in paragraphs a), b) and/or c) from Article 3, ECA may request to the club that its financial position be evaluated by an external auditing firm in order to establish if it is possible for the club to follow an alternative compliance plan to overcome the insolvency situation within a reasonable deadline. In this case, ECA may accept a provisional registration of the club. The Company may exceptionally authorise a club not meeting the criteria set forth in Article 3 paragraph g).

- b) Not providing the documentation or not respecting the deadlines established in Article 4.
- c) Providing false or inaccurate statements or documents or omitting to provide due information or documents.

**8.2.** The non-fulfilment of the criteria stated in paragraphs e), and/or f) from Article 3, and the failure to provide accurate and truthful information regarding the relevant facts from Article 6, will be subject to the corresponding proceeding in accordance with the Euroleague Basketball Disciplinary Code.

#### **Article 9. Compliance Plan**

The compliance plan, which will be subject to a monitoring process by the Management Control Commission, 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 lead to the consequences set forth in Article 7.

#### **Article 10. 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 three members economically independent of and without any working relationship with the clubs.

These members must be experts of recognised prestige in finance and accounting and must also know the particularities of basketball clubs.

The members and the President of the Management Control Commission will be appointed by the General Assembly at the proposal of the Euroleague Basketball CEO.

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 April each season, a report about the documentation submitted by the clubs participating in the EuroLeague determining whether they will be authorised to participate and/or apply for a licence in the following EuroLeague 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 and that licences were correctly granted.
- Conclude a settlement agreement with the consent of the club in order to establish a compliance plan to be fulfilled by the club. The settlement agreement may also include the application of disciplinary measures.

- Submitting to the corresponding governing and/or disciplinary bodies, if appropriate, proposals for any actions to be taken.
- Reporting to ECA any relevant facts.

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 ECA 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 11. Confidentiality**

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

## 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/intangible fixed assets**. The following information must be disclosed for each type of tangible/intangible fixed asset:
  - a) The gross carrying amount and the accumulated depreciation (aggregated with accumulated impairment losses) at the beginning and at the end of the period; and

- b) A reconciliation of the carrying amount at the beginning and at the end of the period, showing additions, disposals, increases or decreases during the period resulting from revaluations, impairment losses recognised in the profit and loss account during the period (if any), impairment losses reversed in the profit and loss account during the period (if any) and depreciation.

The depreciation methods and useful lives (or depreciation rates) used must be disclosed in the accounting policy notes.

For further information in relation to accounting requirements for player registrations, refer to Article 2 I).

7. ***Financial investments*** (in associated companies and other related parties, other loans, deposits, securities, etc).

Investments must include investments in subsidiaries, jointly controlled entities and associates. In respect of investments in subsidiaries, jointly controlled entities and associates, the following information must be disclosed as a minimum for each investment:

- a) Name
  - b) Country of incorporation or residence
  - c) Type of business/operations of the entity
  - d) Proportion of ownership interest
  - e) If different, proportion of voting power held
  - f) Description of the method used to account for the investments
8. ***Other items***. The items of a relative importance in their accounting records must be mentioned and detailed.
9. ***Other significant amounts (accounts receivable, trade payables, provisions...)***. All amounts of a relative importance in their accounting records must be clearly detailed with their relevant explanatory notes and accounting policies.

## **EXHIBIT B** **PROFIT AND LOSS ACCOUNT**

### **ITEMS TO SPECIFY IN THE PROFIT AND LOSS ACCOUNT:**

#### **Revenues**

##### Game Day Revenues

- ***Ticket sales.*** The ticket sales of the EuroLeague must be separated from those corresponding to the domestic championship, season tickets and other competitions in which the club may participate: exhibition games, etc.
- ***Food and beverage.*** The total revenues from catering services at the arena.

##### Commercial Rights

- ***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.
- ***Audiovisual rights and premiums of the Euroleague Basketball competitions.*** Amount received from the Company corresponding to audiovisual rights as well as competition premiums.
- ***Other audiovisual rights and premiums*** (domestic championships and others).
- ***Merchandising.*** Amount corresponding to merchandise sales. Game day sales must be separated from the rest.
- ***Betting rights.*** Amount corresponding to agreements with betting companies.

##### Other Revenues

- ***Non-professional and youth competitions.*** All revenues related to non-professional and youth programmes.
- ***Transfers.*** Player/coach transfer fees (net player/coach transfer amount after deducting any possible pending



amortisation). All transfer revenues must be specified per club/player/coach. Refer to Article 2 m) of these regulations.

- **Revenues from the public sector** (see Note 2 enclosed)
- **Other revenues and extraordinary revenues**. The clubs must detail all sources of revenues above 100,000 euros each.
- **Shareholders/related-party contributions** (owners, shareholders, related parties, etc). Refer to Article 2 t), u) and v) of these regulations.

### **Season Loss**

### **Expenses**

#### **Sports Area**

- **Staff expenses**. The item of gross salaries must be divided into salaries of the players, coaches and other sports area staff (including General Manager).
- **Transfer expenses**. Costs of acquiring a player's registration. All transfer expenses must be specified per club/player/coach. Refer to Article 2 l), m), n), o) of these regulations.
- **Non-professional and youth competitions expenses**. All expenses related to non-professional and youth programmes of the club including gross salaries of all the staff working in this area.

#### **Business Area**

- **Non-sports area staff expenses**. E.g. Chief Business Officer, Media, Ticket Sales, Management, Finance, Human Resources, Marketing...
- **Merchandising, advertising and other marketing expenses**. All expenses related to merchandising, advertising and marketing.

### Overheads

- **Arena expenses.** Expenses related to the maintenance of the arena.
- **Other overheads.** *Cost of material, technical expenses, administrative overheads and costs related to other general business operations.*

### Competition Expenses

- **Competition expenses.** This item must include the officiating expenses (the EuroLeague expenses will be separated from those corresponding to the domestic championship), licence expenses, etc.
- **Travel expenses.** The trips (flight tickets, accommodation...) corresponding to the EuroLeague competition will be separated from the other competitions in which the club participates.

### Other Expenses

#### **Financial expenses** (see Note 3 enclosed)

- **Tax expenses.** All taxes except for those derived from staff salaries (these must be considered within the player/staff salaries). Each type of tax must be individually detailed and the applicable percentage of the corporate tax must be specified.
- **Depreciations and write-offs.** Tangible fixed assets, intangible fixed assets and financial investments. Each type of tangible/intangible fixed asset and financial investment must be detailed.  
Depreciable amounts of the capitalised cost of acquiring a player's registration are not considered in this section (these are considered within transfer expenses).
- **Other expenses** (see Note 4 enclosed)
- **Extraordinary expenses** (see Note 4 enclosed)

### Season Profit

## ENCLOSED NOTES

1. **Advertising.** If it is contracted per game, the amount corresponding to the EuroLeague 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. **Financial expenses.** The reason for these expenses must be specified (loan for renovation, financing of future revenues...).
4. **Other expenses and extraordinary expenses.** The origin of these expenses must be mentioned.
5. **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.

6. **Season budget.** The season budget must be based on reasonable and conservative assumptions and projections, trying to foresee all possible expenses at the end of the season. For example, the bonuses that are normally paid to players with their victories.
7. **Each item on the face of the balance sheet and profit and loss account must be cross-referenced to any related information in the notes.**



**APPENDIX 1****DECLARATION OF NON-EXISTENCE OF OVERDUE PAYABLES**

After the audit process that has been carried out by our auditing firm .....(hereinafter the “Auditing Firm”), in which the accounts of the company ..... (hereinafter the “Club”) have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter “FSFPR”), we hereby confirm to have sufficient basis to conclude the following:

**As of 30 June [year], the Club does not have any overdue payables with former or registered players, coaches and/or employees, any other club and/or any tax or social authorities.**

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the one related to the following:

Overdue payables: Payables are considered as overdue if they are not paid according to the agreed terms.

Payables are not considered as overdue if the club is able to prove that:

- i. The club has paid the relevant amount in full; or
- ii. The club has concluded an agreement that has been accepted in writing by the creditor to extend the deadline for payment beyond the applicable deadline; or
- iii. The club has brought or contested a legal claim that has been deemed admissible by the competent authority under national law or has opened proceedings with the national or international authorities or relevant arbitration tribunal contesting liability in relation to the overdue payables; however, if the decision-making bodies (ECA and/or the Management Control Commission) consider that this claim or contestation has been brought or these proceedings have been opened for the sole purpose of avoiding the deadlines set out in these regulations (i.e. in order to buy time) and/or that this claim or contestation is unfounded, the relevant amount will still be considered as an overdue payable.

Signed in [place] on [date]

[The Auditing Firm]

**By:**  
**Title:**

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[The Club]

**By:**  
**Title:**

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In the event that any overdue payables existed as of 30 June [year], these must be expounded below with the confirmation from the Auditing Firm:

Signed in [place] on [date]

The Auditing Firm

**By:**

**Title:**

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The Club

**By:**

**Title:**

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APPENDIX 2

**DECLARATION OF NON-BANKRUPTCY OR NON-INSOLVENCY**

After the audit process that has been carried out by our auditing firm .....(hereinafter the “Auditing Firm”), in which the accounts of the company ..... (hereinafter the “Club”) have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter “FSFPR”), we hereby confirm to have sufficient basis to conclude the following:

**As of 30 June [year], 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, 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.**

Signed in [place] on [date]

The Auditing Firm

**By:**  
**Title:**

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The Club

**By:**  
**Title:**

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In the event that the Club has undergone any of the aforementioned situations in the three years prior to the date of this document, the corresponding certificate from the competent official body with the confirmation from the Auditing Firm must be attached hereto.





**APPENDIX 3****DECLARATION OF SALARIES OF PLAYERS**

After the audit process that has been carried out by our auditing firm .....(hereinafter the “Auditing Firm”), in which the accounts of the company ..... (hereinafter the “Club”) have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter “FSFPR”), we hereby confirm to have sufficient basis to conclude the following:

**As of 30 June [year], the amount considered within the gross salaries of players of the Club for the relevant season according to the definition of Article 2 of the FSFPR is \_\_\_\_\_.**

**Within the above-mentioned amount, the total amount of tax payments related to player salaries (individual personal taxation and social security contributions made by the employee and the employer) is \_\_\_\_\_.**

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the one related to the following:

- a) Player: Any individual who has been under a labour contract with the club within the reporting period which may enable him to participate as a player in any basketball game during this period.
- b) Player salaries: The following concepts will be included within the player salaries for the relevant season:
  - Gross salary received by players
  - Net player transfer balance
  - Players’ agent fees are considered to be paid directly by the player. If the club paid for them, those amounts would be considered as part of the player salaries.

The gross salary of the season will be fully registered in the profit and loss account of that season on an accrual basis.

- c) Gross salary: aggregate amount of wages received by an individual on a regular basis, usually monthly, including any tax payments made by the club originating from the net salary. In addition, social security contributions, payments according to image rights, compensation for early termination, provisions for any bonuses and payments in kind must be included in the gross salary.

- d) Image rights payments: the amounts due to employees (either directly or indirectly) as a result of contractual agreements with the clubs for the right to exploit the image or reputation of the employees in relation to basketball and/or non-basketball activities.
- e) Payment in kind: the use of goods or services as payment instead of cash (such as housing, cars and free or subsidised goods or services) plus any applicable taxes.
- f) Net player transfer revenues: the profit/(loss) on the disposal of a player's registration to another club to be recognised in the profit and loss account is the difference between the disposal proceeds and the residual carrying value of the player's registration in the balance sheet as at the date of the transfer. In the event that the result of this operation is a negative amount, this amount will be considered within the player's registration costs allocated to expenses for the relevant season.
- g) Net player transfer balance: the difference between the net player transfer revenues of the club for the relevant season and the player's registration costs allocated to expenses for the same season.

The following concepts will be considered within the player salaries for the relevant season:

- If the net player transfer revenues of a specific season are greater than the player's registration costs allocated to expenses of the same period, then the club has a surplus transfer balance. This surplus will be used to reduce the cumulative player salary cost of the relevant season.
  - If the net player transfer revenues of a specific season are lower than the player's registration costs allocated to expenses of the same period, then the club has a deficit transfer balance. This deficit increases the cumulative player salary cost of the relevant season.
- h) Costs of acquiring a player's registration: amounts paid and/or payable to another club and/or a third party for the acquisition of a player's registration, including training compensation and solidarity contributions and excluding any internal development or other costs.

#### Accounting requirements for player registrations:

1. Notwithstanding that each club has to prepare audited annual financial statements under its own national accounting practice for incorporated companies, the International Financial Reporting Standards or the International Financial Reporting Standard for Small and Medium-sized Entities, these regulations include specific accounting requirements for player registrations carried as intangible fixed assets.
2. Clubs that capitalise the costs of acquiring a player's registration must apply certain minimum accounting requirements as described in paragraph 4.
3. If a club has an accounting policy to expense the costs of acquiring a player's registration rather than capitalise them, and this is permitted under its national accounting practice, there is no requirement for this club to apply the minimum accounting requirements set out below and it does not have to prepare restated figures. In this case, the total amount would be considered as an expense of the relevant season.
4. The minimum accounting requirements for clubs that capitalise the costs of acquiring a player's registration are as follows:
  - a) In respect of each individual player's registration, the depreciable amount must be allocated on a systematic basis over its useful life. This is achieved by the systematic allocation of the cost of the asset as an expense over the period of the player's contract.
  - b) Only direct costs of acquiring a player's registration can be capitalised. For accounting purposes, the carrying value of an individual player must not be revalued upwards, even though management may believe market value is higher than carrying value. In addition, whilst it is acknowledged that a club may be able to generate some value from the use and/or transfer of locally trained players, for accounting purposes costs relating to a club's own youth sector must not be included in the balance sheet – as only the cost of players purchased is to be capitalised.
  - c) Amortisation must begin when the player's registration is acquired. Amortisation ceases when the asset is classified as held for sale or when the asset is derecognised (i.e. the registration is transferred to another club), whichever comes first.

- d) All capitalised player values must be reviewed individually each year by management for impairment. If the recoverable amount for an individual player is lower than the carrying amount on the balance sheet, the carrying amount must be adjusted to the recoverable amount and the adjustment charged to the profit and loss account as an impairment cost. It is recommended for each club to apply consistent accounting policies in respect of player registration costs.
5. The club must prepare supplementary information (to be submitted to the Management Control Commission) if the accounting requirements described in these regulations are not met by the disclosures and accounting treatment in the audited annual financial statements. The supplementary information must include a restated balance sheet, profit and loss account and any associated notes to meet the requirements set out above. There must also be included a note (or notes) reconciling the results and financial position shown in the supplementary information document to those shown in the audited financial statements (that were prepared under the national accounting practice). The restated financial information must be assessed by the auditor by way of agreed-upon procedures.

Signed in [place] on [date]

The Auditing Firm

**By:**  
**Title:**

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The Club

**By:**  
**Title:**

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**APPENDIX 4****DECLARATION OF SHAREHOLDERS CONTRIBUTIONS**

After the audit process that has been carried out by our auditing firm .....(hereinafter the “Auditing Firm”), in which the accounts of the company ..... (hereinafter the “Club”) have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter “FSFPR”), we hereby confirm to have sufficient basis to conclude the following:

**As of 30 June [year], the amount received by the Club from its shareholders or related parties within the analysed period is \_\_\_\_\_.**

**Since the amount above is considered as a source of revenues for the relevant season according to Exhibit B to the FSFPR:**

- **The total revenues of the Club for the reporting period have been\_\_\_\_\_.**
- **The total expenses of the Club for the reporting period have been\_\_\_\_\_.**
- **The resulting financial profit or loss of the year as of 30 June [year] has been\_\_\_\_\_.**

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the one related to the following:

- a) **Shareholders/related-party contributions.** Contributions from shareholders/related parties include:
  - i. Amounts received from a shareholder/related party as a donation that are an unconditional gift made to the club and that increase the club’s equity without any obligation for repayment; and/or
  - ii. Share capital increase: payments for shares through the share capital or share premium reserve accounts less capital reductions; and/or
  - iii. Revenue transactions from a related party: the amount to be considered as a contribution will be no more than an amount equivalent to the difference between the actual revenues in a reporting period and the fair value of the transaction(s) in a reporting period; and/or
  - iv. Club contribution to the basketball department.

- b) **Related party**: a person or entity that is related to the club, taking into account the substance of the relationship and not merely the legal form.
- i. A person is considered a related party to the club if that person has control, joint control or significant influence over the club.
  - ii. An entity is considered a related party to the club if:
    - Both entities are members of the same group.
    - Both entities are controlled, jointly controlled or significantly influenced by the same government.
    - One entity has significant influence over the other entity.
    - One entity is an associate or joint venture of the other entity (or an associate or joint venture of a member of a group of which the other entity is a member).
    - Both entities are joint ventures of the same third party.
    - One entity is a third party of a joint venture and the other entity is an associate of the third party.
    - The entity is controlled or jointly controlled by a person identified in Paragraph i. above.
    - A person identified in Paragraph i. above has significant influence over the entity or is a member of the key management personnel of the entity.
    - The entity, or any member of a group of which the entity is a member, provides key management personnel services to the club.
- c) **Related-party transaction**: a transfer of resources, services or obligations between related parties, regardless of whether a price has been charged.
- d) **Fair value**: the amount for which an asset could be exchanged, or a liability settled, between knowledgeable willing parties in an arm's length transaction. An arrangement or a transaction is deemed to be 'not transacted on an arm's length basis' if it has been entered into on terms more favourable to either party to the arrangement than would have been obtained if there had been no related party relationship.

Signed in [place] on [date]

The Auditing Firm  
**By:**  
**Title:**

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The Club  
**By:**  
**Title:**

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**APPENDIX 5****DECLARATION OF AGGREGATE DEFICIT**

After the audit process that has been carried out by our auditing firm .....(hereinafter the “Auditing Firm”), in which the accounts of the company ..... (hereinafter the “Club”) have been duly audited according to the fiscal year running from 1 July [year] (T-1 season) to 30 June [year] (T season), and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter “FSFPR”), we hereby confirm to have sufficient basis to conclude the following:

**As of 30 June [year] (T-1 season), the aggregate deficit of the Club according to Exhibit B of the FSFPR for the last three seasons (T-1 season, T-2 season and T-3 season) is**  
\_\_\_\_\_.

Depreciations and write-offs, investments in the club’s facilities, and expenses related to the youth programmes have not been considered for the deficit calculation.

**For the same period, the total aggregate revenues of the Club have been**  
\_\_\_\_\_.

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the one related to the following:

- a) **Fair play result**: the difference between total revenues and total expenses for each reporting period, which must be calculated in accordance with Exhibits A and B to the FSFPR.

If total expenses are less than total revenues for a reporting period, then the club has a surplus/profit.

If total expenses are greater than total revenues for a reporting period, then the club has a deficit/loss.

- b) **Aggregate result**: the sum of the fair play results of each reporting period covered by the monitoring period (i.e. reporting periods T-1, T-2 and T-3).

- c) **Aggregate deficit**: the situation when the aggregate fair play result for the monitoring period is negative (below 0).

- d) **Depreciations and write-offs**: All depreciations and write-offs from tangible fixed assets, intangible fixed assets and financial investments.

Depreciable amounts of the capitalised cost of acquiring a player’s registration are excluded.

- e) **Investments in the club's facilities:** Any type of investment in tangible or intangible assets **related to the club's facilities** (new acquisition or renovation of the arena/offices and all its related tangible or intangible assets).
- f) **Non-professional and youth competitions:** All expenses related to non-professional and youth programmes of the club including gross salaries of all the staff working in this area.

Signed in [place] on [date]

The Auditing Firm

**By:**

**Title:**

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The Club

**By:**

**Title:**

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# **APPENDIX II**

## **LICENSED CLUB CONTRACT**



**APPENDIX II****LICENSED CLUB CONTRACT**

This Contract, entered into on 1 July 20....., is made between:

**EUROLEAGUE PROPERTIES S.A.**, with registered address at 60, Grand-Rue, L-1660 Luxembourg (VAT Number: LU 23387572, and telephone number: +352 274 785 90) hereinafter referred to as “**EP**”, duly represented by its Executive Director Mr Gonzalo Pérez de Castro; and

The Club ....., with registered address at ..... (VAT Number: ....., and telephone number: .....) hereinafter referred to as the “**Club**”, duly represented by Mr ....., President of the Club.

Both parties mutually acknowledge each other’s legal capacity to be bound by and enter into this Contract in their respective capacities, freely and spontaneously to make the following

**RECITALS**

WHEREAS EP is a company whose core business consists of the promotion, organisation, management and exploitation of professional basketball competitions at European level named EuroLeague and EuroCup (hereinafter jointly referred to as the “Euroleague Basketball Competitions”);

WHEREAS the Club is a professional basketball club and as such is the owner or licensee of some commercial, image, audiovisual and intellectual property rights related to the Club and its players, coaches, staff and other individuals belonging to the Club or somehow related to it;

WHEREAS the Club is willing to access and participate in the competition named EuroLeague (hereinafter referred to as the “EuroLeague”) and therefore to fulfil the requirements established in the official and approved EuroLeague Bylaws (hereinafter referred to as the “EuroLeague Bylaws”); and

WHEREAS the Club is willing to grant EP some commercial, image, audiovisual and intellectual property rights related to the Club and to the players, coaches, staff and other club-related individuals in order to allow the exploitation of the EuroLeague by EP (or by any third party appointed by EP) by any means, formats, materials or procedures.

NOW, THEREFORE, both parties have agreed to enter into this Contract, which will be governed by the following

## CLAUSES

1. The Club agrees and commits itself to fulfil each and every rule appearing in the EuroLeague Bylaws and any subsequent modifications, amendments and appendices thereto.
2. On condition that all Club's obligations are fulfilled, EP grants the Club the licence to participate for a 10-year period with its highest level team in the EuroLeague, as described in the EuroLeague Club Licensing Rules, and any subsequent modifications, amendments and appendices thereto.
3. The Club commits itself to participate in the EuroLeague (including events in pre- and post-games), as well as in any exhibition, preparation or friendly game when the Club is required to do so (hereinafter referred to as the "Events"), in full compliance with the rules, regulations, agreements and resolutions of the management bodies of EP, Euroleague Commercial Assets S.A. (hereinafter referred to as "ECA") and the company that may be constituted by ECA, or entrusted by ECA with the task, to deal with the organisation and administration of the EuroLeague (hereinafter the "Company"). In consideration of this, the Club will be entitled to all the rights derived from those rules, regulations, agreements and resolutions.
4. The Club commits itself to subscribe for and purchase the number of ECA shares set by the General Assembly.

The Club commits itself, in its capacity as an ECA shareholder, to respect all shareholders' agreements and resolutions and to sign with the utmost care and promptness all the necessary documents required for the smooth and effective administration and organisation of ECA and the EuroLeague (including but not limited to powers of attorney, minutes of shareholders meetings, and other corporate documents) in full compliance with any instruction and/or deadline as specified by the governing bodies of ECA, EP, and/or the Company.

The Club also commits itself, upon expiry, suspension or cancellation of this Contract (including the notification of cancellation), to sell all its ECA shares in full compliance with the procedures and pricing criteria established by the General Assembly.

5. The Club hereby grants EP on an exclusive and worldwide basis all its Audiovisual Rights (as defined in Appendix I attached to this Contract) related to the Club and its participation in the EuroLeague or in any other competitions or events of any nature directly or indirectly organised by EP or by any of its successors, licensees or assignees.

In particular, the Club grants EP an exclusive licence on the Audiovisual Rights for any business activities exclusively relating to the management, organisation, promotion and commercialisation of the EuroLeague, including but not limited to, filming and broadcasting audiovisual content related to the EuroLeague, licensing such content to third parties, entering into sponsorship arrangements, producing, advertising, distributing, selling, promoting and marketing products and services including those of any EuroLeague sponsor and including merchandise (including but not limited to calendars, agendas, clothing, footwear, sporting articles, toys and Video Games) (the “Purpose”).

As the exclusive owner of all the Audiovisual Rights, EP will be entitled to hold, use and exploit them exclusively for the Purpose without any limitation and in the manner that it deems appropriate, through any form of exploitation and by any means, formats, materials or procedures, either during the term of this Contract or after its resolution or termination whatever the cause or reason. EP will also be entitled to assign, grant, license or transfer the Audiovisual Rights to any third parties, exclusively or not, and under the terms and conditions stipulated in the previous paragraph.

Pursuant to the foregoing, the Club will not hold audiovisual rights or any other rights of a similar nature over the Audiovisual Rights nor may exploit them in any way or by any means, whether directly or indirectly, in whole or in part, unless with the previous written authorisation of EP.

The rights assigned by virtue of this Contract may be exercised in connection with the whole or part of the Audiovisual Rights, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

6. The Club expressly authorises EP, the Company, or any of their successors, licensees or assignees to use and exploit, without any restriction, all Intellectual Property (as defined in Annex 2 to this Contract) of any logos, symbols, trademarks and names of the Club for any and all commercial, advertising and promotional purposes aimed at promoting the EuroLeague, including the production, licence and/or sale of EuroLeague merchandise and other commercial materials (hereinafter referred to as the “Club IP”).

In particular, the Club grants EP an exclusive and worldwide licence for the Club IP exclusively for the Purpose.

The authorisation granted by means of this clause is made on a royalty-free basis and allows EP to use and exploit, without any restriction, any intellectual property of the Club IP exclusively for the Purpose, together with the logos, symbols, trademarks and names of EP or together with the logos, symbols, trademarks and names of EP and of any third party, through

any form of exploitation and by any means, formats, materials or procedures, for any and all commercial, advertising and promotional purposes.

The assigned rights may be exercised exclusively for the Purpose in connection with the whole or part of the Club IP, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Club IP to any third party and, in particular but without any limitation, to the official EuroLeague sponsors (hereinafter “EuroLeague Sponsors”), licensees, TV broadcasters and other business parties, under the terms and conditions stipulated in the previous paragraph.

7. The Club declares to have obtained, and hereby grants EP, all the commercial and advertising exploitation of the image rights (including all rights for the image, name, nickname, initials, signature, number, image, likeness (photograph, caricature, etc), voice, personal or biographical data or any combination, reproduction or simulation thereof) of its players, coaches and other individuals belonging to the Club or somehow related to it (hereinafter referred to as the “Image Rights”), exclusively for the Purpose and, on a worldwide and royalty-free basis, provided that the Image Rights of these individuals appear linked to the Club, including wearing the Club’s apparel and/or footwear, or participating in any Events or any other public events organised by the Club or by EP, and provided that these events are related to the EuroLeague or to any other competitions or events organised by EP or by any of its successors, licensees or assignees.

The choice of the system of commercial and advertising exploitation of the image rights, granted in accordance with the previous paragraph, will be the remit of EP or any of its successors, licensees or assignees. The Club commits itself to the collaboration of the individuals mentioned above in the selected system of commercial exploitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Image Rights above exclusively for the Purpose to any third party and, in particular but without limitation, to EuroLeague Sponsors, licensees, TV broadcasters and other business parties, under the terms and conditions stipulated in the previous paragraphs.

The Club acknowledges that in certain countries the protection and enforcement of rights in an individual’s “personality” (such as the Image Rights) requires the personal assertion of those rights by the individual in a manner prescribed by the relevant law in that jurisdiction. The Club agrees to assist EP in obtaining the necessary consents from the players, coaches or

other individuals in order to allow EP to exploit the Image Rights in accordance with the provisions set forth in this Contract.

**8.** As for the audiovisual, sponsorship, advertising, internet and merchandising rights related to the EuroLeague:

8.1. The Club hereby recognises and acknowledges that EP has been granted the sole and exclusive right to hold, use and exploit any and all commercial aspects of the EuroLeague, including, but not limited to, the right to retain:

- a) All revenues from any EuroLeague Sponsor.
- b) All revenues from the exploitation of any and all audiovisual rights (including the Audiovisual Rights) of any nature and pertaining to the EuroLeague competition, including without limitation the use of any and all still footage (provided that they have been extracted from moving footage) and moving footage, irrespective of how this footage has been recorded, reproduced, copied, stored, transmitted, or otherwise treated by any known or future means.
- c) All revenues from the exploitation of internet sites relating to the EuroLeague (but for the avoidance of doubt no revenues from internet sites owned by the Club are included).
- d) All revenues from the main/naming/presenting/title sponsor and other EuroLeague Sponsors and/or any EuroLeague game.
- e) All revenues from EuroLeague merchandise, it being understood that this right will extend to producing said merchandise or licensing the related rights.
- f) All revenues from the exploitation of the official EuroLeague suppliers (including without limitation, the suppliers of the ball, drink and computer services).
- g) All revenues from official publications of the EuroLeague.

8.2. The Club also acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer, in full or in part, any and all rights related to the EuroLeague, as referred to in the preceding paragraph, to a third party according to the terms and conditions to be agreed between EP and this third party.

- 8.3. The Club acknowledges and agrees that EP is entitled to:
- a) One third of the entire commercial electronic inventory, including 24 minutes on the electronic advertising boards around the playing court within the TV cameras coverage, in the arena where the Club is going to hold, as home team, the EuroLeague games except for the games designated as Game of the Week, for which what is established in the EuroLeague Regulations will apply.
  - b) One advertising space for EuroLeague self-promotion or for EuroLeague Sponsors 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, and one advertising space for EuroLeague Sponsors placed on each end of the playing court, behind the endlines and in front of the basket support structures, in the arena where the Club is going to hold, as home team, the EuroLeague games.
  - c) The sole ownership of the advertising rights of the arena where the EuroLeague Final Four games and any other special events, including but not limited to All-Star games, are to be held.
  - d) One third of the digital advertising inventory of the Club, including the Club's official website, for EuroLeague self-promotion or for EuroLeague Sponsors.

The Club acknowledges and agrees that any and all rights mentioned in this Paragraph 8.3 may be modified by the General Assembly.

The Club further acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer any and all rights arising from this Paragraph 8.3 to a third party.

- 8.4. The Club also acknowledges and agrees that EP may grant exclusivity to the main/naming/presenting/title sponsor of the EuroLeague and may grant exclusivity to up to four EuroLeague Sponsors. In this case, under no circumstance may the Club's sponsors (including but not limited to advertising located within the TV cameras coverage on the playing court or elsewhere in the arena) enter into conflict with the EuroLeague Sponsors.

Notwithstanding the foregoing, the main/naming/presenting/title sponsor of the Club will be protected when it coincides with the EuroLeague Sponsors above. In this case, the aforementioned



EuroLeague Sponsors might share commercial, advertising and promotional activities within the arena with the main/naming/presenting/title sponsor of the Club.

9. For the rights granted in this Contract the Club will be entitled to receive the economic amounts established and allocated by EP as a market and sports pool share for its participation in the EuroLeague according to the economic distribution agreed by the General Assembly.

The Club acknowledges and accepts that EP will retain annually the sum of 300,000 euros from the amounts to be paid to the Club to guarantee that there are no overdue payables with EP, the Company and/or EuroLeague and EuroCup members during the season.

The Club expressly agrees that EP may at its sole discretion offset and compensate for any sum due by the Club for any reason whatsoever (including but not limited to any economic obligations such as payment to referees or payment of fines or share transfer obligations) to EP, the Company, ECA and/or any other club that participates or has participated in the EuroLeague and/or the EuroCup against any sum due by EP or any of its successors, licensees or assignees to the Club.

The aforementioned amount will be transferred back to the Club after the end of the EuroLeague season (fully, if the Club has fulfilled all its obligations, or partially if the Club has any overdue payables).

10. The Club acknowledges and accepts that EP may assign, grant, license or transfer the organisation and administration of the EuroLeague to the Company or to a third party, which could be the direct or indirect beneficiaries or licensees of this Contract or of the rights granted by the Club to EP herein.

11. The Club expressly declares that it neither directly nor indirectly:
- a) Holds or deals in the securities or shares of any other club participating in the EuroLeague, or
  - b) Is a member of any other club participating in the EuroLeague, or
  - c) Is involved in any role whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroLeague, or
  - d) Has any power whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroLeague.

The Club accepts and declares that no person involved in any role whatsoever in the management, administration and/or sporting activity of the Club is or may at the same time, either directly or indirectly, be involved in any capacity whatsoever in the management, administration and/or sporting activity of another club participating in the EuroLeague. In addition, no person involved in the management of the Club may, either directly or indirectly, hold or deal in the securities or shares of any other club participating in the EuroLeague.

The Club accepts and declares that no person directly or indirectly by themselves or involved in any company representing players and/or coaches may either hold or deal in the securities or shares of the Club or have any power whatsoever in the management, administration and/or sporting activity of the Club.

12. The Club represents and warrants that it is the exclusive owner of all the rights granted by virtue of this Contract, that these rights are free of any charges or limitations, that the use and exploitation thereof by EP will not involve or lead to an infringement of any third party rights and that there is no claim or dispute regarding these rights that could disrupt or affect their full and unhindered use and exploitation by EP in any way. The Club will indemnify, defend and hold full harmless EP, its affiliates, owners, directors, officers, employees, licensees and agents against any liabilities, damages (including the loss of profits), expenses, costs, claims, proceedings, fines or penalties in connection with: (i) any inaccuracy, omission, misrepresentation or breach of any representation and warranty herein; and/or (ii) the breach of any other provision of this Contract.

The Club undertakes not to request, demand or claim from EP any other economic consideration in the future in relation to the rights granted by virtue of this Contract and their use and exploitation by EP.

13. The stipulated term of this Contract is for a 10-year period, commencing on the date mentioned above. Should the Contract be cancelled, any pending obligations that are derived from the participation of the Club in the EuroLeague will remain in force until complete fulfilment.
14. Cancellation:

EP has the right to immediately cancel this Contract and the licence granted hereunder or temporarily suspend it at its own discretion, by written notice to the Club, if the Club finds itself under any of the circumstances below, or for any other reason included in the EuroLeague Club Licensing Rules:

- a) In the case that the Club finishes in the last position of the EuroLeague standings on three different occasions during the term of this Contract.

- b) In the season that has just finished, the Club has ranked among the clubs placed in the bottom half of the domestic championship final standings. For the purposes of this article, if the domestic championship has an odd number of teams, the bottom half includes half plus 0.5.
- c) The Club fails to comply timely, accurately, completely and in good faith with any material obligation derived from this Contract, the EuroLeague Club Licensing Rules, or any other EuroLeague regulation, rule, agreement or resolution of the governing bodies of EP, ECA, and the Company;
- d) The Club fails to comply with its duties towards EP, ECA or the Company, as set down in the agreements and commitments entered into with these companies, prevents or obstructs the fulfilment of the contracts entered into with EP, ECA and the Company (including but not limited to the Audiovisual Rights Licence Agreements and Sponsorship Agreements) or fails to comply with the economic control rules approved by the General Assembly.
- e) During two consecutive seasons, the Club does not manage to reach the threshold of 80% of paid attendance in relation to the minimum arena capacity throughout the EuroLeague season as established in the EuroLeague Bylaws. For the purposes of this clause, it will be taken into account that the sale of the ticket products is effective, full-price, and according to a reasonable pricing policy. It will be evaluated if there is any evidence that the average of paid tickets has increased during this two-season period.
- f) In the country where the Club has its headquarters, reasonable expectations about audiovisual rights sales are not fulfilled with reference to the Club. Said expectations must be established in the EuroLeague Commercial Plan, which will be subject to the approval of the General Assembly.

This rule will not be applied to those Clubs that have participated for less than three seasons in the EuroLeague.

- g) The conduct or omission of the Club, its owner(s) or manager(s) or any person(s) acting for the Club, is or becomes seriously detrimental to the image and standing of EP, ECA, the Company, the EuroLeague or other clubs participating in the Euroleague Basketball Competitions (including but not limited to any action incompatible with basic values of sports and ethics).

- h) The Club has been formally declared bankrupt or insolvent by a competent body in its home country, has entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or it is 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.
- i) The Club does not cooperate with the utmost diligence and in good faith with any governing body or representative of the EuroLeague, EP, ECA or the Company or any of their successors, licensees or assignees.
- j) The Club has been sanctioned with the prohibition of participating in the Euroleague Basketball Competitions.

In addition to the cancellation or suspension of the Contract, EP may claim any damages related thereto.

15. The Club will not in any way assign, grant, license or transfer this Contract or the related licence to any third party nor will it assign, grant, license or transfer to any third party the rights and duties arising hereunder, without the prior written consent of the General Assembly.

To grant the authorisation established in the paragraph above, the General Assembly will take into account if the operation in question guarantees the compliance with the EuroLeague Bylaws, and if it is beneficial for the EuroLeague, for the promotion of basketball and for the commercialisation of the EuroLeague properties.

16. This Contract will be governed by and construed in accordance with the substantive law of Switzerland.

All disputes arising out of or in connection with this Contract, including any question regarding its existence, validity, interpretation, breach, performance or termination, will be ultimately and exclusively settled under the Rules of Arbitration of the International Chamber of Commerce by a panel of three arbitrators appointed in accordance with these Rules. The arbitration will be conducted in English and the seat of arbitration will be in Lugano (Switzerland). Prior to resorting to arbitration, the parties are obliged to attempt an amicable settlement through the good offices of a mediator appointed by the Court of Arbitration for Sport (CAS) in Lausanne in accordance with the CAS Mediation Rules; if the settlement is not achieved in 30 days, either party may resort to the arbitration procedure above. The parties will be bound by a duty of confidentiality.

In witness whereof, the parties have caused this Contract to be executed by their duly authorised representatives as of the date mentioned on the first page hereof, in two original copies, each of which will be deemed an original, but all of which together will constitute one and the same instrument.

Signed by .....  
Euroleague Properties S.A.

Signed by.....  
The Club



## **ANNEX 1**

### **Audiovisual Rights**

For the purpose of this document, Audiovisual Rights means the right to attend, film and/or record the games (and any ancillary footage including interviews) at any venue and/or any other sound and/or moving picture images of any kind whatsoever pertaining to the EuroLeague and the exclusive right to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit and/or authorise and contract with other persons to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit the games and/or any other sound and/or moving picture images, audio, visual and audiovisual materials or broadcasts of any kind whatsoever pertaining to the EuroLeague (in whole or in part, whether live, deferred, delayed or as highlights and/or clips) by all methods of communication now known or hereafter invented or developed in any language to the public by way of electronic transmission and/or delivery or otherwise whether wire, wireless, cable or satellite, DVD, CD, Blu-Ray or other multimedia device or storage medium, analogue and/or digital or otherwise in any format (including standard definition, high definition, 3D or otherwise), of audiovisual and or video materials now known or hereafter developed and by means of any payment mechanism including without limitation linear, on demand, by subscription, free or pay services, as well as by way of the internet (including simulcasting, download or streaming and including without limitation the right to offer some or all of the games as part of the licensee's interactive service and/or platform and enhanced programming services) or radio to any persons and premises (including on aircraft, cruise ships or other forms of transport or in hotels, motels or similar temporary or permanent living accommodation), whether commercial or domestic, and to any device (including mobile and other internet-enabled technology), on an unlimited number of occasions.

In particular, Audiovisual Rights will include the following rights:

- Media Rights: means the right to exploit any programme and all footage and data in respect of each Event and coverage of each Event on a live and/or delayed basis via any Delivery System.
- Archive Rights: means the right to make available, distribute or otherwise exploit archive material via any Delivery System. Archive Material being audiovisual recordings of the Events involving the Club.
- Betting Audiovisual Rights: means the right to make available, distribute or otherwise exploit the coverage of the Events and to distribute such coverage of the Events to third party licensees for betting purposes for use by the following means of audiovisual, audio and visual media: (i) internet, online, interactive and related multi-media (including virtual image rights), whether now known or hereinafter invented; (ii) WAP, 3G, 4G, 5G and

other mobile wireless technology whether now known or hereinafter invented to mobile devices; and (iii) any means of display for use inside retail locations of bookmakers.

- **Clip Rights:** means the right to record, produce and edit footage of the Events to make clips and compilations and make available, distribute or otherwise exploit such clips and compilations via any Delivery System.
- **Data Rights:** means the right to make available, distribute or otherwise exploit all scoring, statistical, performance or other data relating to the Events and to distribute such scoring, statistical, performance or other data of the Events to third party licensees for all purposes, including betting and editorial media purposes for use via any Delivery System as well as for use inside retail locations of bookmakers.
- **Editing Rights:** means the right to record, produce and edit footage of the Events to: (i) add direct subtitles to the footage of the Events; (ii) dub the sound track of the footage of the Events; (iii) meet the requirements of broadcasting authorities in the appropriate territory; (iv) meet any applicable legal requirements in the appropriate territory; and (v) meet the demands of accurate timing or presentation; (vi) enable the insertion of advertising for TV exploitation.
- **Fantasy Game Rights:** means the right to record, produce and edit footage of the Events to be made available via any Delivery System in association with any so-called “fantasy game” (as that term is commonly understood) linked to the Events.
- **Highlights Rights:** means the right to record, produce and edit live footage of the Events to create highlights programmes.
- **Promotional Rights:** means the right to use, and authorise the use of, clips and extracts (each up to a total of three minutes’ duration), stills and/or screen grabs from the Events for the promotion of EP’s, and any third party’s, exploitation of the Audiovisual Rights granted hereunder via any Delivery System.
- **Radio Rights:** means the right to distribute the Events (as well as any programme produced by EP) live and/or deferred, wholly or in part, by Radio. Radio means all forms of audio only transmission whether as part of a linear or non-linear radio service and whether via analogue or digital signal or via air radio, cable radio, satellite radio mobile telephony communications, broadband or the internet or any other means of audio distribution, whether now known or hereafter invented.
- **Social Media Rights:** means the right to record, produce and edit clips of footage of the Events (as well as of the programmes produced by EP) to be



made available via any Delivery System on a near-live and delayed basis on any digital platform including, without limitation, www.youtube.com, www.yahoo.com, www.itunes.com and any social media platforms such as but not limited to Facebook, Twitter, Instagram, Periscope and Snapchat, as well as any other platform that could be created or exploited from time to time.

- Trading Card Rights: means the right to use content and/or clips of footage of the Events or programmes on trading cards or other collectibles and to make such trading cards or other collectibles available via any Delivery System or in hard copy form.
- Video Game Distribution Rights: means the right to engage in and/or otherwise authorise third parties to engage in the copying, distribution, exhibition and/or other exploitation of Video Games (including by way of the internet, mobile telephony communications and/or any other methods of Video Game distribution, whether now known or hereafter invented). Video Game means any audiovisual or other electronic game which is played either on a computer, mobile device or video game console which may or may not include footage from the Events or programmes.
- Virtual Media Rights: means any rights to manipulate footage of the Events or programmes by technological means so that a viewer may, by means of the use of a headset or other device, be afforded a 360 degree view or aspect of such digital content as if he himself or she herself was present at the Events and programmes.

In this Annex 1, Delivery System means any and all means of audiovisual, audio and visual media including (i) all forms of TV whether now known or hereafter invented and whether live or recorded including terrestrial, cable and satellite, analogue and digital, video-on-demand, NVOD, DSL, ADSL, pay-per-view, subscription, pay and free TV; (ii) home video, DVD, blu-ray, download to own and download to rent; (iii) theatrical and non-theatrical means including in-flight and in-ship and other transport rights; (iv) radio; (v) internet, on-line, interactive and all other multi-media (including all forms of virtual image distribution); (vi) WAP, 3G, 4G, 5G and other mobile telephony/mobile communications; and (viii) all other means of audiovisual, audio and visual distribution, whether now known or hereafter invented.

## **ANNEX 2**

### **Intellectual Property**

Copyright and related rights, trademarks, signs, denominations, logos, symbols, business names and domain names, goodwill and the right to sue for passing off or unfair competition or any equivalent law, rights in designs, database rights, rights in TV and sporting formats, rights to use, and protect the confidentiality of, confidential information (including know-how and trade secrets) and all other intellectual property rights, in each case, whether registered or unregistered, and all similar or equivalent rights or forms of protection in any part of the world.

# **APPENDIX II**

## **ASSOCIATED CLUB CONTRACT**



APPENDIX II

**ASSOCIATED CLUB CONTRACT**

This Contract, entered into on 1 July 20....., is made between:

**EUROLEAGUE PROPERTIES S.A.**, with registered address at 60, Grand-Rue, L-1660 Luxembourg (VAT Number: LU 23387572, and telephone number: +352 274 785 90) hereinafter referred to as “**EP**”, duly represented by its Executive Director Mr Gonzalo Pérez de Castro; and

The Club ....., with registered address at .....  
(VAT Number: ..... and telephone number: .....)  
hereinafter referred to as the “Club”, duly represented by its President Mr/Ms .....

Both parties mutually acknowledge each other’s legal capacity to be bound by and enter into this Contract in their respective capacities, freely and spontaneously to make the following

**RECITALS**

WHEREAS EP is a company whose core business consists of the promotion, organisation, management and exploitation of professional basketball competitions at European level named EuroLeague and EuroCup (hereinafter jointly referred to as the “Euroleague Basketball Competitions”);

WHEREAS the Club is a professional basketball club and as such is the owner or licensee of some commercial, image, audiovisual and intellectual property rights related to the Club and its players, coaches, staff and other individuals belonging to the Club or somehow related to it;

WHEREAS the Club is willing to access and participate in the competition named EuroLeague (hereinafter referred to as the “EuroLeague”) and therefore to fulfil the requirements established in the official and approved EuroLeague Bylaws (hereinafter referred to as the “EuroLeague Bylaws”); and

WHEREAS the Club is willing to grant EP some commercial, image, audiovisual and intellectual property rights related to the Club and to the players, coaches, staff and other club-related individuals in order to allow the exploitation of the EuroLeague by EP (or by any third party appointed by EP) by any means, formats, materials or procedures.

NOW, THEREFORE, both parties have agreed to enter into this Contract, which will be governed by the following

## CLAUSES

1. The Club agrees and commits itself to fulfil each and every rule appearing in the EuroLeague Bylaws and any subsequent modifications, amendments and appendices thereto.
2. On condition that all Club's obligations are fulfilled, EP grants the Club the licence to participate for one season with its highest level team in the EuroLeague, as described in the EuroLeague Club Licensing Rules, and any subsequent modifications, amendments and appendices thereto.
3. The Club commits itself to participate in the EuroLeague (including events in pre- and post-games), as well as in any exhibition, preparation or friendly game when the Club is required to do so (hereinafter referred to as the "Events"), in full compliance with the rules, regulations, agreements and resolutions of the management bodies of EP, Euroleague Commercial Assets S.A. (hereinafter referred to as "ECA") and the company that may be constituted by ECA, or entrusted by ECA with the task, to deal with the organisation and administration of the EuroLeague (hereinafter the "Company"). In consideration of this, the Club will be entitled to all the rights derived from those rules, regulations, agreements and resolutions.
4. The Club commits itself to subscribe for and purchase ECA shares if so agreed by the General Assembly.

The Club commits itself to respect all shareholders' agreements and resolutions and to sign with the utmost care and promptness all the necessary documents required for the smooth and effective administration and organisation of ECA and the EuroLeague (including but not limited to powers of attorney, minutes of shareholders meetings, and other corporate documents) in full compliance with any instruction and/or deadline as specified by the governing bodies of ECA, EP, and/or the Company.

The Club also commits itself, upon expiry or cancellation of this Contract (including the notification of cancellation), to sell all its ECA shares, if any, in full compliance with the procedures and pricing criteria established by the General Assembly.

5. The Club hereby grants EP on an exclusive and worldwide basis all its Audiovisual Rights (as defined in Appendix I attached to this Contract) related to the Club and its participation in the EuroLeague or in any other competitions or events of any nature directly or indirectly organised by EP or by any of its successors, licensees or assignees.

In particular, the Club grants EP an exclusive licence on the Audiovisual Rights for any business activities exclusively relating to the management, organisation, promotion and commercialisation of the EuroLeague, including but not limited to, filming and broadcasting audiovisual content related to the EuroLeague, licensing such content to third parties, entering into sponsorship arrangements, producing, advertising, distributing, selling, promoting and marketing products and services including those of any EuroLeague sponsor and including merchandise (including but not limited to calendars, agendas, clothing, footwear, sporting articles, toys and Video Games) (the "Purpose").

As the exclusive owner of all the Audiovisual Rights, EP will be entitled to hold, use and exploit them exclusively for the Purpose without any limitation and in the manner that it deems appropriate, through any form of exploitation and by any means, formats, materials or procedures, either during the term of this Contract or after its resolution or termination whatever the cause or reason. EP will also be entitled to assign, grant, license or transfer the Audiovisual Rights to any third parties, exclusively or not, and under the terms and conditions stipulated in the previous paragraph.

Pursuant to the foregoing, the Club will not hold audiovisual rights or any other rights of a similar nature over the Audiovisual Rights nor may exploit them in any way or by any means, whether directly or indirectly, in whole or in part, unless with the previous written authorisation of EP.

The rights assigned by virtue of this Contract may be exercised in connection with the whole or part of the Audiovisual Rights, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

6. The Club expressly authorises EP, the Company, or any of their successors, licensees or assignees to use and exploit, without any restriction, all Intellectual Property (as defined in Annex 2 to this Contract) of any logos, symbols, trademarks and names of the Club for any and all commercial, advertising and promotional purposes aimed at promoting the EuroLeague, including the production, licence and/or sale of EuroLeague merchandise and other commercial materials (hereinafter referred to as the "Club IP").

In particular, the Club grants EP an exclusive and worldwide licence for the Club IP exclusively for the Purpose.

The authorisation granted by means of this clause is made on a royalty-free basis and allows EP to use and exploit, without any restriction, any intellectual property of the Club IP exclusively for the Purpose, together with the logos, symbols, trademarks and names of EP or together with the logos, symbols, trademarks and names of EP and of any third party, through any form of exploitation and by any means, formats, materials or procedures, for any and all commercial, advertising and promotional purposes.

The assigned rights may be exercised exclusively for the Purpose in connection with the whole or part of the Club IP, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Club IP to any third party and, in particular but without any limitation, to the official EuroLeague sponsors (hereinafter “EuroLeague Sponsors”), licensees, TV broadcasters and other business parties, under the terms and conditions stipulated in the previous paragraph.

7. The Club declares to have obtained, and hereby grants EP, all the commercial and advertising exploitation of the image rights (including all rights for the image, name, nickname, initials, signature, number, image, likeness (photograph, caricature, etc), voice, personal or biographical data or any combination, reproduction or simulation thereof) of its players, coaches, and other individuals belonging to the Club or somehow related to it (hereinafter referred to as the “Image Rights”), exclusively for the Purpose and, on a worldwide and royalty-free basis, provided that the Image Rights of these individuals appear linked to the Club, including wearing the Club’s apparel and/or footwear, or participating in any Events or any other public events organised by the Club or by EP, and provided that these events are related to the EuroLeague or to any other competitions or events organised by EP or by any of its successors, licensees or assignees.

The choice of the system of commercial and advertising exploitation of the image rights, granted in accordance with the previous paragraph, will be the remit of EP or any of its successors, licensees or assignees. The Club commits itself to the collaboration of the individuals mentioned above in the selected system of commercial exploitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Image Rights above exclusively for the Purpose to any third party and, in particular but without limitation, to EuroLeague Sponsors, licensees, TV broadcasters and other business parties, under the terms and conditions stipulated in the previous paragraphs.



The Club acknowledges that in certain countries the protection and enforcement of rights in an individual's "personality" (such as the Image Rights) requires the personal assertion of those rights by the individual in a manner prescribed by the relevant law in that jurisdiction. The Club agrees to assist EP in obtaining the necessary consents from the players, coaches or other individuals in order to allow EP to exploit the Image Rights in accordance with the provisions set forth in this Contract.

**8. As for the audiovisual, sponsorship, advertising, internet and merchandising rights related to the EuroLeague:**

8.1. The Club hereby recognises and acknowledges that EP has been granted the sole and exclusive right to hold, use and exploit any and all commercial aspects of the EuroLeague, including, but not limited to, the right to retain:

- a) All revenues from any EuroLeague Sponsor.
- b) All revenues from the exploitation of any and all audiovisual rights (including the Audiovisual Rights) of any nature and pertaining to the EuroLeague competition, including without limitation the use of any and all still footage (provided that they have been extracted from moving footage) and moving footage, irrespective of how this footage has been recorded, reproduced, copied, stored, transmitted, or otherwise treated by any known or future means.
- c) All revenues from the exploitation of internet sites relating to the EuroLeague (but for the avoidance of doubt no revenues from internet sites owned by the Club are included).
- d) All revenues from the main/naming/presenting/title sponsor and other EuroLeague Sponsors and/or any EuroLeague game.
- e) All revenues from EuroLeague merchandise, it being understood that this right will extend to producing said merchandise or licensing the related rights.
- f) All revenues from the exploitation of the official EuroLeague suppliers (including without limitation, the suppliers of the ball, drink and computer services).
- g) All revenues from official publications of the EuroLeague.

- 8.2. The Club also acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer, in full or in part, any and all rights related to the EuroLeague, as referred to in the preceding paragraph, to a third party according to the terms and conditions to be agreed between EP and this third party.
- 8.3. The Club acknowledges and agrees that EP is entitled to:
- a) One third of the entire commercial electronic inventory, including 24 minutes on the electronic advertising boards around the playing court within the TV cameras coverage, in the arena where the Club is going to hold, as home team, the EuroLeague games except for the games designated as Game of the Week, for which what is established in the EuroLeague Regulations will apply.
  - b) One advertising space for EuroLeague self-promotion or for EuroLeague Sponsors 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, and one advertising space for EuroLeague Sponsors placed on each end of the playing court, behind the endlines and in front of the basket support structures, in the arena where the Club is going to hold, as home team, the EuroLeague games.
  - c) The sole ownership of the advertising rights of the arena where the EuroLeague Final Four games and any other special events, including but not limited to All-Star games, are to be held.
  - d) One third of the digital advertising inventory of the Club, including the Club's official website, for EuroLeague self-promotion or for EuroLeague Sponsors.

The Club acknowledges and agrees that any and all rights mentioned in this Paragraph 8.3 may be modified by the General Assembly.

The Club further acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer any and all rights arising from this Paragraph 8.3 to a third party.

- 8.4. The Club also acknowledges and agrees that EP may grant exclusivity to the main/naming/presenting/title sponsor of the EuroLeague and may grant exclusivity to up to four EuroLeague Sponsors. In this case, under no circumstance may the Club's sponsors (including but not limited to advertising located within the TV cameras coverage on the playing court or elsewhere in the arena) enter into conflict with the EuroLeague Sponsors.

Notwithstanding the foregoing, the main/naming/presenting/title sponsor of the Club will be protected when it coincides with the EuroLeague Sponsors above. In this case, the aforementioned EuroLeague Sponsors might share commercial, advertising and promotional activities within the arena with the main/naming/presenting/title sponsor of the Club.

9. For the rights granted in this Contract the Club will be entitled to receive the economic amounts established and allocated by EP as a sports pool share for its participation in the EuroLeague according to the economic distribution agreed by the General Assembly.

The Club acknowledges and accepts that EP will retain the sum of 100,000 euros from the amounts to be paid to the Club to guarantee that there are no overdue payables with EP, the Company and/or EuroLeague and EuroCup members during the season.

The Club expressly agrees that EP may at its sole discretion offset and compensate for any sum due by the Club for any reason whatsoever (including but not limited to any economic obligations such as payment to referees or payment of fines or share transfer obligations if any) to EP, the Company, ECA and/or any other club that participates or has participated in the EuroLeague and/or the EuroCup against any sum due by EP or any of its successors, licensees or assignees to the Club.

The aforementioned amount will be transferred back to the Club after the end of the EuroLeague season (fully, if the club has fulfilled all its obligations, or partially if the Club has any overdue payables).

10. The Club acknowledges and accepts that EP may assign, grant, license or transfer the organisation and administration of the EuroLeague to the Company or to a third party, which could be the direct or indirect beneficiaries or licensees of this Contract or of the rights granted by the Club to EP herein.

11. The Club expressly declares that it neither directly nor indirectly:
- a) Holds or deals in the securities or shares of any other club participating in the EuroLeague, or
  - b) Is a member of any other club participating in the EuroLeague, or
  - c) Is involved in any role whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroLeague, or
  - d) Has any power whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroLeague.

The Club accepts and declares that no person involved in any role whatsoever in the management, administration and/or sporting activity of the Club is or may at the same time, either directly or indirectly, be involved in any capacity whatsoever in the management, administration and/or sporting activity of another club participating in the EuroLeague. In addition, no person involved in the management of the Club may, either directly or indirectly, hold or deal in the securities or shares of any other club participating in the EuroLeague.

The Club accepts and declares that no person directly or indirectly by themselves or involved in any company representing players and/or coaches may either hold or deal in the securities or shares of the Club or have any power whatsoever in the management, administration and/or sporting activity of the Club.

12. The Club represents and warrants that it is the exclusive owner of all the rights granted by virtue of this Contract, that these rights are free of any charges or limitations, that the use and exploitation thereof by EP will not involve or lead to an infringement of any third party rights and that there is no claim or dispute regarding these rights that could disrupt or affect their full and unhindered use and exploitation by EP in any way. The Club will indemnify, defend and hold full harmless EP, its affiliates, owners, directors, officers, employees, licensees and agents against any liabilities, damages (including the loss of profits), expenses, costs, claims, proceedings, fines or penalties in connection with: (i) any inaccuracy, omission, misrepresentation or breach of any representation and warranty herein; and/or (ii) the breach of any other provision of this Contract.

The Club undertakes not to request, demand or claim from EP any other economic consideration in the future in relation to the rights granted by virtue of this Contract and their use and exploitation by EP.

13. The stipulated term of this Contract is one season. At the end of the one-season period, the Contract will expire on 30 June of that year, without prejudice to any pending obligations that are derived from the participation of the Club in the EuroLeague and that will remain in force until complete fulfilment. Should the Club maintain the requirements that, according to the EuroLeague Club Licensing Rules, are necessary for participation in the EuroLeague, the Club will be entitled to sign a new Contract.

14. Cancellation:

EP has the right to immediately cancel this Contract and the licence granted hereunder, not to renew it or temporarily suspend it at its own discretion, by written notice to the Club, if the Club finds itself under any of the circumstances below, or for any other reason included in the EuroLeague Club Licensing Rules:

- a) The Club fails to comply timely, accurately, completely and in good faith with any material obligation derived from this Contract, the EuroLeague Club Licensing Rules, or any other EuroLeague regulation, rule, agreement or resolution of the governing bodies of EP, ECA, and the Company.
- b) The Club fails to comply with its duties towards EP, ECA or the Company, as set down in the agreements and commitments entered into with these companies, prevents or obstructs the fulfilment of the contracts entered into with EP, ECA and the Company (including but not limited to the Audiovisual Rights Licence Agreements and Sponsorship Agreements) or fails to comply with the economic control rules approved by the General Assembly.
- c) The conduct or omission of the Club, its owner(s) or manager(s) or any person(s) acting for the Club, is or becomes seriously detrimental to the image and standing of EP, ECA, the Company, the EuroLeague or other clubs participating in the Euroleague Basketball Competitions (including but not limited to any action incompatible with basic values of sports and ethics).
- d) The Club has been formally declared bankrupt or insolvent by a competent body in its home country, has entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or it is 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.

- e) The Club does not cooperate with the utmost diligence and in good faith with any governing body or representative of the EuroLeague, EP, ECA or the Company or any of their successors, licensees or assignees.
- f) The Club has been sanctioned with the prohibition of participating in the Euroleague Basketball Competitions.

In addition to the cancellation or suspension of the Contract, EP may claim any damages related thereto.

15. The Club will not in any way assign, grant, license or transfer this Contract or the related licence to any third party nor will it assign, grant, license or transfer to any third party the rights and duties arising hereunder, without the prior written consent of the General Assembly.

To grant the authorisation established in the paragraph above, the General Assembly will take into account if the operation in question guarantees the compliance with the EuroLeague Bylaws, and if it is beneficial for the EuroLeague, for the promotion of basketball and for the commercialisation of the EuroLeague properties.

16. This Contract will be governed by and construed in accordance with the substantive law of Switzerland.

All disputes arising out of or in connection with this Contract, including any question regarding its existence, validity, interpretation, breach, performance or termination, will be ultimately and exclusively settled under the Rules of Arbitration of the International Chamber of Commerce by a panel of three arbitrators appointed in accordance with these Rules. The arbitration will be conducted in English and the seat of arbitration will be in Lugano (Switzerland). Prior to resorting to arbitration, the parties are obliged to attempt an amicable settlement through the good offices of a mediator appointed by the Court of Arbitration for Sport (CAS) in Lausanne in accordance with the CAS Mediation Rules; if the settlement is not achieved in 30 days, either party may resort to the arbitration procedure above. The parties will be bound by a duty of confidentiality.

In witness whereof, the parties have caused this Contract to be executed by their duly authorised representatives as of the date mentioned on the first page hereof, in two original copies, each of which will be deemed an original, but all of which together will constitute one and the same instrument.

Signed by  
Euroleague Properties S.A.

Signed by  
The Club





## ANNEX I

### Audiovisual Rights

For the purpose of this document, Audiovisual Rights means the right to attend, film and/or record the games (and any ancillary footage including interviews) at any Venue and/or any other sound and/or moving picture images of any kind whatsoever pertaining to the EuroLeague and the exclusive right to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit and/or authorise and contract with other persons to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit the games and/or any other sound and/or moving picture images, audio, visual and audiovisual materials or broadcasts of any kind whatsoever pertaining to the EuroLeague (in whole or in part, whether live, deferred, delayed or as highlights and/or clips) by all methods of communication now known or hereafter invented or developed in any language to the public by way of electronic transmission and/or delivery or otherwise whether wire, wireless, cable or satellite, DVD, CD, Blu-Ray or other multimedia device or storage medium, analogue and/or digital or otherwise in any format (including standard definition, high definition, 3D or otherwise), of audiovisual and or video materials now known or hereafter developed and by means of any payment mechanism including without limitation linear, on demand, by subscription, free or pay services, as well as by way of the internet (including simulcasting, download or streaming and including without limitation the right to offer some or all of the games as part of the Licensee's interactive service and/or platform and enhanced programming services) or radio to any persons and premises (including on aircraft, cruise ships or other forms of transport or in hotels, motels or similar temporary or permanent living accommodation), whether commercial or domestic, and to any device (including mobile and other internet-enabled technology), on an unlimited number of occasions.

In particular, Audiovisual Rights will include the following rights:

- Media Rights: means the right to exploit any programme and all footage and data in respect of each Event and coverage of each Event on a live and/or delayed basis via any Delivery System.
- Archive Rights: means the right to make available, distribute or otherwise exploit archive material via any Delivery System. Archive Material being audiovisual recordings of the Events involving the Club.

- Betting Audiovisual Rights: means the right to make available, distribute or otherwise exploit the coverage of the Events and to distribute such coverage of the Events to third party licensees for betting purposes for use by the following means of audiovisual, audio and visual media: (i) internet, online, interactive and related multi-media (including virtual image rights), whether now known or hereinafter invented; (ii) WAP, 3G, 4G, 5G and other mobile wireless technology whether now known or hereinafter invented to mobile devices; and (iii) any means of display for use inside retail locations of bookmakers.
- Clip Rights: means the right to record, produce and edit footage of the Events to make clips and compilations and make available, distribute or otherwise exploit such clips and compilations via any Delivery System.
- Data Rights: means the right to make available, distribute or otherwise exploit all scoring, statistical, performance or other data relating to the Events and to distribute such scoring, statistical, performance or other data of the Events to third party licensees for all purposes, including betting and editorial media purposes for use via any Delivery System as well as for use inside retail locations of bookmakers.
- Editing Rights: means the right to record, produce and edit footage of the Events to: (i) add direct subtitles to the footage of the Events; (ii) dub the sound track of the footage of the Events; (iii) meet the requirements of broadcasting authorities in the appropriate territory; (iv) meet any applicable legal requirements in the appropriate territory; and (v) meet the demands of accurate timing or presentation; (vi) enable the insertion of advertising for TV exploitation.
- Fantasy Game Rights: means the right to record, produce and edit footage of the Events to be made available via any Delivery System in association with any so-called “fantasy game” (as that term is commonly understood) linked to the Events.
- Highlights Rights: means the right to record, produce and edit live footage of the Events to create highlights programmes.
- Promotional Rights: means the right to use, and authorise the use of, clips and extracts (each up to a total of three minutes’ duration), stills and/or screen grabs from the Events for the promotion of EP’s, and any third party’s, exploitation of the Audiovisual Rights granted hereunder via any Delivery System.

- **Radio Rights:** means the right to distribute the Events (as well as any programme produced by EP) live and/or deferred, wholly or in part, by Radio. Radio means all forms of audio only transmission whether as part of a linear or non-linear radio service and whether via analogue or digital signal or via air radio, cable radio, satellite radio mobile telephony communications, broadband or the internet or any other means of audio distribution, whether now known or hereafter invented.
- **Social Media Rights:** means the right to record, produce and edit clips of footage of the Events (as well as of the programmes produced by EP) to be made available via any Delivery System on a near-live and delayed basis on any digital platform including, without limitation, [www.youtube.com](http://www.youtube.com), [www.yahoo.com](http://www.yahoo.com), [www.itunes.com](http://www.itunes.com) and any social media platforms such as but not limited to Facebook, Twitter, Instagram, Periscope and Snapchat, as well as any other platform that could be created or exploited from time to time.
- **Trading Card Rights:** means the right to use content and/or clips of footage of the Events or programmes on trading cards or other collectibles and to make such trading cards or other collectibles available via any Delivery System or in hard copy form.
- **Video Game Distribution Rights:** means the right to engage in and/or otherwise authorise third parties to engage in the copying, distribution, exhibition and/or other exploitation of Video Games (including by way of the internet, mobile telephony communications and/or any other methods of Video Game distribution, whether now known or hereafter invented). Video Game means any audiovisual or other electronic game which is played either on a computer, mobile device or video game console which may or may not include footage from the Events or programmes.
- **Virtual Media Rights:** means any rights to manipulate footage of the Events or programmes by technological means so that a viewer may, by means of the use of a headset or other device, be afforded a 360 degree view or aspect of such digital content as if he himself or she herself was present at the Events and programmes.

In this Annex I, Delivery System means any and all means of audiovisual, audio and visual media including (i) all forms of TV whether now known or hereafter invented and whether live or recorded including terrestrial, cable and satellite, analogue and digital, video-on-demand, NVOD, DSL, ADSL, pay-per-view, subscription, pay and free TV; (ii) home video, DVD, blu-ray, download to own and download to rent; (iii) theatrical and non-theatrical means including in-flight and in-ship and other transport rights; (iv) radio; (v) internet, on-line, interactive and all other multi-media (including all forms of virtual image distribution); (vi) WAP, 3G, 4G, 5G and other mobile telephony/mobile communications; and (viii) all other means of audiovisual, audio and visual distribution, whether now known or hereafter invented.

## **ANNEX II**

### **Intellectual Property**

Copyright and related rights, trademarks, signs, denominations, logos, symbols, business names and domain names, goodwill and the right to sue for passing off or unfair competition or any equivalent law, rights in designs, database rights, rights in TV and sporting formats, rights to use, and protect the confidentiality of, confidential information (including know-how and trade secrets) and all other intellectual property rights, in each case, whether registered or unregistered, and all similar or equivalent rights or forms of protection in any part of the world.



## **APPENDIX III**

# **DECLARATION OF SOUND FINANCIAL POSITION**





APPENDIX III

**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 does not have any overdue payables 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.
- The club has not been formally declared bankrupt or insolvent by a 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.

Signed in [place] on [date]

**[The Club]**  
By: .....  
Title: .....

**[Auditing Firm]**  
By: .....

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**APPENDIX IV**

**DECLARATION OF  
SOUND LEGAL POSITION**



APPENDIX IV

**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 same Euroleague Basketball competition, or
  - b) is not a member of any other club participating in the same Euroleague Basketball competition, or
  - c) is not involved in any role whatsoever in the management, administration and/or sporting activity of any other club participating in the same Euroleague Basketball competition, or
  - d) does not have any power whatsoever in the management, administration and/or sporting activity of any other club participating in the same Euroleague Basketball competition.
- No person involved in any role whatsoever in the management, administration and/or sporting activity of the club is or may at the same time, either directly or indirectly, be involved in any capacity whatsoever in the management, administration and/or sporting activity of another club participating in the same Euroleague Basketball competition. In addition, no person involved in the management of the club may either directly or indirectly, hold or deal in the securities or shares of any other club participating in the same Euroleague Basketball competition.
- No person directly or indirectly by themselves or involved in any company representing players and/or coaches may either hold or deal in the securities or shares of the club or have 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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# **EUROLEAGUE REGULATIONS**





# EUROLEAGUE REGULATIONS

## CHAPTER I

### General Regulations

#### **Article 1. Company Structure**

**1.1.** Euroleague Commercial Assets S.A. is the limited liability company (hereinafter “ECA”), acting pursuant to Luxembourg law, with registered office in 17, rue Beaumont, L-1219 Luxembourg. It is governed by its Statutes and the resolutions of its governing bodies, the owners of which are the clubs participating in the EuroLeague and a number of leagues.

**1.1.1.** The General Assembly is the ECA body of representation and governance, where the ECA shareholders meet together with the associated clubs, which is responsible for the general supervision of the issues regarding the EuroLeague and for approving the Bylaws, as stipulated in the EuroLeague Club Licensing Rules. In addition, it ensures the coordination of the clubs and has the authority to make decisions and confer functions on the Shareholders Executive Board.

Any regularly constituted meeting of the ECA shareholders will represent the entire body of shareholders of the company. Resolutions of the shareholders are made by the General Assembly and are recorded in the minutes that are deposited in the registered office of ECA.

General meetings of the General Assembly will be held in the place, on the day and at the time specified in the notice of the meeting. If an amendment of any provision of the articles of the ECA Statutes is needed, an extraordinary meeting of the General Assembly will be held.

Written notices convening a meeting of the General Assembly will be sent by email to each shareholder at least eight days before the meeting, except for the annual meeting of the General Assembly to approve the annual accounts of ECA, for which the notice will be sent by registered letter at least 21 days prior to the date of the meeting.

If all shareholders are present or represented at the meeting of the General Assembly and state that they have been duly informed regarding the agenda of the meeting, the meeting of the General Assembly may be held without prior notice.

Any shareholder entitled to attend a meeting of the General Assembly may appoint as proxy another person who does not need to be a shareholder. This appointment will be made by the shareholder in writing (by email or fax) prior to the commencement of the meeting of the General Assembly.

Decisions in ordinary meetings of the General Assembly will be made by the majority of the votes of the members present or represented.

Extraordinary meetings of the General Assembly will not validly deliberate unless at least one half of the capital is represented and the agenda indicates the proposed amendments to the articles of the ECA Statutes and, where applicable, the text of those articles concerning the object or the form of the company. If the first of these conditions is not satisfied, a second extraordinary meeting of the General Assembly may be convened by means of a notice published twice, at a 15-day interval at least and 15 days before the meeting, in the *Mémorial Recueil des Sociétés et Associations* and in two Luxembourg newspapers. Such convening notice will reproduce the agenda and indicate the date and the results of the previous meeting. The second meeting will validly deliberate regardless of the proportion of the capital represented. At both meetings, resolutions, in order to be adopted, must be carried by at least two-thirds of the votes cast. Votes cast will not include votes attaching to shares in respect of which the shareholder has not taken part in the vote or has abstained or has returned a blank or invalid vote.

- 1.1.2.** The General Assembly constituted the Shareholders Executive Board and granted it the duties to submit proposals and recommendations to the General Assembly, monitor and control the observance of the resolutions made by the General Assembly, take urgent measures when there is no time to convene a meeting of the General Assembly (subject to the subsequent ratification of the General Assembly), and exercise any further functions conferred on it by the General Assembly.

The Shareholders Executive Board will consist of the following members, elected by the General Assembly, for a three-year term of office:

- 11 representatives of the licensed clubs that participate in the EuroLeague competition.
- The Chief Executive Officer, who will act as chairman of the Shareholders Executive Board. The chairman is only empowered to vote in the event of equality of votes, in which case they will have the casting vote only.

The clubs will appoint their representatives for the General Assembly, and if appropriate for the Shareholders Executive Board, when registering. This representation is personal during the entire season and may only be changed with the authorisation of the Company.

Any person sanctioned for the commission of any serious infringements in the course of the three previous seasons in accordance with the Euroleague Basketball Disciplinary Code may not be appointed as club representative and/or attend the General Assembly, the Shareholders Executive Board and/or any other clubs meeting.

**1.2.** Euroleague Properties S.A., or any of its relevant permitted successors, licensees or assignees (hereinafter “EP”), is the limited liability company, controlled by ECA, 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.

**1.3.** EP has designated the company Euroleague Entertainment & Services, S.L.U. (hereinafter the “Company”), controlled by ECA, as the body responsible for the management and administrative organisation of the Euroleague Basketball competitions in accordance with what is established in the relevant Bylaws. The Company must adhere to the EuroLeague Regulations (hereinafter these “Regulations”) and any future modifications, amendments or derogations whenever the governing bodies approve them.

## **Article 2. Management and Organisation of the Competition**

**2.1.** 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 EuroLeague. It is understood that all administrative procedures the participating clubs have in relation to their participation in the competition, either provided in the EuroLeague Club Licensing Rules or in these Regulations, will be carried out with the Company.

**2.2.** The executive functions of the Company will be entrusted to its Chief Executive Officer (hereinafter “Euroleague Basketball CEO”) who will be appointed by ECA and who will report to this body. The Euroleague Basketball CEO will be the executive responsible for organising the competition. To these effects, the Euroleague Basketball CEO will

adopt all necessary agreements and resolutions for the execution of these Regulations.

**2.3.** Each season the Company, in addition to dealing with the organisation and administration of the Euroleague Basketball competitions, may organise the SuperCup competition, to be played between the EuroLeague champion and the EuroCup champion from the previous season.

**2.4.** The Company may also organise games or tournaments of friendly nature with the participation of EuroLeague clubs, players and coaches, as well as any other promotional event.

### **Article 3. Object of these Regulations**

The object of these Regulations is to regulate the development of the EuroLeague competition in each and all of its phases and to establish the relationship between the participating clubs and the Company throughout the season, without prejudice to what is stipulated in the Bylaws (including its appendices) and in any decisions adopted by the governing bodies.

### **Article 4. Official Season**

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

### **Article 5. Participants**

The clubs, players, coaches, team followers, referees, referee coaches, Euroleague Basketball delegates and unified scorers who wish to participate in the EuroLeague must register in compliance with these Regulations.

### **Article 6. Club Headquarters**

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.

## C H A P T E R I I

### Registration of Clubs

#### **Article 7. Requirements for Registration**

**7.1.** The right to participate in the EuroLeague will only be held by those clubs that meet the conditions provided in the EuroLeague Club Licensing Rules or those that might be established in the future as a result of any modification or amendment approved in the EuroLeague Club Licensing Rules. Valid annual registration in the competition will also require compliance with the following:

- a) Underwriting of the official model of the relevant Licence Contract according to the EuroLeague Club Licensing Rules (Appendix II to the EuroLeague Club Licensing Rules).
- b) Subscription of the number of shares set by the General Assembly, when appropriate according to what is established in the EuroLeague Club Licensing Rules.
- c) Participation in the domestic championship, unless an exception is approved by the Shareholders Executive Board if the club is prevented from participating in the domestic championship against its will.
- d) Fulfilment of the requirements established in the Financial Stability and Fair Play Regulations included as Appendix I to the EuroLeague Club Licensing Rules.
- e) Provision of an express declaration of sound financial position of the club, stating the following:
  - The club does not have any overdue payables with former or registered players, coaches and/or employees, any other club participating in the Euroleague Basketball competitions, EP and/or the Company, and/or any tax or social authorities, unless a write-off plan has been approved by the Company.
  - 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 III to the EuroLeague Club Licensing Rules and will be certified by an auditing firm.

- f) 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 IV to the EuroLeague Club Licensing Rules.
- g) Payment of the amount of the annual registration fee agreed by the General Assembly.
- h) Provision of a list of the shareholders of the club. In case of any change during the season, the club must inform the Company accordingly within 10 days of the change taking place.
- i) Provision of documents to demonstrate that the club complies with the requirements set forth by the rules of the game and these Regulations.
- j) Provision of a document to demonstrate the existence of an international airport at a maximum distance of 100km by road from the arena, with enough daily flights to allow the visiting team and referees to have access to the city under the right conditions, without significant disruption to their schedule.
- k) Submission of documents including the Arena Short Form to demonstrate that the club has use of an arena to hold its home games with the minimum capacity established in the EuroLeague Club Licensing Rules, 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. If it is necessary, the Company may request the club to provide information regarding another arena that might replace 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 minimum arena capacity for licenced clubs is 10,000 seated spectators.

The minimum arena capacity for associated clubs is 5,000 seated spectators.

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, suites and any other areas that have been renovated in the previous two years.

- l) 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.
- m) Submission of the Club Pre-Registration Form duly completed in all boxes and signed.

**7.2.** Other requirements are included in Article 5 and Article 11 of the EuroLeague Club Licensing Rules.

## **Article 8. Period and Procedures for Admission**

- 8.1.** 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 championships have not finished, the Euroleague Basketball CEO may set another date.
- 8.2.** The Company may reject the registration of a club in the event that a sanction from FIBA 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.
- 8.3.** The Company will approve or reject the registration of a club once it has been verified that the requirements set forth in these Regulations and in the EuroLeague Club Licensing Rules have been fulfilled.
- 8.4.** 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.
- 8.5.** The registration will be rejected if the requirements are not fulfilled or when the formal omissions have not been corrected within the given time.
- 8.6.** Should a vacancy become available in the competition, either because of a club's refusal, through the provisions of Article 8.5, or due to a disciplinary sanction, the advisability of a substitution and the

procedure to carry it out will be decided in accordance with what is established in Article 7 and Article 12 of the EuroLeague Club Licensing Rules, depending on the type of licence that the club has left vacant.

## **Article 9. Name of the Team**

- 9.1.** The clubs may register their team in the competition with either the name of the sports entity (the club) or its trade name, or with that of the title or naming or presenting partner, 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.
- 9.2.** The Company may authorise the abbreviation of the name of the city in the name of the team, further boundary line, back of the playing uniform shirt and back of the warm-up shirt. The name of the city or its abbreviation must be exactly the same (either the name or the abbreviation) in all advertising spaces where it is to be displayed.
- 9.3.** The name of one commercial company at most may appear in the name of the team, without detriment to what is provided in Article 64 that governs advertising exposure on the playing uniforms.
- 9.4.** No change in the name of the team will be allowed after 31 July, unless caused by the change of the title or naming or presenting partner and only if the club is signing an agreement with a new partner for at least two years. If the club loses the title or naming or presenting partner for any reason not attributable to the club, the Company may waive the requirement for the agreement with a new partner as mentioned above. In whatever case, the prior approval of the Company will be required before proceeding to the change. If a change is made after the mentioned deadline, the club will pay for all related costs for its implementation on all platforms. Implementations will be made by the deadlines determined by the Company.



## CHAPTER III

### Registration of Teams

#### **Article 10. Documentation and Periods**

- 10.1.** The clubs must register their members through the Euroleague Basketball registration platform together with 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, through the Euroleague Basketball registration platform, one week before the first Regular Season game. 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. The name on the playing uniform and 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.
- 10.2.** 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
- 10.3.** The position of coach, player or team follower will not be compatible with a managerial or executive position in the club.
- 10.4.** 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.

**10.5.** During the Regular Season, player additions to the team roster may be made up to and including Round 24. For rounds where games are in the calendar on Tuesday/Wednesday the deadline is Monday at 18:00 CET. For rounds where games are in the calendar on Thursday/Friday the deadline is Wednesday at 18:00 CET.

These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

**10.6.** During the same season, a player registered in the competition may only transfer to another EuroLeague club during the period between Round 14 and Round 16 of the Regular Season until Wednesday at 18:00 CET on the week of the calendar date for the game in question.

**10.7.** 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. The clubs will also be obligated to report all player injuries or sicknesses to the Company on the same day that they occur, classifying the cause of the injury or sickness, as well as documenting the number of days that the injured or sick player is likely to miss. If injury or sickness occurs on a day when the team is scheduled to play a EuroLeague game, the club must notify the Company of any player's questionable playing status at least three hours before the start time of the game. The Company may disclose a player's likelihood of playing or not, but will not specify his injury or sickness without permission from the club. The club will be considered to have given implicit permission with its own publication of the description of the injury or sickness.

**10.8.** For the other team members included in the registration documents, the deadline for new registrations or replacements will be Wednesday at 18:00 (CET) on the week of the Final Four. Before the deadline above, changes will be allowed until 18:00 (CET) on the Wednesday of the week of the calendar date for the game in question. These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

**10.9.** 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) The name of the person designated as arena coordinator for their home games.
- b) Any other information that may be required in relation to the club's participation requirements.

**Article 11. Players**

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

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

**11.3.** The clubs must submit the following documents through the Euroleague Basketball registration platform:

**11.3.1. Documentation**

- Individual Registration Form.
- Letter(s) of Clearance.
- 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 in accordance with Article 11.3.2 below.
- 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. The sworn translation into English of documents originally written in another language will be submitted.

The Company may request original documents when it considers it essential.

**11.3.2. Appendix to the Player Contract**

When registering a player in the competition, it will be compulsory to submit the contract of the player, together with the appendix included as Appendix II to these Regulations, both duly signed by the club and the player.

**11.4.** 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.

**11.5.** Any players who are registered with their club and not included on the scoresheet of a game will not sit in the team bench area. The third

paragraph of Article 40.5 establishes a special area available for them to sit.

- 11.6.** 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.
- 11.7.** A player registration request will be answered within a maximum period of five days from the time the request has been submitted. A request may be rejected in the event that the club has any overdue payables with the Company.
- 11.8.** 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 EuroLeague and be authorised by the Company. When registering the player, the club will provide the documents supporting this circumstance.
- 11.9.** The clubs may register under 20-year-old players (U20 players), 1 January being the cut-off date of birth, provided that they abide by what is set forth in Article 11.8, without any limitation on the number of U20 players. The U20 players will be counted in the minimum of 10 per game and minimum of 13 registered players at any time during the season and will not be counted in the maximum of 16 registered simultaneously or the maximum of 20 per season stated in Article 10.4.

## **Article 12. Coaches and Team Followers**

- 12.1.** The club must state which coach is the Head Coach, and the others will be assistant coaches. The club must submit the contract with the head coach together with its relevant appendix, the model of which is included as Appendix II to these Regulations, both duly signed by the club and the head coach.
- 12.2.** Each club must register at least one team manager and one doctor, who will be considered as team followers.
- 12.3.** The team manager will be responsible for submitting the Authorisation List and the Game List, both duly completed, to the Euroleague Basketball delegate at least 40 minutes before the tip-off time of the game.

**Article 13. Arena Coordinator**

- 13.1.** During home games, the arena coordinator will be responsible for:
- a) Ensuring that all arena elements are set up according to these Regulations and that connections are working properly.
  - b) Meeting the doping control officers and accompanying them to the doping control room prior to the game.
  - c) Maintaining order in the playing court area, requesting the necessary intervention of security personnel before, during and after the game.
- 13.2.** The arena coordinator must be able to communicate fluently in English and the local language.
- 13.3.** The position of arena coordinator will not be compatible either with any team follower position, any managerial position with another specific task during home games, or with the club representative position at the General Assembly and/or the Shareholders Executive Board.

**Article 14. Registration of Coaches, Team Followers, Arena Coordinator and Unified Scorers**

To register the coaches, team followers, arena coordinator and/or unified scorers, the club must upload to the Euroleague Basketball registration platform a scanned copy of each of their passports.

When registering the arena coordinator and the unified scorers, the club must provide their email addresses and mobile phone numbers.

Additionally, when registering the unified scorers, the club will indicate the primary unified scorers and the backup unified scorers for each role.

The deadline for the registration of the unified scorers is 31 August, while the deadline for the coaches, team followers and arena coordinator is 15 September.

**Article 15. Team Member Authorisation**

After all the documents required in this chapter have been submitted and approved, the Company will provide the corresponding Authorisation List.

**Article 16. Disputes**

The clubs or players/coaches will inform the Company in the event of dispute related to the breach or termination of their employment contracts, and will keep the Company updated of any change in the status of the dispute.

Euroleague Basketball will hold an updated list of active disputes available, upon request, to clubs, players or coaches registered in the Euroleague Basketball competitions.

The fact that a player or coach has an active dispute with a club may not prevent his registration with a club participating in the Euroleague Basketball competitions.

In the case that a player/coach is required to pay compensation to a club by a binding decision or by a settlement agreement, the player/coach and the new club that has hired him will be jointly and severally liable for its payment.

The Company may deduct from and accrue to the economic distribution of the clubs any amounts owed as a consequence of the aforementioned joint and several liability of a club participating in the Euroleague Basketball competitions.

**Article 17. Mediation Regulation**

In the event of any dispute between clubs (participating in the EuroLeague and/or the EuroCup) arising out of or in connection with the hiring and transfer of a player or coach, or between a club and a player or coach related to the breach or termination of an agreement, the clubs and the player or coach concerned must submit the matter to amicable settlement proceedings under the Mediation Regulation, included as Appendix IX to these Regulations, prior to resorting to any other authority or mechanism of adjudication or settlement.

In the event of any prior compulsory proceeding as per the internal regulations of a country, the parties will inform Euroleague Basketball of the result of the dispute.

## C H A P T E R I V

### Competition

#### **Article 18. General Rules**

The General Assembly is the competent body to approve and modify the competition system of the EuroLeague.

#### **Article 19. Competition System**

The competition will be played in three different phases as follows: Regular Season, Playoffs and Final Four.

##### **19.1. Regular Season**

###### **19.1.1. Regular Season Calendar**

The Regular Season calendar (match-ups) will be determined through a computer draw taking into consideration the availability of the arenas and promotional or commercial events, in accordance with the rules set forth in Appendix IV to these Regulations.

###### **19.1.2. System of Play**

The 16 teams will play in a round-robin format (each team against all the others both home and away).

###### **19.1.3. 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 20.

##### **19.2. Playoffs**

The eight qualified teams from the Regular Season will play the Playoffs.

###### **19.2.1. System of Play**

The Playoffs will be held in a best of five games format. The team that wins the series will be the first team to win three games. The first two games will be played on the playing court of the four highest-place

teams, the third game and, if necessary, the fourth, will be played on the playing court of the next four highest-place teams and the fifth game, if necessary, will be played on the playing court of the four highest-place teams. The match-ups for the Playoffs will be as follows:

Playoff A: 1<sup>st</sup> place Regular Season vs 8<sup>th</sup> place Regular Season

Playoff B: 4<sup>th</sup> place Regular Season vs 5<sup>th</sup> place Regular Season

Playoff C: 3<sup>rd</sup> place Regular Season vs 6<sup>th</sup> place Regular Season

Playoff D: 2<sup>nd</sup> place Regular Season vs 7<sup>th</sup> place Regular Season

The winners of the Playoffs will advance to the Final Four.

The rest of the teams will be eliminated from the competition.

### **19.3. Final Four**

#### **19.3.1. System of Play**

The four teams remaining in the competition after the Playoffs will play the Final Four. This event will be held in a venue to be determined by the Company. The match-ups for the Semifinals will be as follows:

Semifinal A: Winner of Playoff A vs Winner of Playoff B

Semifinal B: Winner of Playoff D vs Winner of Playoff C

The order of play for the Semifinals will be decided by the Company.

The winners of the Semifinals will play the Championship Game as follows:

Winner of Semifinal A vs Winner of Semifinal B

The winner of the Championship Game will be the EuroLeague champion.

Prior to the Championship Game, the Third Place Game will be played as follows:

Loser of Semifinal A vs Loser of Semifinal B

If a team(s) from the host city participates in the Final Four, they will be treated as the home team in all the games they will play, except if they play each other, in which case the criteria mentioned above will prevail.



### 19.3.2. General Principles

The Final Four will be considered as a whole in terms of organisation, and the Company will be responsible for organising it.

Responsibilities related to the organisation of the Final Four may be delegated 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.

Depending on the capacity of the arena and ticket demand, the Company may decide that the two Semifinals will be played and ticketed separately as two different sessions played on the same day and in the same arena.

EP will be the owner of all audiovisual, advertising and marketing rights for the Final Four event.

The Company will establish the financial and infrastructural conditions for selecting the venue for the event.

The Company may carry out various activities both inside and outside the venues with the goal of promoting and commercialising the Final Four, and will supervise all decisions related to communication, advertising and public relations.

The clubs will participate and collaborate in the press conferences and other public events of the Final Four when they are required to do so by the Company.

EP will reserve a minimum of 600 tickets for each of the participating clubs, so that the clubs can purchase them exclusively for their fans.

The clubs cannot resell the tickets without the prior authorisation of EP. In the case that the clubs do not sell all tickets to their customers, they will return them to EP to redistribute them.

Each participating club must appoint a fan security coordinator, who must understand and speak English fluently, will travel with the fans and will be the liaison with them. The position of fan security coordinator will not be compatible with any other Final Four position.

At the Company's request, the club will provide the Company with all the information regarding its fans attending the Final Four, 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 club 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 clubs may not organise any fan zone or other activity for their fans without the previous authorisation of the Company.

At the Company's request, each club will take all necessary steps so that the police from its country accompany its team fans during the entire Final Four and cooperate with the police from the Host's country.

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

- a) Game and practice schedules.
- b) Benches and locker rooms.
- c) Playing uniform colours.
- d) Accreditation and invitation system for games and other activities organised during the event.
- e) Use of the Final Four logos.
- f) Means of transport (including arrival and departure dates) and accommodation in the host city of the Final Four.
- g) Activities that require the participation of the clubs, their players, coaches and representatives.
- h) Requirements of EuroLeague.net, EuroLeague.TV and other media.
- i) Number of tickets reserved for each participating club and their location in the arena, as well as the deadlines for acquiring them.
- j) Attendance at Final Four meetings.

The Company reserves the right to increase the rest time between the second and third quarters of the games from 15 to 20 minutes.

#### **19.4. EuroLeague Champion**

The EuroLeague champion will participate in the competition the following season provided that the club fulfils the requirements of the EuroLeague Club Licensing Rules.

#### **19.5. Final Standings**

At the end of the competition, the final standings will be established as follows:

First place will correspond to the EuroLeague champion. Second place will be occupied by the runner-up. The winning team in the Third Place Game will occupy third place, and the loser will occupy fourth place.

Fifth to eighth places will correspond to the losing teams in the Playoffs ranked according to their standings at the end of the Regular Season.

Ninth to sixteenth places will correspond to the other eight teams that played the Regular Season, ranked according to their standings at the end of the Regular Season.

#### **Article 20. Tie Breakers**

**20.1.** 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.

**20.2.** 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 20.1.

**20.3.** 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.

**20.4.** 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 Playoffs 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:

**20.4.1.** 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, 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.

**20.4.2.** 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.

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

**20.5.** 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 a losing score of 0-20 will be taken into account.

## CHAPTER V

### Calendar, Dates and Times of the Games

#### **Article 21. Calendar**

- 21.1.** The General Assembly will approve the official calendar of the competition. This calendar is enclosed with these Regulations as Appendix I.
- 21.2.** 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 22. Dates and Times of the Games**

- 22.1.** The games will be held on the official dates established in the calendar. Taking into account the interests of broadcasting, optimising ticket sales and the competition itself, the Euroleague Basketball CEO will set the day on which the games are held.
- 22.2. Tip-Off Times of the Games**
- a) The Euroleague Basketball CEO will establish the tip-off times of all games. If a club would like a home game to start at a particular time, it must submit a request to the Euroleague Basketball CEO.
  - b) On the last round of the Regular Season, the Euroleague Basketball CEO reserves the right to schedule all games on the same day and at the same time (CET).
- 22.3.** Without detriment to what is provided in the previous paragraphs, the Euroleague Basketball CEO may exceptionally authorise the request for a change of the date or time of a game, bearing in mind the following conditions:
- a) When the requesting club has not complied with the provision stated in the second bullet point of Article 102.5.1 d), its request for a date or time change will not be attended to.
  - b) The date and/or time may be changed within the limits established in Article 22.1 when the home club requests this at least 15 days before the game is held. When this request is made

less than 15 days in advance, the approval of the visiting club will be required.

- c) A change in date requested by the visiting club will, in all cases, require the acceptance of the home club.
- d) The time may be changed when the visiting club requests this at least 15 days before the game is held. When this request is made less than 15 days in advance, the approval of the home club is required.
- e) A request by the home team rights holder to change the date and/or time of a game made less than six days before the original date scheduled for the game will require the authorisation of the home club and visiting club in order for the change to be approved by the Euroleague Basketball CEO.
- f) A request by the visiting team rights holder to change the date and/or time of a game made less than 15 days before the original date scheduled for the game will require the authorisation of the home club and visiting club in order for the change to be approved by the Euroleague Basketball CEO.
- g) Before authorising any change, the Euroleague Basketball CEO will evaluate the effect that the modification may have on the competition, on the programming schedules of the rights holders and on the optimisation of ticket sales.
- h) All changes of date and time will be reported to the other clubs and the media within 24 hours following authorisation.

**22.4.** 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.

**22.5.** 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 23. Standard Pre-Game Timing Format**

**23.1.** The arena must be prepared and available for the teams 1 hour and 30 minutes before the game is scheduled to begin.

**23.2.** Regardless of the scheduled tip-off time, 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:

	<b>TIME</b>	<b>TIME TO TIP-OFF</b>
Court Available for Teams, Clock Starts	19:15:00	(01:30:00)
Horn Sounds and Teams to Benches	20:37:30	(00:07:30)
Visiting Team Presentation	20:38:00	(00:07:00)
Home Team Presentation	20:39:00	(00:06:00)
Teams to Bench Area	20:42:00	(00:03:00)
Starting Fives and Referees Line-Up	20:43:30	(00:01:30)
EuroLeague Anthem	20:44:00	(00:01:00)
Players and Referees Shake Hands	20:44:30	(00:00:30)
Tip-Off	20:45:00	(00:00:00)

**23.2.1.** 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.

**23.2.2.** Clubs must introduce the players in accordance with what is set forth in Appendix VII. In all cases, the order of the line-ups must be provided to the rights holders no later than one hour prior to going live on air. Only uniformed players are permitted to stand inside the playing court during the team presentations.

**23.2.3.** 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.

**23.2.4.** The use of different lighting, as considered most suitable for the event, will be allowed only during the presentation of the home team, provided that before tip-off, the lighting must be in accordance with the applicable arena rules and have the prior authorisation of the



Company. Once the game has started, the lighting in the playing court area may not be altered, except during half-time after the on-court interviews are finished, and only while the two teams are in the locker rooms. During the Game of the Week, the provisions of Chapter XII will apply.

- 23.2.5.** During the game day practices, the home club will provide the Euroleague Basketball office and the visiting club with information in English regarding 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 quarters.
- 23.2.6.** The clubs cannot alter under any circumstance the last 15 minutes of the standard pre-game timing format without the Company's approval.
- 23.2.7.** No events or ceremonies will be authorised during the last seven minutes before the start of the third quarter.

## CHAPTER VI

### Games

#### **Article 24. Rules of the Game**

The Official Basketball Rules as approved by FIBA will apply in all games, except for those modifications approved by the General Assembly.

#### **Article 25. Playing Uniforms**

- 25.1. The player uniforms will be authorised by the Company as stated in Articles 64.3, 64.4 and 64.5.
- 25.2. The home team will wear its main playing uniform unless requested by the Company to wear its reserve playing uniform.
- 25.3. 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.
- 25.4. 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 26. Official Date of the Games**

- 26.1. 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.
- 26.2. 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 27. Authorised Persons**

- 27.1. 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 and included on the Game List. The maximum number of seats will be 16. 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.

- 27.2.** The crew chief will order any person not complying with these conditions to leave the team bench area or any place close thereto. Likewise, the crew chief will order any person having been sanctioned with a disqualifying foul to leave the team bench area.
- 27.3.** During games no other personnel, with the exception of security personnel, can be located between the scorer's table, team bench areas and the seating area along the same sideline.
- 27.4.** The scoresheet must include all people on the team bench up to a maximum number of 12 players plus nine staff members, all of them included on the Game List.
- 27.5.** The clubs must ensure that the players in the best shape available for every game are included on the scoresheet.

**Article 28. Anthems**

Only the EuroLeague anthem and the club's anthem will be allowed to be played at games, always following the instructions of the Company.

**Article 29. Beginning of the Game, Game Clock and Time-Outs**

- 29.1.** 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.
- 29.2.** The game clock must always display the countdown until the beginning of play in the following situations: during pre-game, intervals of play between quarters and half-time and before any overtime.
- 29.3. TV Time-Outs**
- The Company reserves the right to apply TV time-outs in all games. In such a case four mandatory TV time-outs will be applied per game, one in each quarter. All TV time-outs will have a duration of 60 seconds each. TV time-outs will not exist in overtimes.

TV time-outs will be applied in the following manner:

- a) The first time-out requested by a team in any quarter will be considered a TV time-out. This time-out will count as both a TV time-out and a time-out for the team that has requested it.
- b) If neither team has requested a time-out before the last five minutes remaining in the quarter then a TV time-out will be granted at the first opportunity when the ball is dead and the game clock is stopped, with the game clock displaying 04:59 or less time. This time-out will not be charged against either team.

The timer will be the person responsible for calling all TV time-outs.

The speaker must announce using the public address system whether it is a TV time-out or a regular time-out charged to either team.

#### **Article 30. Suspension of the Game and Preventive Measures**

**30.1.** 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.

**30.2.** In the event of force majeure and in the cases expressly stated in these Regulations, the 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 31. Suspension Due to the Absence of Safety Measures**

**31.1.** The absence of safety measures may, in highly exceptional cases, cause the suspension of the game before it begins, if the 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).

- 31.2.** 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 32. Suspension of a Game Due to the Spectators**

- 32.1.** If a game is suspended by the 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.
- 32.2.** 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 33. Suspension Due to a Reason Attributable to the Teams**

- 33.1.** If the game is suspended by the 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 on 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.
- 33.2.** 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 34. Suspension Due to an Unsuitable Arena**

- 34.1.** Should the 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.

- 34.2.** 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 35. 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 referees as long as they are duly justified, without detriment to any sanctions that might apply.

**Article 36. Determination of New Date, Time and Place in Case of Suspension of a Game**

- 36.1.** 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.
- 36.2.** 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.

## C H A P T E R V I I

### Arenas

#### **Article 37. General Rules**

- 37.1.** 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.
- 37.2.** The content of the agreements between the club and the owner and/or managing company of the arena for the use of the arena will have to be submitted to the Company at the beginning of the season as set forth in Article 102.5.1. Otherwise, any game date/time changes requested by the club will not be attended to.

#### **Article 38. Playing Court Area**

The playing court area must meet the following requirements:

- 38.1.** 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.
- 38.2.** Dimensions and colours: 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, except for the provision stipulated below for the courtside seats. The marking lines will be 5cm in width and white- or black-coloured. With the prior approval of the Company, the marking lines can be other than white or black. All lines must be the same colour and in high contrast with the wood.

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

Around the playing court there will be a further boundary line in a sharply contrasting colour (white is not allowed), or alternatively in the same colour as the parquet floor of the playing court, marking an area of at least 2m in width.

The whole playing court surface must be of the colour of the wood parquet floor (Hevea Ruber Wood – natural colour – is recommended), and the restricted areas must be of the same colour of the area outside the 3-point line. The area beyond the restricted area and up to the 3-point line will be varnished in a whitened and lighter wood parquet colour than the rest of the playing court, thus ensuring that the contrast between the two areas is clearly visible on TV, as displayed in Graphics 10. All paintings and varnishes must be matte.

Black lines are recommended for the natural colour set-up. The 5cm width of the lines must be completely painted except when the lines are on top of a graphic design, like the central line of the free-throw circles when it contains a design, or the central circle lines on top of the central team logo. In these cases, only two 1cm grey continuous lines will be painted to demarcate the 5cm width of the official line. The 3cm of the inside area will keep the artwork of the graphic design. See Graphic 10c.

The playing court design, including colours, lines and branding, needs to be approved by the Company. The clubs are requested to send a digital design of the playing court no later than 31 August, and pictures of the playing court with all elements no later than three weeks prior to their first home game of the season. Any further changes or modifications to the playing court or any of its branding and commercial elements will not be authorised during the season, unless approved by the Company.

It is recommended that the further boundary line is painted in a different colour from the main wooden colour of the parquet. In addition, it is also recommended that this colour is one of the two main identifying colours of the club, or alternatively black.

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

**38.4.** The clubs are responsible for keeping the playing court area clean at all times.

One ball boy will be sat adjacent to the escape lane at each basket support structure, using mops and/or towels to wipe the playing court anytime sweat, water or any other liquid falls on it. This includes when the ball is in play at the opposite basket, always watching the play to leave the playing court immediately if necessary.



### **38.5. Courtside Seats (See Graphics 10)**

Courtside seats may be placed along the entire length of the sideline opposite the team benches – leaving a space of 3m between seats in the centre (a space of 1.5m in width from each side of the centre line) in the first row of courtside seats; this space between seats may be 2.5m in width in the second row of the courtside seats, as shown in Graphics 10 – 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 10. The space between the basket and the 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 2m in length and will be marked. The camera operator space will be at least 0.5m in width for a total space of 1.3m as shown in Graphics 10 and 12. 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 and for any related infringements committed by the courtside seat holders. The home club must identify the fans who persistently fail to respect the Code of Conduct for Users of Courtside Seats, sharing the full name and photo with the Company.

The clubs are permitted to place four courtside seats in either or both sides of the scorer's table, named bench seats, as shown in Graphic 10b, subject to the seats fitting the measurements provided by the Company and the request to install these seats being made to the Company.

These bench 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 that shows the dimensions of the bench seats and the distance from them to the team bench, to the scorer's table and to the playing court. Permission to use bench seats will not be granted in any case if the above documentation is not provided.

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.

#### **38.6. EuroLeague Floor Manager**

The home club must provide a seated position close to the team bench area for the person responsible for the coordination of all on-site activities related to the broadcast within the TV production plan and taking place during each game (EuroLeague floor manager). No later than 10 days before the beginning of the competition, the home club must inform Euroleague Basketball about the exact position, which must remain the same during the entire season.

### **Article 39. Backboards, Basket Support Structures and Rings**

The clubs must follow the manufacturer's guidelines regarding maintenance and replacement of all equipment.

The clubs are also responsible for keeping the elements on the playing court, including but not limited to backboards, basket support structures and rings, clean and well-painted during the entire season. When necessary these elements will be cleaned before the start of each game and before the third quarter of the game.

#### **39.1. 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.

### **39.2. 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 quarter or overtime. The LED lights will be mounted on the inside borders of the backboards no more than 7cm inside the edge of the backboard, 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 quarter or overtime expires. These must be synchronised to light up in the same video frame when the game clock displays 0.0. 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 light immediately beneath the upper red LED lights to indicate the expiration of the 24-second possession. These must be synchronised to light up in the same video frame when the shot clock displays 0.0.

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

### **39.3. 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.

#### **39.4. Replacement Equipment**

The arena must have one basket support structure and two backup backboards for replacement in the event of breakage, with the ring and LED lights 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.

#### **39.5. Rings**

The rings, which will be of 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 backup rings for replacement in case of damage.

### **39.6. Nets**

Six nets will be provided by the Company each season for their compulsory use during games. The nets will comply with the technical conditions approved by FIBA.

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

### **39.7. 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 40. Scorer's Table and Team Benches**

**40.1.** The arena must provide the scorer's table, with a maximum of 10 seats and with a length of 8m, in accordance with the specifications of the Company. The scorer's table will be positioned at court level and may not be raised on a platform/podium. No substitution chairs or benches are permitted. The home club will use a black cloth to cover the scorer's table.

**40.2.** This area will be equipped as follows:

- One colour laser printer, which prints at a minimum of 20 pages per minute (Kyocera 3000 or equivalent).
- Three dedicated high bandwidth internet connections with download and upload speeds of at least 10Mbps, with the necessary hardware to enable connections to the router, hub, modems, etc. Wi-Fi networks are not permitted. One line dedicated to the Euroleague Basketball digital scoresheet. A second line dedicated to all other scorer's table connectivity. The third dedicated line will be a backup.
- The necessary hardware to share the internet connections with other computers if provided by the Company.
- A minimum of 10 electrical power sockets. Electrical power must be provided via a UPS (Uninterruptible Power Supply).

- Two 43cm (17”) flat screen computer monitors (LCD type), with a 1024 x 768 resolution.
- One laptop with only the authorised software installed.
- One wide screen computer monitor, 21” in size.
- One Pen Tablet.
- Two digital manually operated clocks.
- One telephone with international dialling functionality.
- One thermometer.
- One backup laptop with only the authorised software installed.
- One backup electronic equipment manufacturer hardware interface module positioned beneath the scorer’s table.
- Adequate paper supply must be provided.

All equipment cables must be properly and tidily rigged.

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

Playing Court

Visiting Club Media Director *
IRS Operator + IRS Monitor
Caller / Backup 2
Data Entry Scorer
Caller / Backup 1
Timer + Digital Scoresheet Monitor
Shot Clock Operator
Arena Coordinator
Euroleague Basketball Delegate
Speaker
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 regard 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.

**40.4.** No advertising/brands other than Company brands may be displayed at the scorer's table directly or indirectly through product placement.

**40.5.** On the same side as the scorer's table, 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 the same colour 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. The maximum number of seats in each team bench area will be 16. The bench seats area will be surrounded by a tensor barrier. If the technical staff wants to be behind the players, the 16 seats may be distributed in two rows, always respecting the security distance from the spectator seats.

The home club must provide up to four seats along the part of the endline adjacent to the visiting team bench for the use of non-participant players of the visiting team (outside the team bench area). A symmetrical location along the part of the endline adjacent to the home team bench is allowed for the use of non-participant players of the home team.

Without detriment to the indications of Article 38, 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.

**40.6.** 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.

- 40.7. 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 41. 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.

### **41.1. Scoreboards**

A huge centre-hung scoreboard with synchronised displays clearly visible on all four sides. It will contain a digital countdown game clock with a very powerful acoustic signal to indicate the end of each quarter or overtime. For the last 60 seconds of each quarter and overtime, the game clock must indicate the time in tenths of a second.

The centre-hung scoreboard 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 centre-hung scoreboard 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.

The centre-hung scoreboard will also indicate the number of charged time-outs.

Since the centre-hung scoreboard cannot be clearly seen from the playing court, two large, synchronised scoreboards will be installed one at each end of the court. These scoreboards will display the same information that is displayed by the centre-hung scoreboard.

All the clocks and scoreboards installed in the arena must be synchronised.

The display of the clocks and scoreboards will be in bright contrasting colours. The background of the displays will be antiglare.

The scoreboards must be configured to continuously receive live data from the digital scoresheet.



The clocks and scoreboards must be mounted securely and must be able to withstand severe impact from any ball.

#### **41.2. Shot Clocks and Additional Game Clock (see Graphic 9)**

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

The shot 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 shot clock and the numbers of the additional game clock will be different. The shot 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 shot clock.

The game and shot clocks must be able to be reset immediately to any time in the game including full seconds and/or decimals.

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

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

A Precision Time System 900 model must be used in all games. All the arenas must have the necessary equipment approved by the Company, composed of one device and at least 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. The system must be serviced at least once every 12 months.

#### **41.4. Acoustic Signals**

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

- One for the timer. It will sound automatically at the end of playing time for a quarter, overtime 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 have a minimum acoustic power of 100dBA to be heard easily in noisy conditions and must be connected to the public address system of the arena. The Company will request the club to make the acoustic signals louder when it considers that they cannot be easily heard.

#### **41.5. Instant Replay System**

The Instant Replay System (IRS) will be used by the referees in all games of the season. The IRS will be used according to the rules set forth in Appendix X.

The Company will decide on the technology to be used for the IRS, which will be installed at the scorer's table.

In the case of using the IRS, only the referees and the IRS operator will be present in the area where the IRS is installed. The crew chief will order any other person not complying with these requirements to leave the area.

#### **41.6. 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 backup console for each of the electronic devices.

#### **Article 42. Storage. Backup Material Placement**

An area will be designated on the arena floor level, below the seating area and adjacent to the playing court area, for the storage of backup basketball-related equipment.

The backup basket support structures, backboards, rings, nets and shot clocks will be stored in this area immediately adjacent to the playing court area, on the arena floor level.

The backup digital scoresheet laptop, as well as the whistle-controlled time system backup belt pack, will be located at the scorer's table.

When determining the floor plan for the seating around the playing court, adequate space will be available to bring the complete support structures, with backboards and baskets, on to the playing court, without delay.

All backup material must be configured identically as the game equipment.

#### **Article 43. Loading Docks**

The arena will have adequate covered loading docks that will accommodate the loading and unloading of deliveries.

The arena will have a parking area that is adjacent to the loading docks.

#### **Article 44. Arena Audio Systems**

- 44.1.** The arena must have a high-quality audio system that is clearly audible from all locations within the arena seating area.
- 44.2.** Audio must be of a high quality for voice, music and sound effects.
- 44.3.** The arena must have a public address system with a microphone located at the scorer's table for the speaker.
- 44.4.** The arena will provide two high-quality wireless hand-held microphones and two high-quality wireless lapel or headset microphones that can be used on the playing court and at other locations within the arena seating area for on-court presentations, promotions and entertainment during pre-game, intervals of play between quarters, half-time and time-outs.
- 44.5.** The arena must have an audiovisual control room to replay music from a digital format, to include at least one computer that will have the memory and speed to support extensive audio files, as well as a cart machine to play additional audio files.
- 44.6.** Depending on the quality of the permanent audio system, the Company may request the club to supply an ancillary audio system for purposes of the on-court entertainment during pre-game, intervals of play between quarters and half-time ceremonies and shows.

**Article 45. Game Operations**

The club will have a sufficient number of staff members who are experienced in the area of game operations. They will work in order to guarantee the smooth running of the entire event.

**Article 46. Lighting (see Graphic 13)****46.1.** The arena will meet the following lighting requirements:

- The horizontal illumination on the playing court area, measured 1m above the floor, will be an average maintained lux level of 2,500. Illumination measured facing the main and reverse angle cameras will be an average maintained lux level of 1,500.
- The illumination measured facing the endline cameras will be an average maintained lux level of 1,000.
- The horizontal illumination immediately outside the further boundary line, measured 1m above the floor, will be an average maintained lux level of 2,000 lux.
- The horizontal illumination will gradually decrease following these guidelines: row 1 to 7 will be an average maintained lux level of 1,250, row 8 to 14 will be an average maintained lux level of 625, row 15 to 21 will be an average maintained lux level of 375, and row 22 and beyond will be an average maintained lux level of 125.
- Full arena lighting must be provided beginning 90 minutes prior to each game and must be maintained until 30 minutes following the end of the game.
- During team practices the illumination will be the same as during games.

**46.2.** Lighting must be specifically focused for basketball, based on the configuration and placement of the playing court.**46.3.** Any glare that may disturb the sight of the players and referees or affect the quality of the TV broadcast must be avoided.**46.4.** The club will identify locations above the playing court, typically located on the catwalk level (recommended height of 15m), for the placement of up to four sets of strobe lighting, one in each of the four corners. These sets will be temporarily installed by Company

accredited photographers under the supervision of the arena personnel.

- Each set of strobe lighting will include up to four separate strobe “heads.” At each corner, the strobe lighting system will have a wiring harness for the installation of four lines, which will power one set of strobe lights. Each set will have synchronizing and be accessible to Company accredited photographers via an exchange switch located in the vicinity of the basket support structure.
- The strobe lighting and related equipment will be provided at the expense of the Company accredited photographers. Installation will be supervised by the arena lighting technician.
- These locations will provide adequate power (minimum of 800 amp; 3 phase), as well as backup power, to ensure the simultaneous operation of the strobe lights, which will be operated by the photographers.

**46.5.** The arena will have emergency backup lighting of at least 1,000 lux.

**46.6.** The club must ensure that the arena has no spill-over of exterior light from windows, skylights, corridors and entries and will take whatever steps necessary to prevent these light sources from entering the playing court area and seating area.

**46.7.** The club must ensure that the arena lighting system has instant restrike capability, allowing the lights to be turned off during pre-game presentations, special ceremonies and entertainment and then immediately turned on at full illumination. 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.

**46.8.** Lighting in all areas of the arena outside of the seating area must be maintained at a minimum of 380 lux and 90cm from the floor.

#### **Article 47. Arena Temperature**

**47.1.** The temperature of the playing court area will be uniform and will not be below 16°C or above 25°C, for games and official practices. With regard to games, these temperatures are understood to be those when the seating area is occupied.

**47.2.** Temperature levels in suites, public concourses, VIP hospitality areas, media areas and all other areas must, at all times, be maintained

between 16°C and 25°C. The temperature level in the locker rooms is indicated in the corresponding section of this document.

**47.3.** The proper heating, cooling and ventilation systems will be provided in the arena, and control checks will be performed, in order to ensure that these temperature levels are maintained at all times.

**47.4.** The arena must have a thermometer as established in Article 39.7.

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

## **Article 48. Locker Rooms**

### **48.1. Team Locker Rooms**

The arena will have two locker rooms, of equal size, each with a minimum surface area of 63m<sup>2</sup>, of which a minimum of 27m<sup>2</sup> is for hygienic and sanitary services.

**48.1.1.** Each of the locker rooms must contain the following equipment and amenities:

- A minimum of 15 lockers, in a single room, which will include individual storage space for clothing, shoes and personal items.
- Hanging space, with hangers, will be provided at each locker.
- Benches or individual chairs made of wood or of resistant materials, washable with water. There will be benches/chairs for at least 20 people.
- One dry erase white board (minimum of 0.9m × 1.2cm).
- One high-resolution TV screen at least 68cm (27") in size with VGA and HDMI inputs.
- Wi-Fi internet service.
- A minimum of two toilets, with individual stalls.
- Six showers with hot water, which may be individual or collective, with shower heads a minimum of 2.15m above the floor.

- If there are hair dryers, they will meet all safety and accident prevention standards.
- Two washbasins.
- Two urinals.
- Two mirrors.
- Two padded massage tables in like-new condition (minimum dimensions of 0.8m in height × 0.6m in width × 1.80m in length).
- One ice machine.
- A thermometer.

The game clock must be displayed inside each team locker room.

- 48.1.2.** The team locker rooms will preferably be on the same side of the arena as the team benches, will have direct access to the playing court area and will be in reasonable proximity to the media work room.
- 48.1.3.** Access from the team locker rooms to the playing court must be protected by a retractable tunnel.
- 48.1.4.** The locker rooms must be properly ventilated, clean and in first-class condition. All materials used must be washable with water.
- 48.1.5.** The temperature in the locker rooms must be maintained between 16°C and 25°C, for games and official practices. (23°C is the optimum temperature).
- 48.1.6.** Adequate average lighting must be provided, as well as an emergency lighting system.
- 48.1.7.** The sound level of all possible exterior sources of noise reaching the locker rooms must not exceed 50dB.
- 48.1.8.** The floor of the locker room will be carpeted with a hygienic and washable material. The floor of the hygienic and sanitary area of the locker room must be non-slip and fitted with drains.
- 48.1.9.** The locker rooms will have locks and will be properly secured.
- 48.1.10.** The announcements made through the public address system in emergency situations must be heard inside the locker rooms.

**48.1.11.** The home team and visiting team locker rooms must be of the same quality standards.

**48.1.12.** It is required that the arena has a dedicated locker room for the coaches of the visiting team. This locker room will meet the requirements established for the additional locker rooms.

## **48.2. Referees Locker Room**

The arena will have one locker room for the referees, with a minimum surface area of 27m<sup>2</sup>, of which 6m<sup>2</sup> are for hygienic and sanitary services.

**48.2.1.** The referees locker room must be separated from the team locker rooms and a separate access route to/from the playing court must be provided. Only the referees, the unified scorers, the Euroleague Basketball delegate, the referee coach and the international feed production company technicians are permitted inside or immediately outside the referees locker room. From the moment the referees leave their locker room to go to the playing court for the game until the moment the scoresheet is closed, only the referees and unified scorers are permitted inside the referees locker room.

**48.2.2.** This locker room must contain the following equipment and amenities:

- A minimum of four lockers, which will include individual storage space for clothing, shoes and personal items.
- Hanging space with hangers.
- Benches or individual padded chairs.
- One dry erase white board (minimum size of 0.9m × 1.2m).
- Internet connection for the digital scoresheet laptop, with remote printing functionality.
- One high-resolution TV screen at least 68cm (27") in size, with VGA and HDMI inputs.
- Two toilets, with individual stalls.
- Two showers with hot water, which may be individual or collective, with shower heads a minimum of 2.15m above the floor.



- If there are hair dryers, they will meet all safety and accident prevention standards.
- One washbasin.
- One urinal.
- One mirror.
- One table with two chairs.
- One padded massage table in like-new condition (minimum dimensions of 0.8m in height × 0.6m in width × 1.80m in length).
- Three hand towels.
- Three bath towels.
- Crushed ice.
- A thermometer

The game clock must be displayed inside the referees locker room.

- 48.2.3.** The floor of the locker room will be carpeted with a hygienic and washable material. The floor of the hygienic and sanitary area of the locker room must be non-slip and fitted with drains.
- 48.2.4.** The locker room will have a lock and will be properly secured.
- 48.2.5.** Access from the referees locker room to the playing court must be protected by a retractable tunnel.
- 48.2.6.** The locker room must be properly ventilated, clean and in first-class condition.
- 48.2.7.** The requirements for temperature, lighting and sound level are the same as those of the team locker rooms.
- 48.2.8.** The announcements made through the public address system in emergency situations must be heard inside the locker room.
- 48.2.9.** Fruits, isotonic drinks and bottled water will be provided to the referees in their locker room.

### 48.3. Additional Locker Rooms

48.3.1. The arena will have one locker room for the unified scorers and one locker room for the Euroleague Basketball delegate. One table and two chairs will be needed in each of these locker rooms. The locker room for the unified scorers will be in an area adjacent to the referees locker room.

48.3.2. The arena will have one locker room available for the Euroleague Basketball representative and/or the Company staff.

48.3.3. Each of the locker rooms above must be properly ventilated, clean, in first-class condition and equipped with:

- Individual lockers commensurate with the capacity of the locker room.
- Benches or individual padded chairs.
- Two toilets, with individual stalls.
- Two washbasins.
- Small storage areas for luggage and equipment.
- Small safe for storage of personal valuables with a key or combination lock.

In addition, the locker rooms will fulfil the following requirements:

- Each locker room will have non-slip flooring and will be fitted with drains.
- Each locker room will have a lock and will be properly secured.
- The requirements for temperature, lighting and sound level are the same as those of the team locker rooms.
- The announcements made through the public address system in emergency situations must be heard inside the locker rooms.
- Wi-Fi internet service.
- It is recommended that the game clock be displayed inside each of the additional locker rooms.

## Article 49. Medical Facilities

49.1. 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).

**49.2.** 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 area itself.

**49.3.** The arena will have an emergency ambulance service with intensive care unit, including at least two vehicles during all games and one vehicle during 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.

**49.4.** 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 50. Doping Control Room**

**50.1.** 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.

**50.2.** It is recommended that the game clock be displayed inside the doping control room.

**50.3.** The doping control room may not be the same room as the medical room mentioned in Article 49.

**Article 51. Media Facilities**

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

**Article 52. TV Requirements**

**52.1.** The required and optional camera locations are specified in Graphics 12a) and 12b).

**52.2.** The home club will provide a parking area for up to six TV vehicles, including production trucks, OB van and satellite uplink truck, and five parking spots for the production staff. This TV compound must be provided on the arena floor level, on the same side of the arena as the main TV cameras.

If requested by the Company, the home club will provide a parking area for additional vehicles.

**52.3.** The home club will provide the TV compound area with one dedicated symmetrical high bandwidth internet connection with download and upload speeds of at least 10Mbps and one telephone line.

**Article 53. Video Screens and Electronic Fascia Boards**

**53.1.** The arena will have a minimum of two colour video screens with a minimum size of 2.7m high x 3.6m long, which can be clearly viewed by all spectators seated in the arena.

**53.2.** The club must demonstrate that the video screens provide high-quality resolution and are among the latest-generation available, to the reasonable satisfaction of the Company.

**53.3.** The club must provide a TV production facility that is independent of the TV compound used for the live TV broadcast, which will allow for the following:

- Live international feed.
- Insertion of advertising, promotions, messages and other video content that is independent of the live TV production.
- Slow-motion, high-resolution replays.
- Insertion of graphics.

- Audio feed via the arena public address system.

- 53.4. It is recommended that the arena has electronic fascia boards that are visible throughout the arena seating area and that can be used to display messages, event information, advertising and other content.
- 53.5. The club will have experienced operators for the equipment mentioned above.
- 53.6. The arena will have the advertising system stipulated by the Company in Chapter VIII.
- 53.7. It is not allowed to use the video screens to distract players during a game, including but not limited to during free throws.

#### **Article 54. Wayfinding Signage**

Throughout the arena there will be wayfinding signage, both temporary and permanent, which directs spectators to their seats, to toilets, to concessions, to merchandise stands, to shuttle buses, to VIP hospitality areas, to parking areas, to emergency exits and generally provides easy access for all spectators and guests.

Signage must also be displayed to guide teams and referees to the playing court, locker rooms, press conference room, medical room, doping control room and exits. The signage for teams and referees must be in the local language and in English, and must be in accordance with the design instructions provided by the Company.

The signage for the spectators must be in the local language and in English.

#### **Article 55. VIP Hospitality Area**

The club must have at least one VIP hospitality area, with capacity for a minimum of 200 people.

The area will be located in proximity to the VIP seats whenever possible.

In the case that there is not enough room inside the arena to set up a VIP hospitality area, the club may use outdoor spaces or venues in close proximity to the arena.

Catering services will be provided in the VIP hospitality area and/or suites. If the Company reaches an agreement with a catering provider,

food supplier or partner producing food products, those clubs without a contract with a provider for these services or with this contract close to its end will be given the option to agree on the catering services with the Company's provider.

## **Article 56. Safety and Security Measures**

- 56.1.** As set forth in Article 92 of these Regulations, the club must appoint a security manager to deal with all security issues regarding EuroLeague games.

The security manager is responsible for maintaining the order inside the arena by requesting the necessary intervention of the security personnel or police before, during and after the game. The security manager is also responsible for the correct implementation of the safety and security plan.

The security manager is also responsible for the elaboration of a post-game safety and security report that must include any incident or anomaly (of whatever nature) occurred on the occasion of the game, inside the arena and at its access points, as well as the implemented actions. This report must be sent to the Company within 48 hours after the game.

- 56.2.** 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.

- 56.3.** The minimum safety and security measures in the arena will be as follows:

Dedicated security personnel will accompany the referees from the arena entrance to their locker rooms and back and from their locker rooms to the playing court and back before the game starts, during half-time and at the end of the game or under any other circumstance where it may be deemed suitable, complying with the instructions received from the referees.

- 56.3.1.** Retractable tunnels must be installed, which may be extended at least from the edge of the playing court to the entrance to the team and referees locker rooms. The tunnel will be extended when teams and/or referees enter or leave the playing court.

- 56.3.2.** The courtside advertising boards will be between 80cm and 90cm in height 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. All other elements, such as basket support structures and backboards, must also be suitably protected as stipulated in these Regulations.
- 56.3.3.** The arena must have a public address system.
- 56.3.4.** 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. Vehicular access to and from the arena for the visiting team and referees will always be made available via a secure covered door.
- 56.3.5.** The club must contract the services of a security company to ensure all the security services.
- 56.3.6.** The club will provide adequate uniformed and plainclothes security personnel, in coordination with local police, who will be staffed and operate in accordance with the comprehensive safety and security plan.
- 56.3.7.** The club will place at least two uniformed security personnel behind the team benches, who will be at their stations at all times while the players and referees are on the playing court area and who will stand behind the team benches during all time-outs. In addition, security personnel will be stationed outside each of the team and referees locker rooms beginning at the arrival of the teams and referees at the arena through to their departure, and will include practice sessions.
- 56.3.8.** An adequate number of security personnel and ushering staff must be provided to guarantee correct control checks at all entrances to the arena, prevent people from occupying seats or sectors different from those appearing in their tickets, and ensure that courtside seat holders honour the Code of Conduct for Users of Courtside Seats.
- 56.3.9.** The doping control room will be guarded pursuant to the FIBA Internal Regulations governing Anti-Doping.
- 56.3.10.** The club will provide uniformed and non-uniformed security personnel at the exterior of all entrances to the arena and other personnel who will patrol the car parking and bus parking areas during the games.
- 56.3.11.** The club will ensure that no less than two uniformed security personnel are awaiting the arrival of each bus that is transporting the players, head coaches and referees and will accompany each team and,



separately, the referees, to and from their locker rooms upon their arrival and departure.

- 56.3.12.** The club will schedule meetings with the police on the occasion of each of its games and must guarantee the presence of police forces in a number according to the event to be held in its arena. The visiting club will be invited to participate in the meeting with the police that will take place on the day of the game or the day before, and the visiting club's attendance will be compulsory in case of a high-risk game.
- 56.3.13.** When the Company defines a game as high risk, the visiting team must have its security manager or appointed representative travelling and staying with the visiting team fans throughout the game. Both visiting and home team representatives may record video footage of the fans throughout the entire game. The visiting team security manager and the home team security manager must perform together a walkthrough of the arena seats allocated to the visiting team fans before and after the game, to evaluate if any damage has occurred during the game. The walkthrough will take place one hour and 30 minutes before the game and 30 minutes after the end of the game, unless both representatives decide otherwise. In the case that the home team representative refuses the walkthrough, no claims due to damages in the arena by the visiting team fans will be accepted by the Company.
- 56.3.14.** The Company may request the club to separate the playing court area from the areas where the spectators are located using barriers. These barriers will be installed and padded in such a way that they will not cause injury to the players.
- 56.3.15.** 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.
- 56.3.16.** The arena will have a public liability insurance policy.
- 56.4.** The home club will request the visiting club's advice prior to selling tickets to the fans of the visiting team.
- 56.5.** 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.
- 56.6.** The Company will provide a safety and security protocol that must be observed by the clubs.

**Article 57. Arena Capacity**

The arena must be all-seater and have the minimum capacity established in the EuroLeague Club Licensing Rules as mentioned in Article 7.1. k) of these Regulations. All seats must be numbered. 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. In these cases, the club will inform the Company regarding the number of seats not included in the sellable capacity and their specific use.

The arena will have the necessary permits to comply with all local regulations and laws.

In case of any change in capacity that may happen over the course of the season, the club must submit to the Company the blueprints of the updated seating area, noting the change in order to have it approved.

If the club wishes to close certain seating sections of its arena (or cover them) and limit the arena capacity as part of its long-term ticketing strategy, it must inform the Company in this respect.

The club is also allowed to have alternative and/or unconventional options to installed seats instead of regular seating sections. These include, but are not limited to, cushions, pouffes, and club and bar seating arrangements. If the club wishes to install an alternative seating option to actual seats, it must ensure that these are fixed to the floor and cannot be easily removed or thrown on to the playing court. In whatever case, all instances of unconventional seating sections will be reported to the Company, for approval, before the product is sold to the public by the club.

**Article 58. Arena Authorisation**

**58.1.** 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.

**58.2.** Any arena modifications will require the previous authorisation of the Euroleague Basketball CEO.

**Article 59. Special Games or Events**

For special games or events, the Company will adapt the requirements for facilities according to specific needs.

**Article 60. 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 61. EuroLeague Brand**

- 61.1.** Use of the EuroLeague name and logo and the Final Four 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).
- 61.2.** Use of the EuroLeague name and logo and the Final Four name and logo, whether used separately or together, or combined with the club logo, as well as the use of logos of various EuroLeague clubs, will be subject to all provisions of the EuroLeague Style Guide (enclosed as Appendix VIII), and to the prior authorisation of EP.

In accordance with the guidelines given in the EuroLeague Style Guide, which may be amended at any time by the Company, the following list includes, but is not limited to, the items on which the EuroLeague logo must appear (“EuroLeague logo” means the competition logo provided by the Company). Therefore, it does not require the prior authorisation of EP:

- EuroLeague documentation: letter paper
- Backdrops included in these Regulations
- Media promotions and press releases
- EuroLeague tickets (whether game tickets, season tickets or other types of tickets)
- Posters
- Media Guide
- Official Game Programme
- Accreditations
- On-court logos

In the case that a club obtains EP's written authorisation to make use of EuroLeague footage, the EuroLeague logo will have to be displayed in the corner of the TV screen according to EP's specific instructions.

- 61.3.** The EuroLeague brand cannot be used in other competitions (EuroCup, domestic championship, domestic cup, friendly games or any other).

All the online visuals and creativities used by the clubs for promotion and related to the EuroLeague must integrate the EuroLeague logo. In addition, in the visuals and creativities that include the players' image, the players must wear the official playing uniform of the EuroLeague and use any other official product of the competition (balls, etc).

## **Article 62. Use of the Club Brands**

- 62.1.** The Company, EP and the EuroLeague partners have, in accordance with the Licence Contract, 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 EuroLeague, including the production, licence and/or sale of EuroLeague merchandise.
- 62.2.** The clubs must send no later than 31 July all versions of the team logo in vector format, including positive and negative applications, and the style guidelines.
- 62.3.** No change in the team logo will be permitted after 31 July unless it is caused by force majeure and with the prior approval of the Company. If a change is made after the mentioned deadline, the club will pay for all related costs for its implementation on all platforms. Implementations will be made by the deadlines determined by the Company.

## **Article 63. Use of the Players Image**

The Company, EP and the EuroLeague partners have, in accordance with the Licence Contract, 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 EuroLeague 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. However, the Company will guarantee that the EuroLeague partners, when using player imagery in their creativities, always display a

minimum of three players from three different teams. The only exception to the above will be when the promotion of a EuroLeague partner is conducted only on a regional basis and there are two EuroLeague teams in that region. In this case, the creativity may include only two players, one from each club of the region.

In addition, the Company, EP and the EuroLeague partners may request the appearance of specific players of the clubs for promotional actions or commercial purposes (such as spot filming, press conferences or in-store activations) during the entire season. The requested players must be made available by the clubs.

## **Article 64. Player Uniforms and Advertising**

### **64.1. General Rules**

- 64.1.1.** No advertising on the player uniforms will be allowed other than that expressly authorised in this chapter.
- 64.1.2.** No brand entering into conflict with the EuroLeague partners may appear on the player uniforms, except for the brand of the title or naming or presenting partner of the club, or alternatively, if none of the above exist, the main partner of the club, which for the avoidance of doubt will be considered as the brand appearing on the front of the playing uniform with the greatest exposure (hereinafter referred to as “main partner”).
- 64.1.3.** 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.
- 64.1.4.** 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 playing uniform of the team.
- 64.1.5.** It is not allowed to include any type of logo or brand on the background of the player uniforms.
- 64.1.6.** The numbers permitted to be used for the player uniforms will be: 0 and 00 and from 1 to 99. The colour of the numbers cannot be the same colour as the uniform.
- 64.1.7.** On the occasion of the One Team actions, special requirements for the playing uniforms and advertising will be established, as set forth in Article 67.8.

## 64.2. Distinctive Marking of Playing Uniforms

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

### 64.2.1. Front of the Shirt (see Graphic 1)

- a) The number of the player must be at least 10cm in height and be situated in the centre and right above the partner 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 EuroLeague logo must be displayed on the upper left part and will occupy 7.5cm in height and 5cm in width. No distinctive markings other than the One Team logo may appear next to the EuroLeague logo. The Company will provide all clubs with the EuroLeague logo badges that must be applied on the playing uniforms. The badges may not be printed directly on the uniforms. The EuroLeague champion of the previous season will be provided with a special and exclusive EuroLeague badge for its playing uniforms.
- e) The One Team logo must be displayed on the upper left part, just below the EuroLeague logo, and will occupy a maximum of 2cm in height and 7cm in width. No distinctive markings other than the EuroLeague logo may appear next to the One Team logo. The Company will provide One Team badges to all clubs.
- f) The club logo may be displayed on the upper right part. The club logo will not occupy more than 25cm<sup>2</sup>.
- g) 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>.
- h) For the Final Four, the clubs will be provided with a unique and special badge that must be displayed on the playing uniforms.

#### 64.2.2. **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 in height. 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 be the one stated on the Individual Registration Form as “playing uniform name”, which will require the approval of the Company and may not be changed during the season.

The name of the player on the back of the shirt must be written in Latin characters, using diacritics when appropriate.

- c) Under the number, one line of text must be displayed in upper-case letters 8cm in height, 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. This text must be placed at a minimum distance of 3cm and a maximum of 5cm from the number.

The name of the city on the back of the shirt must be written in Latin characters and in English.

- d) 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.
- e) 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.

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

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

- a) Not including more than one line of text, on the right side of the front right leg only, up to 22cm<sup>2</sup> in size.



- b) 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.
- c) The number of the player must be displayed, 10cm in height on the left side of the left leg.
- d) The EuroLeague logo (7.5cm in height and 5cm in width) must be displayed on the right side of the left leg. The Company will provide playing uniform badges to all clubs.
- e) No advertising is allowed on the back of the shorts.

**64.2.4.** 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 partners nor for the apparel manufacturer.

**64.2.5. 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 EuroLeague logo.

**64.2.6. Shoes**

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

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

**64.3. Main and Reserve Playing Uniforms**

**64.3.1.** All the teams must have a minimum of two distinct playing uniforms, one of a light colour and one of a dark colour. It is recommended that teams have a third distinct playing uniform in order to avoid a coincidence with playing uniforms whose design includes two distinct colours. The club will state which uniform is the main playing uniform, and the other(s) will be the reserve playing uniform(s). 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 by 31 August. Sending to the Company the design of the playing uniforms in a digital file does not substitute the shipment of the samples. Following the authorisation of the Company, the playing uniforms must be

produced by 15 September. The same steps will apply to all further modifications.

In the case that the Media Day established in Article 81 is held prior to 15 September, the Company will authorise the playing uniforms no later than one week before the date scheduled for the Media Day and the uniforms must be produced to be used on the Media Day.

- 64.3.2.** Badges on the names, numbers or logos of the playing uniforms will not be allowed, except for what is established in Article 64.2.

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

- 64.4.1.** No modification of the colours of the playing uniforms will be allowed once the season has started, unless caused by a change in the title or naming or presenting or main partner. Even in this case, the modification will not be authorised if made repeatedly during the same season.

- 64.4.2.** 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.

- 64.4.3.** No modifications on the playing uniforms will be allowed once the season has started, unless caused by the change of the title or naming or presenting or main partner and only if the club is signing an agreement with a new partner for at least two years. If the club loses the title or naming or presenting or main partner for any reason not attributable to the club, the Company may waive the requirement for the agreement with a new partner as mentioned above. In whatever case, the prior approval of the Company will be required before proceeding to the change.

- 64.4.4.** 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.

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

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

##### **64.5.1. Front of the Warm-Up Shirt (see Graphic 4)**

- a) The number of the player must be at least 10cm in height 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 EuroLeague logo must be displayed on the upper left part and will occupy 7.5cm in height and 5cm in width. 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 EuroLeague 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 Final Four, the clubs may be provided with a unique and special badge that must be displayed on the warm-up shirt.

#### **64.5.2. 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 may include diacritics when appropriate and 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 in height, 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.

**64.5.3.** 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.

**64.5.4.** 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.

## **64.6. Other Garments and Equipment**

**64.6.1.** The following garments and equipment are permitted provided that they do not pose a danger to other players and are either black, skin-coloured or the same dominant colour as the playing uniform:

- Protective equipment if the material is sufficiently padded, compression sleeves and stockings, knee braces, mouthguards, spectacles, headbands of a maximum size of 5cm in width and skin-coloured taping.
- Wearable technology that has been previously authorised and validated by the Company as part of a EuroLeague-wide business initiative, always on a trial basis.

**64.6.2.** 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.

**64.6.3.** The authorised garments and/or equipment, when necessary, must be the same dominant 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.

## **64.7. Players and Coaches Dress Code**

It is recommended that the players wear casual dressy attire whenever they are arriving or leaving the arena for playing or attending EuroLeague games.

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

## **64.8. Courtside Advertising**

### **64.8.1. 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 EuroLeague partners (see contract between EP and each club).

### **64.8.2. 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 logo sticker must be displayed on the top edge of each ring support. One sticker provided by the Company must be placed on the top edge of each backboard. Both logo stickers must be in a position suitable for "Slam Cam" TV cameras coverage. The Company will provide the clubs with these logo stickers.
- c) One EuroLeague logo sticker must be displayed on the lower left corner of each backboard when facing it from centre court, and the same logo sticker on the lower right corner of the reverse side of each backboard. The Company will provide these logo stickers to all clubs.
- d) A One Team logo sticker must be displayed 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. The Company will provide these logo stickers to all clubs.
- e) The advertising of one brand (the same for both baskets) is permitted on the entire front side surface of the backboard support padding. This brand may also be advertised on the two

lateral lower side surfaces of the backboard support padding. The clubs must send the backboard support padding designs to the Company no later than 30 September, for approval.

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

- f) One advertising space for the EuroLeague partners or for EuroLeague self-promotion is reserved on both sides of the arm of each basket support. The Company will provide the relevant canvases. It is not allowed to display any other advertising on the arms of the basket supports.
- g) Advertising is permitted on the scoreboards provided it does not obstruct or interfere with their functioning.
- h) One advertising board may be placed on each of the main shot clocks, below the area where the time of the game and shot clock are displayed. The dimensions of this advertising board may not exceed the width of the shot clocks.

### **64.8.3. 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) The team logo must be displayed inside the centre circle, and no advertising will be permitted inside this area. This team logo may occupy a diameter larger than 3.5m with the prior approval of the Company, which will determine the exact measure of the logo. The Company will provide the clubs with the centre circle design and the clubs will be responsible for its production and placement.
- b) Advertising is permitted inside the 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.
- c) The name of 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 and must have larger characters than those of the name of the arena in the

case that the name of the arena is included in this area. No logos or other texts are permitted in this area.

The name of the city 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 instead of the name of the city.

- d) One canvas with WWW.EUROLEAGUE.NET or other EuroLeague self-promotion, or one advertising space for the EuroLeague partners 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.
- e) Two transparent Twitter logo stickers must be displayed on the lower side of both endlines. The club's Twitter account will be displayed on the lower side of the left endline and the EuroLeague Twitter account will be displayed on the lower side of the right endline. They will be placed facing each other as shown in Graphic 10. The clubs will be responsible for their production and placement. The Company will provide the clubs with their design and dimensions. These logo stickers may change during the season if requested by the Company.
- f) One advertising space for the EuroLeague partners must be reserved on each end of the playing court area, behind the endlines and in front of the basket support structures (the Company will provide the clubs with the design of the relevant logo sticker, and the clubs will be responsible for its production and placement).
- g) Two transparent EuroLeague (or, in their place, the name and/or logo of EuroLeague partners or any other content in the reasonable discretion of the Company) logo stickers must be displayed (dimensions to be decided by the Company) within the playing court. They will be placed on opposite sides of the playing court facing the TV cameras platform as shown in Graphic 10, each being positioned in an area limited by the endline, the centre line and the 3-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). These logo stickers may be different in the Regular Season and Playoffs if requested by the Company.

- h) 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.
- i) It is recommended that all the on-court elements are directly painted on the playing court and the stickers are avoided.

In the cases when there are stickers applied on the playing court, it is compulsory to use proven safety anti-slip laminated stickers.

It is also compulsory to take good care of the stickers, cleaning them up and changing them whenever necessary.

- j) **Basket Arm LED Boards:** It is mandatory that all clubs have an electronic advertising system installed on the horizontal basket support structure of both baskets. The Company will provide the clubs with the equipment of the basket arm LED boards as well as an installation crew prior to the start of the competition. The clubs will be responsible for the appropriate maintenance of the equipment as well as for the management of the advertising software during the EuroLeague games. The necessary time to display the official animation of the competition on the basket arm LED boards, which the Company will provide, will be made available by the clubs prior to the start of each game and prior to the start of the third quarter. This animation must be the only one shown during the last 10 minutes prior to the tip-off time of the game, and during the last six minutes before the third quarter. It will not be counted as part of the 36 minutes reserved to EP during game time that is established below.

The following specifications are compulsory:

- Only still footage may be displayed on the basket arm LED boards during game time. No animations will be permitted.
- Advertising must be static when the ball is alive, meaning that transitions from one advertisement to another will only be allowed when the game clock is stopped between quarters.
- The exposure time of the contents displayed on the electronic advertising system of the basket arm LED boards will be shared between the Company and the home club in equal parts during game time (36 minutes of advertising time for each party). Each party will be allowed to display a maximum of two different brands within its assigned 36-minute exposure. For the avoidance of doubt, the two club



brands will respect the exclusive categories reserved for the EuroLeague partners, as stipulated in Articles 64.8.1 and 66.1 of these Regulations. The Company will provide the home club with the playlist and period distribution prior to each game. This provision will not be applied in the Game of the Week.

- During the games designated as Game of the Week, the clubs must make the entire time available on the basket arm LED boards to EP, for the EuroLeague partners. EP will make available 18 minutes of exposure on the electronic advertising system of the basket arm LED boards for the club, which will be allowed to display only one club brand, always respecting the exclusivity granted to the EuroLeague partners mentioned above.
- Advertising must be set to 50% of the maximum brightness with a recommended level of brightness of 20-25%, unless otherwise specified by the Company.
- Advertising must be able to be deactivated at the request of the referees.
- The electronic advertising system must be independently operated and may not be connected to any other competition clock.
- The advertisements of the basket arm LED boards may be different from those of the electronic advertising system around the playing court.

#### **64.8.4. 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 in height. 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 area, forming an inverted U. The boards will be distributed in the following way:

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

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 56.3.2. 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.

### c) Electronic Advertising Rules

All the electronic advertising system animations must fulfil the following style guidelines and specifications:

- White, light and bright backgrounds are not recommended in the electronic court advertising animations. It is recommended to always use dark backgrounds with high contrast levels over the displayed information.
- The content screen displayed within every animation must be static for at least five seconds. For instance, an animation lasting 15 seconds and displaying different content must keep each part of the content static for at least five seconds.

- It is not permitted to display animations that may disturb the concentration of players, coaches and/or referees (i.e. flash/spark/blink animations).

The Company will provide the clubs with an extended version of these Electronic Advertising Rules containing right and wrong examples.

d) During the entire season up to the Final Four, all clubs must make available for EP:

- 24 minutes on the electronic advertising boards around the playing court within the TV cameras coverage. These minutes made available must be 24 minutes of playing time, which means that exposure during intervals of play between quarters, half-time and time-outs is not counted. These 24 minutes must also be equally distributed among the four quarters. This provision will not be applied in the Game of the Week. If the game goes to overtime, one third of the inventory on the electronic advertising boards must be available for EP.

These minutes made available must be of game time.

The Company may provide the clubs with a 15-second animation of the EuroLeague partners for the electronic advertising system. This animation must be played once at the beginning of each quarter.

- During the games designated as Game of the Week, the clubs must make the entire time available on the electronic advertising system to EP, for the EuroLeague partners. EP will make available 12 minutes of exposure on the electronic advertising system for the club's partners. These 12 minutes will be divided into three partnership packages that the club may sell to its own partners, respecting the exclusivity granted to the EuroLeague partners.
- The necessary time to display the official animation of the competition on the electronic advertising system, which the Company will provide, will be made available by the clubs prior to the start of each game and prior to the start of the third quarter. This animation must be the only one shown during the last 10 minutes prior to the tip-off time of the game, and during the last six minutes before the third quarter. It will not be counted as part of the 24 minutes reserved to EP.

- The club must provide the Company with an advertising space for direct marketing actions, promotional campaigns, sample distribution and on-site sales purposes during the entire season.
- e) It is not allowed to advertise any non-Euroleague Basketball event on the electronic advertising system unless authorised by the Company.
- f) 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.
- g) 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 h) below.
- h) 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. The logo of competitions other than the EuroLeague may not be displayed.
- i) 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 quarters or half-time.
- j) The Company will provide the clubs with a playlist including all EuroLeague partners and corporate content video animations, which will be shown on the electronic fascia boards of the arena, if any, during 24 minutes of playing time, which means that exposure during intervals of play between quarters, half-time and time-outs is not counted. These 24 minutes must also be equally distributed among the four quarters. The Company will also provide the clubs with a playlist with similar content to be shown on the video screens of the arena. The Company will be entitled to one third of the commercial inventory on these platforms. No brand entering into conflict with the EuroLeague partners may appear on the electronic boards, except for the title or naming or presenting or main partner of the club.

- k) The remaining advertising is for the club but the Company reserves the right to display banners, boards and others, bearing the EuroLeague logo or one of its partners.

#### **64.8.5. General Information**

- a) Advertising cannot be used as a means to give support to the home team or in such a manner as to negatively 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 EuroLeague or any of its partners already produced and paid for the season by EP and/or the Company.
- d) If the club cannot find advertising production costs lower or equal to market prices, it will be responsible for providing the Company with all necessary technical information for the advertising production by the Company in another country.
- e) If a club, for technical reasons, is facing difficulties in placing the advertising of the EuroLeague or any of its partners, it will inform the Company at least 24 hours in advance of the game, so that the Company can find a solution.
- f) Any refrigerators by the playing court area must display only the EuroLeague Official Soft Drink Provider and must be placed in a manner that they will be visible to the TV cameras. Only the Company has the right to designate the isotonic beverage and/or bottled water that is made available to the players on the sidelines.
- g) Any type of dismantling on the playing court and in its immediate surroundings is not authorised until 15 minutes after the final buzzer of the game, so that the dismantling is not broadcast on the international feed.

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

- 64.9.1. Each home club must send the playlist 24 hours before each game, specifying the brands that are going to be displayed on all the electronic advertising platforms, the length of the videos in seconds and the times when the videos are scheduled to be played.

**64.9.2.** 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 EuroLeague partners appearing on all their electronic advertising platforms. This report must include detailed quarter by quarter information regarding each game.

**64.10. Official Ball and Ball Carts**

**64.10.1.** The official ball designated by the General Assembly will be the only one that may be used in the games and practices, and will be supplied by the Company.

**64.10.2.** The official ball may not be used in competitions other than the EuroLeague, unless it is approved by the Company.

**64.10.3.** No markings that may be visible in photos or on TV footage will be allowed on the ball.

**64.10.4.** The balls used in each game must have all branding in proper conditions, without significant deterioration of their original design.

**64.10.5.** The Company will provide the ball carts and include the EuroLeague logo and the logos of any or all of its partners on their sides. The home club will provide the visiting team with two ball carts that hold a minimum of 12 basketballs each.

**64.10.6.** 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 65. Merchandise**

**65.1.** EP will be the only entity responsible for the production and/or sale of EuroLeague merchandise.

**65.2.** The clubs will collaborate with EP and/or the Company in the production, sale and promotion of the merchandise that they produce for commercial purposes during each phase of the competition and for other EuroLeague events. For these purposes, the clubs will collaborate in the following manner:

- a) Each season, the clubs will send a report on their existing non-branded and branded merchandise collection (detailed with existing items/references) to the Company no later than 31 August.

- b) The Company will send to the clubs the proposed items/references and designs of the EuroLeague collection for the season before 15 July.
- c) The clubs will communicate whether they agree with the proposal no later than 30 July, to enable the Company to make the due changes to the collection. If no feedback is received before this date, the collection will be considered as correct and ready for production.
- d) The Company will approve the final design of the collection by 31 August, in order to produce it and launch it no later than 15 October.
- e) The main method of sale will be through the EuroLeague online store. Once the collection has been launched online each club and the Company will discuss on how to access in-market opportunities meant to grow the EuroLeague points of purchase (POP) in local retail channels and speciality stores.
- f) All clubs must have a EuroLeague dedicated area within their own permanent merchandise store (offline and online) to display and sell the EuroLeague merchandise. In the event that the club does not own any permanent merchandise store, this area will be placed both in the merchandise stands inside the arena where the team plays the EuroLeague games and in at least one local specialised basketball store.

The clubs that have a permanent merchandise store must delimit a EuroLeague merchandise dedicated area (minimum of 2m in height × 1.5m in width). The top of this area must be properly branded with a Euroleague Basketball and club creativity (the design will be provided by the Company).

In the case of the merchandise stands inside the arena, these will feature a EuroLeague dedicated area (minimum of 1.5m in height × 1.5m in width) to display and sell the EuroLeague merchandise.

In all cases, the club will be responsible for managing the EuroLeague merchandise dedicated area. In the case of the local specialised basketball store, the club will reach the necessary commercial agreements with the store management.

The Company will inform the clubs of the products that they have to sell in the EuroLeague merchandise dedicated area.

In addition, each club will send a maximum of 50 official shirts to the EuroLeague online store no later than 30 September and at

no cost to the Company. The Company will make the request for the final number of units to each club based on demand estimations. The Company will send to each club quarterly reports detailing the status of the shirts and the sales made. The clubs will receive the retail price of each shirt sold no later than 30 June. If at the end of the season the shirts have not been sold, the club and the Company will agree in good faith that the EuroLeague online store keeps them in stock for one more season at a discounted rate for customers. If the shirts remain unsold at the end of the second season, the club and the Company will agree on their use.

**65.3.** In no case may the clubs produce merchandise with the logos of the EuroLeague, the Final Four or any other intellectual property of EP without the prior authorisation of this company.

**65.4.** For the Final Four 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 EuroLeague, Final Four or any other event-related logo.

The Company will produce the EuroLeague champion shirt. The clubs may send the logo of their main partner to be included in the shirt design.

**65.5.** EP is authorised to use the brands, logos and emblems of the participating teams, as well as the footage of players and teams from the EuroLeague picture database, for producing EuroLeague merchandise.

**65.7.** EP is authorised to collect players' signatures from the clubs to promote and commercialise EuroLeague products, including but not limited to collectibles, memorabilia and merchandise.

**65.8.** The clubs may ask the Company to include any of their own merchandise items in the EuroLeague online store. The Company will study the request and will authorise it if considered appropriate for its own sales campaign.

**65.9.** The clubs producing replicas for sale or promotional purposes must produce replicas of EuroLeague playing uniforms.



## **Article 66. Partnership and Promotion**

### **66.1. General Principles**

As already stated in Article 64.8.1, all club partners will respect the exclusivity granted to the EuroLeague partners (see contract between EP and each club).

The clubs will not be allowed to promote, advertise or enter into agreements with any partner or company that contradicts with the exclusivity basis upon which EP defines all its partnership contracts, nor any event, entertainment or sports competition other than the EuroLeague.

Only in the case that EP signs a new partnership 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 Final Four, where all the advertising platforms are controlled by EP. When the season ends, the exclusivity basis will be the only *modus operandi* during games, according to the Licence Contract signed between EP and the clubs.

### **66.2. Exposure for EuroLeague Partners**

The Company will provide the exact details on how and when the advertising of the EuroLeague partners will have to be displayed during games.

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

### **66.3. On-Court Promotions and Consumer Promotions**

**66.3.1.** The clubs will allow the Company to conduct at least two on-court promotions per game, consumer promotions, product displays, distribution of samples and handouts and other activities on behalf of the partners of the Company in their arenas. For this purpose, the Company will inform the clubs at least two weeks in advance.

**66.3.2.** The on-court promotions conducted by the clubs will respect the exclusivity basis upon which EP defines all its partnership contracts.

**66.3.3.** The clubs will provide the Company with official balls and official playing uniforms signed by all players. The Company, EP and the EuroLeague partners will be allowed to conduct promotions, product displays, giveaways and other activities with these official balls and/or

playing uniforms. The Company, EP and the EuroLeague partners will pay the clubs the retail price of the requested merchandise. The Company will make its best efforts to collect all the requested merchandise during the Media Day at the beginning of the season.

- 66.3.4.** Under no circumstances may a club conduct any type of promotional activities (for instance, contests) using and/or offering Final Four tickets, packages or similar for the purposes of the club and/or any of its partners and/or media. The Company's prior written approval will be required for these types of promotional activities.

## **Article 67. Club Obligations Related To Marketing**

This article indicates the most relevant obligations of the clubs with reference to marketing. Other obligations are specified in Chapter XIII.

### **67.1. Branding**

#### **67.1.1. Team Locker Rooms Branding**

The team locker rooms must be properly branded with the promotional image of the competition. For this purpose the clubs must send a branding proposal to the Company before 10 September for approval. In this regard, one commercial brand will be allowed in the home team locker room, provided that it respects the exclusivity granted to the EuroLeague partners.

After the Company's approval, the clubs will be responsible for the production and installation of the approved branding elements. These branding elements must be displayed in the locker rooms on the occasion of all EuroLeague games.

#### **67.1.2. Teams' Arrival Area Branding**

The inside or outside part of the arena where the teams arrive must be branded accordingly. The teams' related image including the logo of the competition must be part of the branding. The clubs must send a branding proposal to the Company before 10 September. After the Company's approval, the clubs will be responsible for the production and installation of the approved branding elements. These branding elements must be displayed in the teams' arrival area on the occasion of all EuroLeague games.

## **67.2. EuroLeague Anthem, Video Screens and Team Presentation**

### **67.2.1. EuroLeague Anthem**

Each club must play the EuroLeague anthem during its home games. The Company will provide the clubs with the anthem (a 30-second track). The clubs will have the obligation to play it in the following manner:

- During the team presentation, as described in Article 67.2.3.
- Immediately after the final buzzer sounds, before any other song or anthem.

The EuroLeague anthem must be played entirely from the beginning to the end. When the anthem is being played, the public address system will not be used, except in case of emergency.

The EuroLeague anthem may not be played at moments other than those expressly stated in this article.

### **67.2.2. Promotional Spot and Partners on the Video Screens**

The clubs will be provided with the EuroLeague promotional spot to be shown on the video screens of their arenas 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 EuroLeague partners and corporate content video animations, 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.

### **67.2.3. Team Presentation**

As set forth in Article 23.2 the team presentation will start seven minutes prior to the tip-off time of each game, and is described in Appendix VII.

During the team presentations and until the EuroLeague anthem finishes the EuroLeague partner's video sequence will be displayed on the electronic advertising system. The Company will provide each club with the videos to be displayed.

The team presentations will be made with low general lighting, provided that this is permitted by the lighting system installed in the arena.

A blackout during the introduction of the home team is recommended with the use of directional spotlights on the announced players and the team logo on the centre of the court. In case of a slow restrike, the blackout will require the approval of the Company.

A team-focused introductory video on the video screens, plus the display of the announced players' names on the electronic advertising system, may be permitted during the home team presentation provided that they do not affect the pre-game timing format stated in Article 23.2 and Appendix VII.

### **67.3. Partner List**

All clubs must provide the Company with a complete detailed and accurate listing of all club partners, no later than 15 September and 15 March each year, which includes:

- a) Name of brand.
- b) Name of partner 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 partner; face value of these tickets.
- g) Number of minutes of TV advertising included in the agreement.

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

- a) A backdrop that is 2.5m high by 6m wide will be placed directly behind the head table of the press conference room. 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 EuroLeague branded mixed zone backdrop must be produced by the club based on the general design provided by the Company and adapted to each club's required size. The background on the boxes of the backdrop may not be coloured. The backdrop must be used in all video interviews conducted by the media before, during or after each game, except in the on-court flash interviews conducted by the rights holders and in the team locker room interviews, in which no backdrop will be used.
- c) All the pre- and post-game on-court interviews performed by the rights holders must be conducted with a transparent-backgrounded portable backdrop with wheels. The design to be printed on the transparent backdrop, which will incorporate the rights holders brand, as well as the brands of the club and the EuroLeague partners, will be provided by the Company.

The production and management of the backdrop will be the responsibility of the club. Each club will produce as many backdrops as the number of rights holders that its territory has.

Any modifications of backdrops during the season, due to the signing of an agreement with a new EuroLeague partner, 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.

#### **67.5. 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 EuroLeague partners may appear on this platform.

The club will be entitled to place up to two different products of its official partners for each of the microphones on the press conference table.

The club will be entitled to use a digital screen as advertising platform. In no case may the screen obstruct the chests and faces of the individuals speaking at the press conference.

In addition, the Company will be entitled to place up to two different products of its official partners for each of the microphones on the press conference table, in a visible position to the TV cameras, during all press conferences of the season. The Company or the partner will be responsible for the shipment of the products to each of the clubs at the beginning of the season.

Branded soft drinks may also be displayed on the top of the table as one of the two different permitted products. In no case may the displayed products of the partners of the Company or the club obstruct the chests and faces of the individuals speaking at the press conference.

## **67.6. Tickets**

**67.6.1.** In order to comply with the commercial agreements of the Company, the clubs will be obliged to provide the Company for each of their home games with a maximum of 100 complimentary tickets during the entire season, 20 of them including free access to the VIP hospitality area and its services, 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 of the lower seating area, located in a safe seating area, close to the playing court and providing a good visibility of the game. In the case that more than 100 tickets are needed in certain markets, the Company will request the club to purchase the additional ones as season tickets, with the purchased tickets being as close as possible to the 100 complimentary ones in quality. The clubs will provide the Company with electronic tickets (print-at-home or digital tickets). If a club cannot provide electronic tickets, ticket collection arrangements will be made between the Company and the club.

**67.6.2.** Prior to the start of the competition and no later than 31 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.

## **67.7. Players and Coaches**

Players and coaches of the teams must cooperate with the Company according to Article 111.2 of these Regulations.

## **67.8. Euroleague Basketball Corporate Social Responsibility Programme**

All clubs must participate in the Euroleague Basketball Corporate Social Responsibility Programme, One Team, in accordance with at least the following requirements and commitments:

Each club must appoint a CSR manager/One Team manager, who will be responsible for the Euroleague Basketball Corporate Social Responsibility Programme.

Each of the One Team clubs will designate at least one of their players as their One Team ambassador. In addition, the One Team clubs can

also designate other ambassadors (former players, junior players or other celebrities with whom the clubs may have a relationship).

The One Team ambassadors will be requested to participate in at least two or three of the One Team sessions and activities conducted by the club, in order to promote the programme.

All the One Team staff designated by each club (at least the One Team manager and two coaches) will have to attend the One Team Workshop that the Company organises every year. This workshop includes different sessions that will be delivered by experts in the sport for development field, to make sure that all participating clubs can supply a proper programme that will help them create a real impact to benefit excluded people in their communities.

The clubs must submit their programme including a minimum of eight sessions to the Company at least one month before the programme starts.

The clubs also have to commit themselves to communication and branding guidelines [besides those mentioned in Articles 64.1.7, 64.2.1 d) and e), and 64.8.2. d)] such as having a specific One Team section on their websites or using the proper One Team branding in different media events. Specific information in this regard will be sent to all the participating clubs by the Company.

All clubs will implement the One Team associated measuring and evaluation process in accordance with the instructions of the Company.

Within the One Team General Programme, the Company will organise some One Team actions on the occasion of EuroLeague games, which will take place during one or two rounds each season. For these games, all players must wear the player uniforms with the One Team letters placed in the area usually reserved for the name of the player.

No patch may be inserted on the One Team player uniforms: The One Team letters must be printed directly on the player uniforms by the same means as those usually used.

The Company will provide the clubs with the details of the One Team actions and specifications regarding the pre-game format, branding and communication in these rounds well in advance for their smooth running.

The Company's Competition Department will coordinate with the clubs the main or reserve playing uniforms that will be used for these games.

#### **67.9. Exhibition of the EuroLeague Trophy**

The EuroLeague 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 68. Media Director**

- 68.1.** 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 Company's Communication Department.
- 68.2.** Each club must designate a substitute of the media director in the case that they are not attending a game (home or away) in order to meet all the obligations of the media director. The name and contact details of this staff member must be communicated on the game day at noon at the latest.
- 68.3.** The media director must be able to communicate fluently in English.
- 68.4.** 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.
- 68.5.** 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). If any relevant articles related to the EuroLeague, the club, other clubs or basketball in general are published by the local press, the media director of the club must send these articles to the Euroleague Basketball office by email on the day they are published. Likewise, the media director must help with translations into English for publication on the EuroLeague.net website.
- 68.6.** On the occasion of the home games, the media director will inform the Company well in advance about the attendance of VIPs and any recognisable personalities (such as artists, former basketball players and sports people), as well as their location in the seating area.
- 68.7.** On the occasion of games (home and away), the media director must accompany the players and the head coach of their team to the IFPC interviews, as well as to the post-game press conference until the end of the event.

**Article 69. Arena Access for Media**

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.

Only certified journalists working for media outlets that conduct communication activities will be evaluated to obtain a media accreditation.

The Company will be entitled to submit a list of the media that must be granted accreditations and arena access totally free of charge.

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 and can agree with the clubs concerning the authorised coverage of the non-rights holders.

The Company is entitled to revoke the accreditation of a media member for that specific game and/or for the rest of the season, in the case that this media member goes around areas in the arena where the media are not allowed to circulate, breaches the copyright rules or does not follow the security rules.

**Article 70. Photographers**

The club must make sure that all accredited photographers will only have permission to take pictures for editorial distribution or sale.

Space for photographers, which may include still or video cameras, will be provided behind the endlines at both ends of the playing court area, on the side of the basket support structures nearest to the team benches and behind the advertising boards.

Under no circumstances may photographers be located occupying the escape lanes, nor blocking the visibility of the electronic advertising system boards.

Space for approximately two Company accredited photographers will be provided on the first level of the arena (medium height).

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).

The clubs will provide power supply and one dedicated high bandwidth internet connection with download and upload speeds of at least 200Mbps for the Company accredited photographers. This line must be installed in close proximity to the playing court area, preferably in the back area of the photographers' benches or seats. The power supply and internet connection must remain active and available until at least 1 hour and 30 minutes after the final buzzer.

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.

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.

The club assures that all accredited photographers will only have permission to take pictures for editorial distribution or sale.

## **Article 71. Media Facilities**

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

Seating for a minimum of 50 people will be provided within the lower level of the arena seating area, on one end, in an area contiguous with the playing court area and immediately adjacent to the entrance to the media work room. Should the Company's Officiating Department nominate a referee coach for the game, or should the Company's Communication Department nominate a specific scouting person, they will have a seat reserved within the media in-arena seating area.

- The seats will be padded.
- A work surface will be placed in front of all media seats, which has adequate depth for the placement of high-resolution TV screens, laptop computers and work space. The height of the work surface will be approximately 90cm from the floor.
- There must be reasonable access behind the seats to allow unimpeded access.
- There will be clear mobile phone reception inside the arena.

- One electrical power socket supplied via a UPS will be provided to the area of each seat.
- Lighting and power supplies for the media seats must remain open at least 1 hour and 30 minutes after the final buzzer.
- Dedicated high bandwidth internet connections with download and upload speeds of at least 200Mbps will be provided for up to 30 seats.
- A free Wi-Fi internet service will be available for all the accredited media.

In addition, the club will provide a DSL line or similar internet access in the playing court area during all games for use by EuroLeague.net correspondents. The power supply and internet connection must remain active and available until at least 1 hour and 30 minutes after the final buzzer.

#### **71.2. Media Work Room**

A media work room, of an approximate size of 80m<sup>2</sup>, will be provided in close proximity to the playing court area and on the same side of the arena as the team locker rooms.

#### **71.3. Communication Facilities**

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

- Work surface and chairs for 40 people working at the same time.
- Each work area will be equipped with power and will be a minimum of 50cm in width by 70cm in height by 50cm in depth.
- One high-speed colour laser printer, which prints at a minimum of 20 pages per minute.
- A free Wi-Fi internet service will be available for all accredited media.
- One high-resolution TV screen of a minimum size of 106cm (42") that is placed on a stand that is visible to the entire room and shows live footage of the game broadcast.
- The media director of the home club will help the radio stations install the necessary ISDN phone lines in their commentary

positions. Each radio station will be responsible for requesting and paying the ISDN phone lines to each country's telecommunications company, and the media director will offer support in case of any problems.

#### **71.4. 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 pursuant to Article 67.4. b). Players must attend to the media in the mixed zone.

The media directors of both clubs will coordinate and ensure that all players and coaches interviewed by the IFPC (international feed production company) or any rights holders in the mixed zone are placed in front of the backdrop.

The media directors of both clubs will make their best efforts to ensure all the players and coaches interviewed by the rest of the media in the mixed zone are placed in front of the backdrop.

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

#### **71.5. Press Conference Room**

A room for press conferences following each game, of approximately 50m<sup>2</sup>, will be located in proximity to the team locker rooms and the media work room. The press conference room to be used in the pre-game press conferences must be ready 48 hours prior to each game. Each media director will send at least five photos of the press conference room to the Company's Communication Department no later than 1 October for the final approval of the set-up of this room.

This room will be in accordance with Graphic 11 and will include:

- A head table (speakers table), placed on a raised platform, with five chairs and three microphones.
- A high-quality audio system.
- Two wireless hand-held microphones.
- Five wired hand-held microphones with stands.
- Seating for approximately 50 people, equipped with small desks.

- Audio splitter (distribution system) placed near the rear camera platform with a minimum of 10 connections for recording by audiovisual and radio media.
- A raised platform in the rear of the room, at a height of 30cm, and at a length adequate for a minimum of five TV cameras placed on tripods, side by side.
- A backdrop that is 2.5m × 6m that 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 67.4 a).
- The front side of the head table will be covered in accordance with the specifications set forth in Article 67.5.
- 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 EuroLeague partners to be inserted in the rotation. All creativities will be provided by the Company.

A sound technician will be available beginning at least two hours prior to each game and will be in the press conference room at least 15 minutes prior to and throughout the duration of each press conference.

## **Article 72. Game Notes**

The Company will send weekly game notes to all participating teams. These notes must be forwarded by each club to all local media contacts and visiting media attending the game.

## **Article 73. Interviews and Other Media Activities**

Interview requests that are made by the Company's Communication Department will have to be attended to within 24 hours of the petition, unless otherwise specified by the Company and the club.

Interview requests from rights holders will be sent no later than three days prior to the requested interview date, and must be attended to by the clubs.

All rights holders' requests will be attended to without detriment to the club's usual routine. All interviews, special reports, programmes

and similar must be negotiated with the media director of the club, who will be responsible for setting the exact schedule related to those requests and making sure they are attended to within three days from the date of the request.

The official language of the EuroLeague and the Company is English. This is the language that players, coaches and other spokespersons must speak when participating in EuroLeague events.

The Company's Communication Department will inform the club regarding the following details of the interview once the request has been made:

- Player or players to be interviewed
- Duration of the interview
- Media requesting the interview. Sports or non-sports media.
- Photo or video shooting needed
- Place of the interview:
  - Inside the arena of the club
  - Outside the arena of the club
- Dress code for the interview
- Language of the interview

In addition to the usual interviews, the Company's Communication Department will have the option to conduct at least four special media activities with players or coaches from each team during the season. The Final Four activities are not included in this count. All activities will be coordinated with the media director of the club, who will be informed of these activities in advance.

The Company's Communication Department may request a maximum of two players per season per club to write or record a weekly or monthly blog for an external media. The Company's Communication Department will inform the club regarding the following details of the blog once the request has been made:

- External media requesting the blog
- Periodicity of the blog
- Exact deadline to send the blog to the external media
- Language of the blog
- Type of blog (written or video)

In all video interviews or photo sessions requested to the clubs by the Company, the players, coaching staff and/or club staff must not wear, use or show any kind of basketball element from competitions other than the EuroLeague. That is to say, in case of dressing a playing

uniform, using a ball or any other element related to sport, it must be the official one of the EuroLeague.

Interview requests from non-sports media will have to be attended to within one week from the date of the request.

Coaches and players will be available to the media at the request of the Company when a EuroLeague event takes place, such as a press conference, partner presentation or similar, for one on one interviews or media availability as part of the event.

#### **Article 74. Long-Term Injured Player Media Access**

If a player is injured and will miss two weeks or longer, he must be available to the media within one week of the diagnosed injury (if medically possible). From that moment on, the player is not required to hold a media availability session until he returns to team practice. Once the player goes back to practice, he is required to be available a minimum of once a week until he returns to game action.

#### **Article 75. EuroLeague Digital Platforms**

##### **75.1. Media Director Responsibility**

The media director of each club will be responsible for fulfilling to the best of their ability all information requests made by the Company. Any request from the media director of the club to the Company must be sent to [news@euroleague.net](mailto:news@euroleague.net)

##### **75.2. Content Requirements**

- **Press Releases:** All press releases generated by the Media Department of a club must be sent by email to [news@euroleague.net](mailto:news@euroleague.net), in the original language and, if possible, with a summary in English. Whenever an announcement is not issued as a press release, but made official through social media or other means, media directors must specifically inform the Company of the matter by contacting [news@euroleague.net](mailto:news@euroleague.net)
- **Website Cooperation:** All clubs are required, when requested, to make available their own website content for use on EuroLeague digital platforms by sharing directly and/or supplying translations, contacts and picture reprint rights, if necessary. Clubs are required to include content and picture reprint rights for republication on EuroLeague digital platforms in any contracts with third-party content providers.



- Roster Status: Prior to the start of the season, no later than 30 June of each year, clubs will supply to the Company a list of players who are under contract at that moment for the following season.
- Roster Signings/Releases: All signings of new players or coaches, and all terminated contracts between the club and its players or coaches, must be immediately reported by the club to the Company once the club has made this information official and/or either party (player/coach or club) has confirmed it to any local or international media.
- Pre-Season: All appropriate club personnel – players, coaches, general managers, media office staff, etc – will be informed about the media access and the Company’s collaboration guidelines that concern them. All pre-season schedules and results will be supplied by the club to the Company in a timely manner (schedules before the first pre-season game; results within two hours after each game ends).
- Game Week: At least 36 hours before the start of a game, each club will email to the Company a pre-game quote from the head coach (one paragraph) and another from at least one player (one paragraph) about the following game, in English.
- Game Day:
  - a) **Post-game quotes, coaches**: Following what is set forth in Article 79.9., each home club will notify the Company of the URL address where the post-game press conference can be watched and heard live. In the event of an inability to follow or hear the post-game press conferences, following immediate notification by the Company staff to the media director of the home club, one quote in English from each head coach will be forwarded by the home club to the Company by email as soon as possible.
  - b) **Post-game quotes, players**: Each club, whether playing home or away, will make available to the Company, no later than one hour after the end of the game, at least two player quotes in one of the following formats: email in English or voice file in English. If the visiting team does not travel with a member of its Media Department, the team delegate designated for communication with the Company must fulfil this requirement.

- Interviews/Chats/Video/Fan Mail/Player Poll/Podcast: If requested, each club will make available at least one player per week during the entire season, including weeks when there are no EuroLeague games, for an Interview, Chat, Video, Fan Mail, Player Poll, Podcast or similar feature that requires direct or telephone contact for conversation. Podcasts require that clubs make available to the player a computer equipped with Skype software, headphones for listening and a microphone for speaking.
- Blogs: Each team will make available one player per season for a blog. Blogs will be published during the entire season, starting with the club's pre-season. Blogs may be written or recorded by the player or communicated to the media director of the club or a staff member of the Company. The Company reserves the right to edit all blogs as needed.
- Final Four: If requested, all Final Four clubs will make each and every player and coach available for an Interview, Chat, Video, Fan Mail, Player Poll, Podcast or similar feature that requires direct or telephone contact for conversation.

### **75.3. Audiovisual Requirements**

- All clubs are required to help arrange in advance multiple video interviews of players, coaches and club staff at the request of the Company.
- A minimum of two times per season, when requested, all clubs will arrange with club staff or local TV producers for digital video and/or TV quality content to be supplied at no cost to the Company.
- All clubs must ensure players and head coaches availability for promotional recordings (interviews, quotes, etc). The Company's Communication and TV and New Media Rights Departments will coordinate these activities.

### **75.4. Official Premium Media Partners**

- In addition to EuroLeague digital platforms, the Company has official premium media partners in some territories.
- The Company will provide the clubs with the list of these official premium media partners, which may be updated during the season.

- Any petitions made by official premium media partners will be attended to within 24 hours starting from the moment of the petition.

## **Article 76. Interviews by the IFPC on the Occasion of Games**

- 76.1.** Each head coach will be available for a flash interview just after the IFPC has finished the recording of the team's arrival at the locker room. This interview will take place in the mixed zone.
- 76.2.** One player from each team who has participated in the first half of the game will be available at the end of the second quarter for an on-court flash interview. These players will be free to go back to their respective locker room when the half-time countdown on the game clock reaches 14:00.
- 76.3.** Each head coach will be available for the on-court flash interview between four minutes and two minutes prior to the start of the third quarter of the game at his team bench area. In the case that both coaches are available on the playing court and arrive at the same time, the head coach of the visiting team will be interviewed first and the head coach of the home team right afterwards.
- 76.4.** The head coach of the winning team and the Player of the Game (determined by the Company) will be available for flash interviews (up to one minute) immediately after the end of the game in the mixed zone. For this purpose, when the game is finished they have to go straight to the TV interview area.

In addition to the Player of the Game, the IFPC may request another player for the post-game reactions, who must also be available for a flash interview.

## **Article 77. Access to Team Practices for the Media and Pre-Game Press Conference**

- 77.1.** The 15-minute practice access for media is mandatory starting one or two days before the first 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.

## 77.2. 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. In the case that the home team practices during the morning and the afternoon, the practice open to the media must be in the afternoon, 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.

## 77.3. Visiting Team

- 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.
- 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.

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

77.5. 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.

77.6. A pre-game press conference will be held in the arena press conference room, during the afternoon one day prior to the game. The speakers table will be comprised of the head coach of both teams and one player from each team. The speak flow will be:

- Statement of the home team head coach
- Statement of the away team head coach
- Statement of the home team player
- Statement of the away team player
- Questions

With reference to the topics above, Articles 79.5, 79.6 and 79.7 will apply.

The media director of the home club will send the transcription or audio file of the press conference in English to the following addresses: [mediacommunication@euroleague.net](mailto:mediacommunication@euroleague.net); [news@euroleague.net](mailto:news@euroleague.net)

#### **Article 78. Recording, Reproducing and Sharing Limitations**

- 78.1.** It is completely forbidden for all accredited media, except rights holders, to record, reproduce and/or share on any platform any footage inside the arena from 30 minutes before the tip-off time of the game until 10 minutes after the end of the game. Any member of the media recording, reproducing and/or sharing on any platform footage recorded beyond the time limits stated above, will have their accreditation revoked for the rest of the event and the Company will evaluate revoking their accreditation for the rest of the season.
- 78.2.** 10 minutes after the end of the game, all accredited media will be allowed to record, reproduce and/or share footage in the mixed zone, the press conference room and, if they have the corresponding accreditation, in the locker rooms.
- 78.3.** The media director of the home club will be responsible for ensuring that these practices are conducted according to the regulations stated above.

#### **Article 79. Access to Team Locker Rooms for the Media and Post-Game Press Conference**

- 79.1.** 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.

The first five minutes after the locker room has been opened are reserved for the rights holders. Once these five minutes have expired, the rest of the media accredited with access to the locker room will be allowed to enter.

**79.2.** 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.

**79.3.** 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 will 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 IFPC, the visiting team rights holders, the official premium media partner, one major daily newspaper, and one radio station allowed in the locker rooms of the home and visiting team after each game. The EuroLeague.net 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.

All accredited media allowed to enter the locker rooms must follow the guidelines below:

- All media, except photographers, will only enter the locker room for interviews.
- All media, except photographers and rights holders that are not interviewing any player, will exit the locker room. The IFPC will be allowed to shoot footage inside the locker rooms without the obligation to interview players or head coaches.

- All footage shot inside the locker room must be starting from the waist upwards. No footage shot below the waist will be allowed.

The IFPC may also shoot footage of the teams' arrival at the arena, their walk from the bus to the locker rooms and inside the locker rooms before the start of the game. The IFPC's camera may shoot up to three minutes with all the players inside the locker room, including the head coach's speech, without any interviews and always with the maximum respect for the players' usual routine.

**79.4.** 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.

Throughout the entire season, the media directors of the clubs are free to bring a player that had an outstanding performance during the game to the post-game press conference to attend the local and international media requests.

It is recommended that the players of the home and visiting teams who attend the press conference wear the EuroLeague apparel and accessories (cap, headphones and others) that will be provided by the Company.

At all post-game press conferences, head coaches and players must begin their participation with an opening speech in English, followed by a second one in the local language if desired.

**79.5.** The coordination work for the correct functioning of the press conference and locker room policy will fall upon the media director of each club.

**79.6.** 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.

**79.7.** 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.

**79.8.** 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.

- 79.9.** The post-game press conferences will be broadcast live on YouTube or on any other platform that is free and accessible for users internationally, as approved by the Company. The URL address of the press conference will be sent to the Company (by email to [mediacommunication@euroleague.net](mailto:mediacommunication@euroleague.net), [news@euroleague.net](mailto:news@euroleague.net) and [socialmedia@euroleague.net](mailto:socialmedia@euroleague.net)) no later than two days before the game. The Company reserves the right to embed the press conferences on EuroLeague digital platforms and on the website of the official premium media partner from each territory.

**Article 80. Disqualified Head Coach or Player**

If a head coach or player is disqualified from the game, he may not participate in the IFPC interviews, post-game press conference or any other official media activity on the occasion of the game. In the case of the head coach being disqualified, the assistant coach or the person replacing him during the game will do instead.

**Article 81. Media Day**

- 81.1.** The Media Day will be held at least two weeks before the beginning of the Regular Season.
- 81.2.** By 10 July each club will propose to the Company three dates to hold their Media Day in order to facilitate the coordination and final schedule of the Media Day programme, which will be confirmed by the Company by 31 July.
- 81.3.** No changes in the Media Day schedule will be made. If a club requests a date change after its Media Day has been confirmed by the Company, this must in the first instance be approved by the Company, and then the club will cover all the additional expenses generated by the change.
- 81.4.** The Media Day will be held on the official playing court of the club. The Company will visit the arena the day before for its review.
- 81.5.** The entire team and coaching staff will be available for at least five consecutive hours.
- 81.6.** Any practices held on the same day will take place after all Media Day activities conclude.
- 81.7.** The main and reserve uniforms of all the players must be available during all Media Day activities.



- 81.8.** The clubs will reserve and fit out two rooms in their arenas, adequately lightened and sound isolated, for recording interviews. Inadequate recording environment may require the Media Day to be repeated or its location moved, both at the club's expense.
- 81.9.** The clubs must provide editorial content that the Company can record for its later use during the season.
- 81.10.** All the interviews will be in English. In the case that the person interviewed cannot speak this language, the club will provide the transcript of the interview in English.
- 81.11.** The clubs will inform their different departments involved (coaching staff, marketing, media, presidency, etc) regarding the Media Day logistics and all related activities.
- 81.12.** Each club will designate a person for the coordination of all activities in the Media Day.
- 81.13.** When a club registers a new player after the Media Day or a signed player did not attend the Media Day for any reasonable cause, the club will have to send high-quality individual pictures of the player(s) (full-body, half-body and headshot pictures wearing the official main playing uniform of the EuroLeague and on a white background) and the audio guide of the player(s) within three days after the player arrives at the city of the club and at least 24 hours prior to the player's first registered game. When a player is registered at the last minute (the day before the game at 18:00 CET according to these Regulations), the pictures must be sent on the same day of registration or the next day at noon (CET) at the latest. Besides these basic pictures, the Company will be entitled to request pictures, interviews and recordings to complement the pre-season Media Day contents.
- 81.14.** The clubs will cooperate in contacting former players, presidents or other public personalities for interviews.
- 81.15.** The clubs must promote the Media Day before and after it is held in local media and on social media platforms.
- 81.16.** Each club will provide to the Company staff (or send to the Euroleague Basketball office) two official balls and three official main playing uniforms (with the name of the player on the back of the shirt). The two balls and two of the uniforms will be signed by all players and the third uniform will bear no signature. These merchandise items must be delivered to the Company staff during the Media Day at the latest for corporate promotional, media or client servicing purposes at no cost to the Company.

- 81.17.** The Company reserves the right to ask for two players for a special interview outside the arena, apart from the time scheduled for the general Media Day footage.
- 81.18.** The Company's photo and video shooting will be the priority in the Media Day, if it coincides with other partners actions the same day.
- 81.19.** The media can only access after the Company's photo and video shooting sessions have concluded.

**Article 82. Pre-Final Four Media Day**

- 82.1.** The pre-Final Four Media Day will be held within seven days following the last Playoffs game and at least 10 days before the Final Four week.
- 82.2.** Once the eight Playoffs teams have qualified, the Company will request their proposal for dates to hold the pre-Final Four Media Day in order to know their calendar availability and facilitate the coordination and final schedule of the pre-Final Four Media Day programme, which will be confirmed by the Company once the four teams have qualified.
- 82.3.** No changes in the pre-Final Four Media Day schedule will be made. If a club requests a date change after its pre-Final Four Media Day has been confirmed by the Company, this must in the first instance be approved by the Company, and then the club will cover all the additional expenses generated by the change.
- 82.4.** The pre-Final Four Media Day will be held on the official playing court of the team. The Company will visit the arena the day before for its review.
- 82.5.** The entire team and coaching staff will be available for five consecutive hours. In the case that a player is not needed by the Company, it will release him from attending the pre-Final Four Media Day.
- 82.6.** Any practices held on the same day will take place after all Media Day activities conclude.
- 82.7.** The Company reserves the right to ask for two players for a special interview outside the arena.
- 82.8.** The main and reserve uniforms of all the players must be available during all pre-Final Four Media Day activities. All uniforms must wear the Final Four official badge.

- 82.9.** The clubs will reserve and fit out a room in their arenas, adequately lightened and sound isolated, for recording interviews. Inadequate recording environment may require the pre-Final Four Media Day to be repeated or its location moved, both at the club's expense.
- 82.10.** All the interviews will be in English. In the case that the person interviewed cannot speak this language, the club will provide the transcript of the interview in English.
- 82.11.** The clubs will inform their different departments involved (coaching staff, marketing, media, presidency, etc) regarding the pre-Final Four Media Day logistics and all related activities.
- 82.12.** Each club will designate a person for the coordination of all activities in the pre-Final Four Media Day.
- 82.13.** The clubs will cooperate in contacting former players, presidents or other public personalities for interviews.
- 82.14.** The clubs must promote the pre-Final Four Media Day before and after it is held in local media and on social media platforms.
- 82.15.** The Company reserves the right to ask for two players for a special interview outside the arena, apart from the time scheduled for the general pre-Final Four Media Day footage.
- 82.16.** The Company's photo and video shooting will be the priority in the Media Day, if it coincides with other partners actions the same day.

## CHAPTER X

### Digital Content Regulations

#### Article 83. Digital Manager

**83.1.** All clubs are required to appoint a person responsible for the development, coordination and management of all the digital projects of the club and the EuroLeague. Each club will inform the Euroleague Basketball office regarding the name and contact details of this person, who will be in direct contact with the Company's digital area staff.

**83.2.** The digital manager must be able to communicate fluently in English.

**83.3.** The first day of each month (from October to June), the digital manager of the club must send by email to [digital@euroleague.net](mailto:digital@euroleague.net) a full report related to all the digital activations. In particular, the report will need to include:

- Full analysis of any EuroLeague promotional campaign (related to EuroLeague products or corporate initiatives) run on the digital platforms of the club, including social media platforms and website.
- Full analysis of the digital accounts of the club, including social media platforms, website and applications. The report will be focused on different KPIs according to each platform.

The Company will provide the clubs with a template to be completed.

**83.4.** The digital manager will be the main contact with the Company to discuss the affiliate programme conditions, coordinate the centrally managed digital advertisement inventory, tailor-made campaigns and content delivery of the club and the Company on social media and other platforms, as well as any other digital needs.

#### Article 84. Online Requirements

**84.1.** **Top Menu Bar:** All clubs must display on the home page of their website a top menu bar with all EuroLeague clubs displayed and linked to their respective website. The bar must include two buttons, a first one linked to [EuroLeague.net](http://EuroLeague.net) and a second one linked to [EuroLeague.TV](http://EuroLeague.TV). The insertion of all the club logos and those of the

EuroLeague must follow the guidelines provided by the Company for this purpose.

- 84.2.** The clubs must make available three commercial advertising inventories (web banners) entirely customised with EuroLeague marketing contents.

The inventories must be located on the home page of the clubs' website, and at least one of them must appear in the first scroll.

The specifications for the banners are the following:

Banner A and banner B: two inventories will be managed by the clubs, and the Company will provide the creativities to be used for these spaces. The sizes will be chosen by the clubs and will be communicated to the Company no later than 31 August.

Banner C: the Company and EP will have full access to the inventory and will directly manage all the contents through IFrame technology. The inventory must have a size of 300×250 pixels.

**Article 85. EuroLeague.TV and EuroLeague Online Store Promotion Requirements**

All clubs must actively participate in the promotion of EuroLeague central digital products and services, including but not limited to EuroLeague.TV and the EuroLeague online store, throughout the entire season.

Affiliate Programme: Each club must collaborate with the Company to advertise the EuroLeague.TV and EuroLeague online store products. The parties will discuss in good faith all the details for this provision, which will include email campaigns to the club's databases, sales push on the club's platforms and editorial coverage to promote EuroLeague products and services, among others.

Social Media Channels: All clubs must promote the affiliate programme products and services through all the other social media channels that they manage (Twitter, Facebook, Instagram, YouTube, etc). The promotions will be in the local language or in English according to the club's preference.

Additional Merchandise Section: All clubs must have a link to the EuroLeague online store on their own e-commerce site that offers merchandise for sale. In addition, all the promotions (offline and online) must be approved by the Company in advance.

The clubs will provide the Company with monthly reports that include reach, open and click-through rates, as well as other relevant metrics, on the conducted activities.

#### **Article 86. EuroLeague Content Video Player**

- 86.1.** Should the Company decide to make available a EuroLeague content video player, either through a licensed relationship or through an IP ownership, the Company will provide all clubs with the video player and the relevant instructions so that this player is embedded on their official website.
- 86.2.** The clubs are required to use the Company's video player on all their official digital platforms, including their website and their mobile app, as their primary video player for EuroLeague content. The Company must approve the placement of the video player in all sections.
- 86.3.** This video player will only feature content related to the EuroLeague. Each club will be provided with access to a management tool to have editorial control on the videos that are shown in a prominent way, according to their importance for the club's audience, as decided by the club.
- 86.4.** The Company and EP will monetise all the contents shown in the video player through advertising and partnership.

#### **Article 87. Players' Access to Social Media Contents**

The clubs must collaborate with the Company to facilitate all the social media initiatives that involve players, including the implementation process of digital platforms to connect directly the Company with players, as well as any other activities that will be run throughout the season.

#### **Article 88. Social Media Regulations**

##### **88.1. 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.

## **88.2 Respect**

Clubs and players will not criticise, insult or disrespect other clubs, players, fans, referees, or the Company and its staff members on social media, and will avoid addressing topics that may damage the reputation of the Company.

## **88.3. 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).

## **88.4. 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.

## **88.5. Brand**

It is not allowed to modify the logos, name or image of the EuroLeague and/or its partners, including but not limited to, deforming hashtags or the communications of the competition (e.g. #idontfeeldevotion).

## **88.6. Confidentiality**

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

## **88.7. Promotion of Activities**

**88.7.1.** The Company organises contests or marketing activations that 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 EuroLeague products.

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

The clubs will prevent their staff, including players and coaches, from performing these actions.

#### **88.8. Audiovisual Content**

The Company may request the clubs to record short videos featuring players, to be used for Euroleague Basketball social media, including but not limited to, short promotional videos, occasional live streaming and video blogs.

In addition, the Company will have the option to conduct at least three special social media activities with players or coaches from each team. The Final Four activities are not included in this count.

#### **88.9. Official Accounts and Platforms**

The Company will help and facilitate the entire process to achieve verified status of the accounts from clubs and players. 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.

The digital manager of the club will provide the Company with a full list of the club's and players' accounts for each social media platform. In case of any changes during the season, the club will inform the Company by email attaching the new updated list.

#### **88.10. Social Media Guidelines**

It is compulsory to follow the Social Media Guidelines that the Company will provide to the clubs. It is the responsibility of the clubs to hand the Social Media Guidelines to the players, as well as informing and instructing them in relation to their use.



## CHAPTER XI

### Audiovisual Regulations

**Article 89.** For the purpose of these Regulations, and specifically for the provisions of this chapter, the applicable definitions of terms are the following:

- a) “International feed production company” (hereinafter “IFPC”): any company in charge of the TV production of the EuroLeague games or any other events organised by EP, being either an external production company hired by EP or any host broadcaster or rights holder.
- b) “Rights holder”: any broadcaster or agency that has acquired the audiovisual rights of the EuroLeague.
- c) “Home team rights holder”: any rights holder that has acquired the audiovisual rights from the home team’s territory.
- d) “Visiting team rights holder”: any rights holder that has acquired the audiovisual rights from the visiting team’s territory.
- e) “Rights holders of the two participating teams”: those rights holders that have acquired the audiovisual rights of the two teams participating in a game.

**Article 90. TV**

#### **90.1. Audiovisual Rights and Footage**

**90.1.1.** At the beginning of each season, EP will determine the rights holders.

The Company will authorise the personnel of the various rights holders to access the arenas and shoot the games live and/or record any type of footage in accordance with the terms and conditions established by the Company.

**90.1.2.** EP may at its own discretion authorise access and the recording of footage to the non-rights holders that have previously requested it, under the terms and conditions agreed with EP after consultation with the clubs.

**90.1.3.** Additionally, the clubs may request the Company's authorisation for other non-rights holders to access the arenas and record any type of footage under the terms and conditions agreed with EP.

**90.1.4.** All media associated directly with the clubs will be considered as non-rights holders, and may request the Company's authorisation to access the arenas and shoot any type of footage, under the terms and conditions agreed with EP.

Notwithstanding the above, during the season the Company will distribute the weekly highlights, which will last 90 seconds, free of charge and through FTP, to all those media owned directly by the clubs that formally request this service, for use only by those media.

Additionally, the clubs may request the weekly highlights, free of charge, for promotional purposes.

**90.1.5.** In no case will the clubs be allowed to broadcast or stream any live footage of the game within the period comprised between the 15 minutes before tip-off and the 10 minutes immediately after the end of the game.

## **90.2. Club Duties in Relation to Game Broadcasting**

**90.2.1.** Only the IFPC's cameras and those of the rights holders of the two participating teams will be permitted to shoot the time-outs and intervals between quarters with audio and video during games. No other cameras will be permitted in the team bench area, except when authorised by the Company.

**90.2.2.** All camera positions will have a clean unobstructed image directly to the playing court. The master camera and the close-up camera will be placed on the side of the court opposite the team benches, on an elevated platform so that the view is not obstructed when spectators stand, centred exactly at the centre line. This platform must have enough space for up to five video cameras. In the event that the arena does not provide an acceptable location for these cameras, it is the responsibility of the club to provide a platform and the optimum location for these cameras for the integrity of the TV product.

**90.2.3.** The clubs will fully cooperate in helping the IFPC place TV cameras included in its camera plan (see Graphic 12a) inside the arena [including but not limited to the reverse angle camera, other possible cameras in the main platform, the pole cam, the crane cam, the team benches' cams, the super slow motion cameras next to the playing court and the mini cams attached to the basket support structures (see Graphic 12b)]. The clubs will always help find the best location available for both the required and optional cameras that the IFPC

may opt to use (see Graphic 12a and Graphic 12b). These cameras will not obstruct the spectators' view of the playing court and will be placed in compliance with the relevant safety and security measures.

- 90.2.4.** Of all possible commentary positions for home team and visiting team rights holders installed in each venue, at least four positions (with a total of eight seats) will be provided at the lowest level of the seating area behind the courtside seats, with good visibility of the playing court, located at the sideline on the opposite side of the team benches and perpendicular to the centre line. In the case that this area is not available, the Company will authorise providing the commentary positions at the endline or at the corners. In this case, the commentary positions will be located in a slightly elevated seating area behind the courtside seats.
- 90.2.5.** All commentary positions must be equipped with a dedicated high bandwidth internet connection (DSL or cable) with download and upload speeds of at least 10Mbps, with one Ethernet cable for every two seats.
- 90.2.6.** The clubs will be responsible for providing a telephone operator and an appropriate service to set up a commentary position including ISDN lines inside the arena, at their expense.
- 90.2.7.** The Company will provide a unified and standard protocol to synchronise the game clock and the shot clock with the TV graphics. All clubs must be responsible for guaranteeing that their timer makes the necessary changes and arrangements to follow the mentioned standard protocol.
- 90.2.8.** The clubs must provide the Company and EP with two quiet rooms inside the arena with an adequate and minimum space to hold meetings and interviews the day before the game and the game day.

### **90.3. Club Obligations in Relation to Editorial Contents**

- 90.3.1** The footage shot inside the arena on the occasion of all EuroLeague games will be the following:

#### Day before the Game:

- a) Players' self-presentation or similar team's introduction of all registered players wearing the official main playing uniform of their respective team.
- b) Special interviews to three club members (including players and coaches) per team regarding their professional career and the EuroLeague games. Any extra interview for the Game of the

Week will not affect the usual game interview routine of the season.

- c) EuroLeague branded interviews and/or special messages with two players per team, to promote the competition, its events, its clubs and its players, as well as the social action programmes conducted by the Company.
- d) Footage of the team practices will be shot.

The Company will designate the players and coaches to be interviewed and will decide on the appropriate location for the recording.

The Company will elaborate, in coordination with the clubs, a detailed schedule of the activities that will be held the day before the game, taking into account the team practice times, all official media services, and the usual routine of the teams.

If any of the scheduled activities cannot be shot for a reason attributable to the club, it will be rescheduled for the day of the game.

#### Game Day:

- a) The teams' arrival at the arena and the first three minutes of the teams in the locker rooms will be shot in accordance with what is set forth in the last paragraph of Article 79.3.
- b) The IFPC may shoot the following head coaches' speeches in the locker rooms:
  - Three minutes during pre-game time.
  - One minute during post-game time.

The footage will not be broadcast live but may be included in the broadcast of each game.

- c) Time-outs: The IFPC will be able to record audio and video from all time-outs during the game, when so decided by the IFPC, and to air it live. Team members must not intentionally block the view of the cameras.

Every head coach will hold a wild-card available in every game that can be used to prevent one time-out in every game from being recorded and/or aired live. If desired, the head coach or the team manager will need to warn the Euroleague Basketball delegate that one given time-out cannot be recorded/aired. Once the wild-card has been used, the head coach will not be able to prevent any other time-out from being recorded/aired.

## C H A P T E R X I I

### Game of the Week

#### **Article 91. Game of the Week**

##### **91.1. General Rules**

The Game of the Week consists of a weekly EuroLeague game with special dedicated features and TV production.

The clubs hosting a Game of the Week at their arenas will designate a person responsible for the Game of the Week to assist the travelling staff appointed by the Company in the organisation of the Game of the Week necessities, including all related marketing, audiovisual and communication initiatives. This person will be able to communicate fluently in English.

A club will host a Game of the Week a maximum of four times per season, unless its game is the only one to be played in the fourth and/or fifth game of the Playoffs, or when the home team of all other games to be played that round has also hosted the Game of the Week three times.

For any other issues not covered in this chapter, the regulations governing all games will be abided by.

##### **91.2. Announcement of the Game of the Week**

**91.2.1.** The Company will inform the clubs as to the game selected as Game of the Week within the following deadlines:

##### Regular Season:

- Round 1 - Round 5: 15 days prior to the start of the competition.
- Round 6 - Round 9: 10 days prior to Round 6.
- Round 9 - Round 12: 10 days prior to Round 9.
- Round 13 - Round 16: 10 days prior to Round 13.
- Round 17 - Round 20: 7 days prior to Round 17.
- Round 21 - Round 24: 7 days prior to Round 21.

- Round 25 - Round 28: 7 days prior to Round 25.
- Round 29: 7 days prior to Round 29.
- Round 30: 7 days prior to Round 30.

Playoffs:

- Round 1 and Round 2: The day after the last Regular Season game at 21:00 (CET).
- Round 3: 24 hours following Round 1.
- Round 4: 24 hours following Round 3.
- Round 5: 24 hours following Round 4.

**91.2.2.** Exceptionally the Euroleague Basketball CEO may change a Game of the Week previously selected and designate a new one.

**91.3. Marketing Regulations**

**91.3.1.** During the games designated as Game of the Week, the clubs must make the entire time available on the electronic advertising system mentioned in Article 64.8.3 j) and Article 64.8.4 d) to EP, for the EuroLeague partners. EP will make available 12 minutes of exposure on the electronic advertising system around the playing court area, as well as 18 minutes of exposure on the electronic advertising system of the basket arm LED boards for the home club's partners. With regard to the electronic fascia boards and screens, there are no modifications in relation to any other game of the competition, and therefore Article 64.8.4 j) will apply.

The 12 minutes of advertising on the electronic advertising system around the court will be divided into two partnership packages that the club may sell to its own partners, with a maximum of two brands, respecting the exclusivity granted to the EuroLeague partners. As a consequence, the advertising available for the clubs' partners will be the following:

For the Home Club:

- 12 minutes of exposure on the electronic advertising system around the playing court area (six minutes per package per brand).

- 18 minutes of exposure on the electronic advertising system of the basket arm LED boards (only one club brand).
- One brand inserted into the TV graphics of the team and the Starting Five.

For the Visiting Club:

- One brand inserted into the TV graphics of the team and the Starting Five.

**91.3.2.** The Company will send the playlist and files to be displayed on each of the electronic advertising platforms no later than 48 hours prior to the game.

**91.3.3.** The home club will inform the Company regarding the two brands to be included in the playlist of the electronic advertising system around the playing court and the brand to be included in the playlist of the basket arm LED boards no later than 48 hours prior to the game.

**91.3.4.** The home and visiting club will provide the Company with the logo to be inserted into the TV graphics and the “Player of the Game” backdrop no later than one week prior to the game, or immediately after the designation of the Game of the Week when it has been announced less than one week in advance.

**91.3.5.** An electronic advertising system test will be conducted by a Company staff member the day before the game, to make sure that the playlist to appear in the game is correctly displayed. For this test, the electronic advertising boards need to be positioned as in the game.

**91.3.6.** Under no circumstances advertising other than that expressly authorised by EP will be permitted within the coverage of the main TV cameras.

**91.3.7.** As in all other EuroLeague games, the home clubs may display their local partners on advertising platforms outside the playing court area along the sideline opposite the TV cameras coverage.

**91.4. Game of the Week Activities**

**91.4.1.** The footage shot inside the arena on the occasion of the Game of the Week will be the same as in any other game of the EuroLeague as follows:

Day before the Game:

- a) Players' self-presentation or similar team's introduction of all registered players wearing the official main playing uniform of their respective team.
- b) Special interviews to three club members (including players and coaches) per team regarding their professional career and the Game of the Week. Any extra interview for the Game of the Week will not affect the usual game interview routine of the season.
- c) EuroLeague branded interviews and/or special messages with two players per team, to promote the competition, its events, its clubs and its players, as well as the social action programmes conducted by the Company.
- d) Footage of the team practices will be shot.

The Company will designate the players and coaches to be interviewed and will decide on the appropriate location for the recording.

The Company will elaborate, in coordination with the clubs, a detailed schedule of the activities that will be held the day before the game, taking into account the team practice times, all official media services, and the usual routine of the teams.

If any of the scheduled activities cannot be shot for a reason attributable to the club, it will be rescheduled for the day of the game.

Game Day:

- a) The teams' arrival at the arena and the first three minutes of the teams in the locker rooms will be shot in accordance with what is set forth in the last paragraph of Article 79.3.
- b) The IFPC may shoot the following head coaches' speeches in the locker rooms:
  - Three minutes during pre-game time.
  - One minute during post-game time.
- c) The footage will not be broadcast live but may be included in the broadcast of the game.
- d) The time-outs may be broadcast live.



**91.4.2.** On-Court Promotions during the Game:

The Company will inform the home club, at least one week in advance, regarding the on-court promotions or other activities that will be conducted on behalf of EuroLeague partners or linked to the competition or any EuroLeague social action programme. When the Game of the Week has been announced less than one week in advance, this deadline will be 24 hours after the announcement.

In the event that the home club wishes to organise an on-court promotion (even if it is prior to the game), it will inform the Company well in advance so that the promotion can be included in the Game of the Week activity schedule.

**91.4.3.** The team presentation will be conducted in accordance with the Company's instructions.

**91.5. Other Needs and Logistic Requirements**

**91.5.1.** The home club will cooperate with the Company in contacting former players and coaches, as well as other public personalities, for their participation in the audiovisual material for the Game of the Week.

**91.5.2.** Adequate power and dedicated high bandwidth internet connection with download and upload speeds of at least 10Mbps will be provided to these seats. One of the positions will be as close as possible to the Instant Replay position, which will be occupied by the Company staff member (Game of the Week coordinator) designated to administer the TV time-outs as well as supervise and synchronise the special TV production with the different on-court activities during TV time-outs.

**91.5.3.** The home and visiting club will provide the EuroLeague floor manager with the rosters of the game after the morning practice.

In addition, the clubs will provide the list of the Starting Five players 15 minutes before the tip-off time of the game to the EuroLeague floor manager.

**91.5.4.** At the Company's request, the home club will reserve and fit out a room in the arena, adequately lightened and sound isolated, to shoot footage of some of the interviews. The Company will inform the club regarding the room decoration requirements.

**91.5.5.** The home club must cooperate with the IFPC to place any additional cameras that may be required by the Company's camera plan for the game (including but not limited to the referees' cams, spider cam, rail cam, extra slash camera and second bench camera) near the playing

court area, opposite the team benches, and as nearest as possible to the TV compound.

## C H A P T E R X I I I

### Other Obligations of the Clubs

#### **Article 92. Internal Organisation**

The clubs must have an organisational structure that in addition to the team area includes the following distinct positions, held by different individuals in a full-time capacity:

- General Manager
- Chief Business Officer
- Marketing Director
- Sports Director
- Finance Director
- Media Director
- Ticket Sales Director
- Security Manager
- Digital Manager

The clubs will inform the Company regarding the name of the person occupying each position when registering the club in the competition, and will notify the Company of any change in the management positions during the season within two days of the change taking place.

#### **Article 93. Practices and Other Games**

- 93.1.** 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. The visiting team locker room

must be available for all practices. A member of the home club staff will be present at the arena during visiting team practices.

**93.2.** 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. A member of the home club staff will be present at the arena during visiting team practices.

**93.3.** 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 IFPC 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 IFPC and the visiting team rights holders, when applicable, to gain access to their commentary positions no later than two hours prior to each game.

**93.4.** Under no circumstances will other games, practices or activities take place on the same playing court the day of the game.

#### **Article 94. 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 95. Medical Assistance for Visiting Team and Referees**

The home club will provide medical assistance to the visiting team and referees when requested.

The home club will provide the visiting team with access to its practice, rehabilitation and recovery facilities free of charge.

#### **Article 96. Visiting Team Liaison**

The home club must provide a fluent English and local language speaking liaison for the visiting team in the airport, hotel and arena.

#### **Article 97. Recording of the Game**

**97.1.** The home club must provide five USB Flash Drive (MP4 format) copies with a recording of the TV broadcast of the full game immediately after the end of the game: one to the visiting team, one to each of the referees and one to the referee coach. In the case of the DVD copies, they must not be copy protected.

**97.2.** The home club will allow the visiting club to use a camera if the visiting club wishes to record the game.

#### **Article 98. Public Address System and Acoustic Elements**

**98.1.** The public address system inside the arena may be used to inform the spectators of incidents arising during the game on the playing court and in emergency situations. In no case may it be used as a means to negatively alter the emotional state of the spectators or directly or indirectly incite violence, which means that aggressive, disrespectful, offensive or any other negative messages are not allowed.

**98.2.** Its use is only authorised when the game clock is stopped and under the following conditions:

**98.2.1.** The speaker must notify fans, anytime a multiple foul situation occurs, of what was called on the court by the referees through the public address system.

- 98.2.2.** After every home team's basket scored, the speaker and the DJ will together have a total of five seconds to celebrate it and play music respectively.
- 98.2.3.** The speaker may use the public address system anytime the game clock is stopped, except for during free throws, in order to positively encourage the spectators.
- 98.2.4.** The public address system may also be used for promotional actions during time-outs, intervals of play between quarters and half-time.
- 98.3.** Without prejudice to what is established in Article 98.1, during the games music may only be played through the public address system in time-outs, intervals of play between quarters 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 or musical instruments within 5m from the team benches and scorer's table is not authorised.
- 98.4.** 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 99. 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.

It is prohibited to organise any activity to distract players during a game, including but not limited to during free throws.

**Article 100. 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.

The abbreviated name of the team as approved by the Company will be used in the score graphics on the TV broadcast; the entire name of the title or naming or presenting partner may be added only in the case that it fits in the maximum number of characters available.

**Article 101. Entry Visa Application**

**101.1.** 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.

**101.2.** 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 club has applied.

**Article 102. Duty of the Clubs to Provide Information**

**102.1.** 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 Monday before the trip at the latest.

**102.2.** The home club will send to the Company's Communication Department the schedule of both teams' practices, the 15-minute practice access for media and the pre-game press conference.

**102.3.** 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 84.

**102.4.** 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.

**102.5. Ticketing and Attendance**

**102.5.1.** 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 content (in English) of the agreements between the club and the owner and/or managing company of the arena for the use of the arena in the event that the arena is not owned by the club.
  - The ticketing provider of the club.
  - A copy of the agreement between the club and the ticketing provider.
  - URL of the ticket sales website.

**102.5.2.** All clubs must provide the Company with an accurate completion of the Euroleague Basketball Attendance Reporting Form for all EuroLeague home games, in accordance with the specific directives and procedures that the Company will establish (Appendix V 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 V. 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 EuroLeague game or any date and time specifically indicated by the Company.
- c) All clubs must have ticket inventory management software based on criteria provided by the Company.
- d) The Company may audit the club's books and records to determine the accuracy of these reports.



**102.5.3.** All clubs must provide the Company with an accurate completion of the EuroLeague Ticket Sales Revenue Report before the start of each phase of the EuroLeague and at the end of the season, in accordance with the specific guidelines and procedures that the Company will establish (Appendix VI includes the template that the club must use in order to complete the revenue information).

- a) The first report must be completed and sent to the Company five days prior to Round 1 of the Regular Season.
- b) A second report must be completed and sent to the Company within one week after the club's seventh home game of the season.
- c) A final report must be completed and sent within the week following the Final Four.
- d) All figures will be in euros and the exchange rate used will be indicated.

**102.6.** All clubs must provide the Euroleague Basketball office with 10 copies of all media, marketing and business materials that are utilised in the course of their business.

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

**102.8.** 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 103. Fan Data and EuroLeague Data and Intelligence Engine (EDIE)**

**103.1.** On specific request, the clubs will be required to cooperate with the Company to enter their fan databases, including personal and contactable data, into the EuroLeague Data and Intelligence Engine (EDIE).

**103.2.** The clubs must ensure that they have obtained the relevant consent to transfer the personal data from their fan database to Euroleague Ventures S.A. to be used with the same purpose of Euroleague Ventures S.A., which is to inform fans about products, services, news, raffles, sweepstakes and contests of all types and events of Euroleague Basketball and its partners and receive commercial communications from Euroleague Basketball and the EuroLeague partners.

**103.3.** In addition, on specific request, the clubs will be required to cooperate with the Company to implement tracking tags on club-owned online platforms and share behavioural data of fans with the Company and/or EP.

**Article 104. Business Operations and Club Services**

**104.1.** The licensed clubs are required to present a three-year Strategic Business Plan, beginning with the 2019–20 season, no later than 10 December 2018, precisely describing the actions that their club will implement, together with a detailed associated pro-forma (line-item revenues, line-item expenses and line-item profit projections), with the objective of generating revenue growth, decreasing shareholder and/or public subsidy and, ultimately, achieving profitability.

- a) The Strategic Business Plan will be updated and submitted annually, no later than 10 December, throughout the term of the club's licence.
- b) The Strategic Business Plan will address all revenue generation areas, including but not limited to season tickets (general public and premium seating), group tickets, mini-plans or partial season tickets (general public and premium seating), single-game tickets, apparel, shirt partnership, digital partnerships, other partnerships, database monetisation, social media monetisation, activations (such as consumer promotions, sweepstakes, contests, in-arena displays, etc.) communications, branding, food and beverage and merchandising.
- c) The Strategic Business Plan will be submitted to the Company for review by the stated deadline, and individual follow-up meetings or video conferences will be held starting in January 2019 for the EuroLeague Business Operations and Club Services Department (hereinafter "BOCS") to provide specific recommendations.

**104.2.** All clubs must provide the Company with commercial information for the purposes of analysis and business metrics throughout the season.

- a) This information will be requested through a Company operated and designed online platform where specific deadlines for providing certain information will be stated and are to be respected. This information will include but will not be limited to:
  - Ticket and Premium Seating Sales
  - Partnership
  - Licensing / Intellectual Property
  - Customer Data and CRM
  - Media and Digital
  - Organisational Structure
- b) The non-fulfilment of the obligation to share the requested information may lead to disciplinary actions carried out by the Company.
- c) The Company may appoint a third party to carry out auditing processes should the information provided not be considered reliable.

## **Article 105. Video Screens**

**105.1.** 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. When game replays are shown on the video screens, the treatment of the content must be balanced. Game replays 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.

If necessary, the club will block any footage on the screen not abiding by what is stated above.

**105.2.** 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.

**105.3.** Where possible, anytime the referees are performing a review through the IRS, the unaltered footage coming directly from the IRS monitor will be shown on the arena video screen(s) for spectators. No other replays coming from any other source including the

international feed and in-house cameras may be displayed prior to, during, or immediately after the referees' review.

## **Article 106. Unified Scorers**

- 106.1.** Each club will register the unified scorers crew chief through the Euroleague basketball registration platform, and a maximum of 12 additional unified scorers that will work at EuroLeague games during the entire season by sending their contact information to the Company no later than 31 August, specifying which role(s) they will perform. It is an obligation to register two IRS operators. The list of six unified scorers nominated for each game must be notified through the Euroleague Basketball registration platform 24 hours before the start of each game.
- 106.2.** 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 clubs 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.
- 106.3.** The unified scorers will hold a pre-game meeting with the referees in the referees or unified scorers locker room, led by the crew chief.
- 106.4.** The unified scorers crew will consist of the data entry scorer, timer, shot clock operator, caller/backup 1, caller/backup 2 and IRS operator. The registered data entry scorer and callers/backups will pass an online statistics criteria test prior to the start of the competition.
- 106.5.** The unified scorers crew chief, the primary data entry scorer, primary caller/backup 1, primary caller/backup 2 and both IRS operators will attend the Pre-Season Unified Scorers Meeting, if called by the Company.
- 106.6.** The unified scorers will have to strictly follow the Unified Scorers Manual for Euroleague Basketball Competitions 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.
- 106.7.** The clubs will distribute the statistics to the media immediately following the end of each quarter of the game and overtimes if any.
- 106.8.** 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.

**106.9.** The use of headphones is not allowed for the unified scorers.

**Article 107. Digital Scoresheet and Technical Equipment**

The scoresheet will be prepared and completed electronically. A digital scoresheet software will be provided by the Company and used by the officiating crew in all games. The clubs will provide the hardware and other equipment as specified in Article 40.

**Article 108. Company Equipment Maintenance**

**108.1.** 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.

**108.2.** Should a club lose the right to participate in the EuroLeague 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.

**108.3.** If a club does not return the equipment or returns it damaged, it will be responsible for the relevant cost.

**Article 109. Other Events or Games**

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.

**Article 110. Meetings**

It is compulsory that the club members attend the meetings and any other events to which they are called to attend.

The team captain and an alternate representative senior player will be appointed by the club, with the players accepting the appointment in writing. These two players will be the Company liaison with regard to player communications.

## **Article 111. Club Agreements**

**111.1.** All major contracts signed by the clubs with third parties must include an express clause stating the following:

“This agreement respects and may not be contrary to the EuroLeague Bylaws, and all other rules, regulations and resolutions thereof, as they presently exist or as they may be amended or modified from time to time.”

**111.2.** All Players and Coaches Agreements must include certain clauses that express the following:

- a) Assignment of the right to use the player’s likeness (photograph, caricature, etc), name, number or any combination thereof to the club and to EP, for any and all commercial and promotional purposes, other than to imply any direct endorsement by the player of a product or service (other than the EuroLeague and its partners).
- b) The players and coaches must annually make a minimum of four individual or group appearances on behalf of the Company and four appearances on behalf of the club.

**111.3.** The Company may require the club to present its contracts in force.

## CHAPTER XIV

### Referees

#### **Article 112. Referees**

The rules and procedures that will be applicable to all the referees that participate in the EuroLeague will be those established in the Euroleague Basketball Referees Regulations.

**Article 113.** The Company will inform the home club if a referee coach has been nominated for a game. The club will provide them with an accreditation to access the referees locker room as well as a seat in the media in-arena seating area.

## CHAPTER XV

### Euroleague Basketball Representation

#### **Article 114. 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 games. This accreditation will allow admittance to all areas of the arenas.

#### **Article 115. Representatives**

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

#### **Article 116. Euroleague Basketball Delegate**

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



## CHAPTER XVI

### Arena Access

#### **Article 117. Prohibitions**

- 117.1.** 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.
- 117.2.** 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.
- 117.3.** It is forbidden to smoke inside the arena. The home club must take the necessary steps to ensure that this rule is abided by.
- 117.4.** The prohibitions above must be printed on the tickets and posted in the ticket offices and at arena access points (doors, gates, etc).
- 117.5.** 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.
- 117.6.** It is forbidden to allow access to the arena to sports betting data personnel providing a live or delayed sports betting data service for a third party, except for those designated by the Company.

## CHAPTER XVII

### Doping Control

#### **Article 118. General Rules**

All players registered in the EuroLeague 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 119. Applicable Rules**

**119.1.** 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.

The home club must provide three chaperones for each game to assist the doping control officer. Chaperones must be able to communicate fluently in English.

**119.2.** 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.

## C H A P T E R X V I I I

### Financial Regulations

#### **Article 120. Responsibilities of the Clubs**

- 120.1.** Each club will be responsible for its own travelling and accommodation expenses derived from its participation in the EuroLeague.
- 120.2.** The home club will receive all the revenues generated on the occasion of EuroLeague games in its arena, except those revenues whose management falls upon EP and/or the Company according to the resolutions of the General Assembly.
- 120.3.** 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. The Company recommends a minimum fee of 100 euros per game and individual.
- 120.4.** The referees and Euroleague Basketball delegates fees and expenses derived from travelling and accommodation will be paid by the clubs according to the criteria established by the General Assembly.

#### **Article 121. Audiovisual and Marketing Rights**

The commercial exploitation of the audiovisual and marketing rights of the games and tournaments organised by EP and/or the Company are the responsibility of EP. The conditions under which this commercialisation will take place must be those approved by the General Assembly.

#### **Article 122. Financial Stability and Fair Play Regulations**

All clubs must meet the Financial Stability and Fair Play Regulations (Appendix I to the EuroLeague Club Licensing Rules) and submit to the Company all the documentation required therein, in accordance with the stipulations and deadlines specified.

## C H A P T E R X I X

### Communications

#### **Article 123. 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 124. Original Documents**

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

#### **Article 125. Language**

The official language of the EuroLeague 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.

## C H A P T E R X X

### Key Dates

#### **Article 126. Key Dates**

The following list summarises main deadlines included throughout the Bylaws with regard to the administration of the EuroLeague:

Within May	Clubs submit the documents for their registration
1 July	Season begins
10 July	Clubs propose three possible Media Day dates to Company
15 July	Company provides the proposal of the EuroLeague merchandise collection to clubs
30 July	Clubs provide feedback on the proposal of the EuroLeague merchandise collections
31 July	Clubs provide colour-coded seating map to Company Clubs provide the contract with the owner/management of the arena Clubs provide the contract with the ticketing provider Company confirms Media Day date to clubs
31 August	Unified scorers registered Clubs provide all playing shirt and short samples to Company Clubs provide their official merchandise designs to Company Clubs provide digital design of the playing court Clubs provide access map for guests Clubs provide report on their non-branded and branded merchandise Clubs inform about the size of the web banners Company's approval of the official EuroLeague merchandise collection
10 September	Clubs provide branding proposal for team locker rooms and teams' arrival area
15 September	Clubs submit documents for the Team Registration: Minimum 10 players registered Registration of coaches, team followers and arena coordinator Clubs provide web banner technical specifications to Company Clubs provide list of partners to Company Playing uniforms produced

20 days before the start of the competition: Clubs provide safety and security plan

10 days before the start of the competition: Clubs inform about the position of the EuroLeague floor manager

30 September Clubs submit the backboard support padding design  
50 official playing shirts sent to the EuroLeague online store

1 October Clubs provide five photos of press conference room to Company

4 October Minimum 13 players and all team members registered  
Maximum list of 20 players per season starts counting

15 October EuroLeague official merchandise goes on sale

10 December Licensed clubs submit the strategic business plan

22 December Players registered in the EuroLeague become eligible to register for another club

2 January Players registered in the EuroLeague wishing to register for another club deadline

27 February New player registration deadline

15 March Clubs provide list of partners to Company

30 June Company provides clubs with report of official playing shirts sold  
Clubs provide list of players under contract for following season to Company  
End of season

In case of discrepancy in some dates, the deadlines established in the previous chapters will prevail.

## ADDITIONAL PROVISIONS

### **FIRST ADDITIONAL PROVISION**

#### **Technical Rules Clarification**

1. The timer will perform the manual duties that are contained within the Official Basketball Rules, as listed in the Unified Scorers Manual for the Euroleague Basketball Competitions (Appendix III).

2. In the fourth quarter or overtimes 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.

3. All points scored in overtime(s) will not be counted in the standings nor for any tie-break situation.

4. The head coaches will provide the list of the Starting Five players to the data entry scorer no later than 15 minutes before the tip-off time of the game.

5. Only the head coach may sign the official scoresheet of a game in protest.

### **SECOND ADDITIONAL PROVISION**

#### **Playing Uniforms, Apparel and Advertising**

*The application of this additional provision will be conditional upon reaching an agreement with one or more suppliers that includes supplying team playing uniforms and/or any apparel to the majority of the clubs, an agreement that will be subject to the approval of the clubs in accordance with the Bylaws.*

#### **Article 64.2.**

- Front of the shirt: modification of Article 64.2.1. c)

c) The advertising space (a maximum of one commercial brand - other than the playing uniform manufacturer, whether included or not in the name of the team - on a maximum of two lines) will be a maximum size of 16cm in height and 30cm in width.

- Shorts: modification of Article 64.2.3

Any advertising on the shorts other than that of the playing uniform manufacturer may not be allowed.

- Socks: modification of Article 64.2.5

-Players will wear the provided socks on the occasion of the EuroLeague games.

-Any advertising on the socks other than that of the manufacturer may not be allowed.

### **THIRD ADDITIONAL PROVISION** **Equipment**

The Company may reach an agreement with any supplier for the provision of basketball equipment on a EuroLeague-wide level, subject to the approval of the clubs in accordance with the Bylaws. In this case, the clubs will use the supplied equipment.

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

1. The General Assembly may establish those exhibition, preparation or friendly games in which the participation of EuroLeague 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 EuroLeague 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 clubs receiving any proposal from non-European organisations 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 above 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, partnership (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 EP and this third party.

### **TRANSITORY PROVISION**

#### **Arena Capacity**

In compliance with what is established in the EuroLeague Club Licensing Rules, starting with the 2012-13 season the clubs must have use of an arena with a minimum capacity of 10,000 seated spectators, with all necessary technical elements duly approved, in order for them to maintain their licence or become a licensed club. Notwithstanding the above, the Euroleague Basketball CEO is empowered by the General Assembly to approve a temporary waiver of this requirement for those clubs that have previously provided credible evidence that they are in the process to move to an arena with the required minimum capacity within a reasonable construction cycle. This temporary waiver may also be approved in the event that it is considered that the use of an alternative arena may entail higher economic expectations for the club in terms of securing additional business resources.

### **FINAL PROVISION**

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

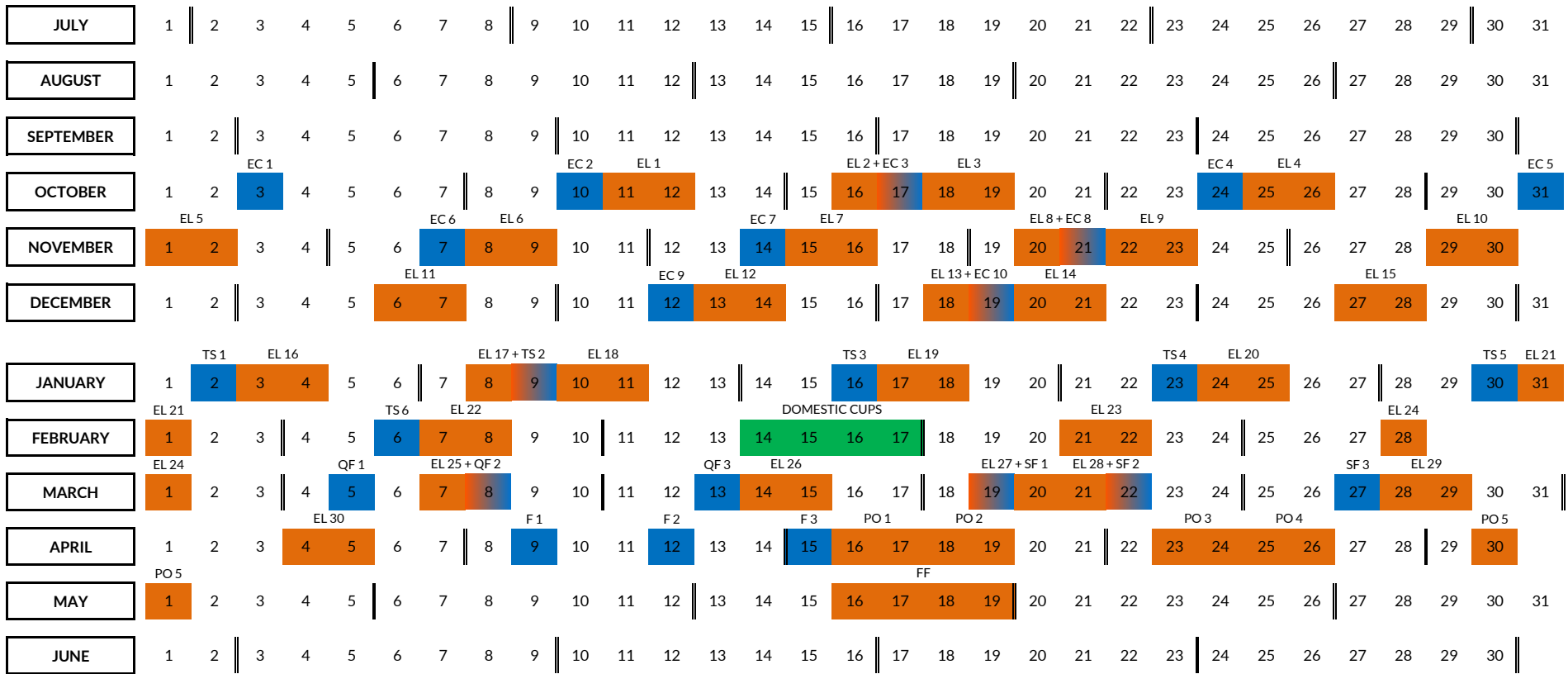


# **APPENDIX I**

## **2018-19 CALENDAR**



### 2018-19 EB CALENDAR



EUROLEAGUE  
 EUROCUP  
 DOMESTIC CUPS

EL: 29 WEEKS  
 RS: 25 Weeks (5 Double Weeks)  
 PO: 3 Weeks  
 FF: 1 Week  
 EC: 22 WEEKS  
 RS: 10 Weeks  
 TS: 6 Weeks  
 QF: 2 Weeks  
 SF: 2 Weeks  
 F: 2 Weeks



## **APPENDIX II**

# **APPENDIX TO THE CONTRACT BETWEEN THE CLUB AND THE PLAYER/COACH**





## APPENDIX II

**APPENDIX TO THE CONTRACT BETWEEN THE CLUB AND THE  
PLAYER/COACH REQUIRED FOR PARTICIPATING IN  
EUROLEAGUE BASKETBALL COMPETITIONS**

1. This document is an Appendix to the employment contract ("Contract") as player/coach between the club \_\_\_\_\_ ("Club") and \_\_\_\_\_ ("Individual") and their signature is required for participating in the EuroLeague and EuroCup competitions ("Euroleague Basketball Competitions"), administered and organised by Euroleague Properties S.A. or the company that it may appoint (hereinafter the "Company").
2. The Individual accepts to play/coach basketball for the Club during the term of the Contract in accordance with the Bylaws of the Euroleague Basketball Competitions, as amended from time to time, which the Individual declares to know and accept. In particular, the Individual agrees to the following:
  - a) Participate in official and/or exhibition games, events and/or promotional activities organised or conducted by the Company.
  - b) Be available for a minimum of six individual or group appearances per season (besides any request made by the Company during the Final Four) on behalf of the Company for the purposes of promoting CSR programmes, commercial activities, partnerships and media relations of the Euroleague Basketball Competitions or for such other purposes as the Company may determine at their reasonable discretion.
  - c) Make themselves available for interviews by media representatives conducted at reasonable times and on the occasion of sports events (including within locker rooms immediately after the end of the event) or of other happenings scheduled by the Company, unless serious reasons prevent them from doing it.
  - d) Comply with all the Rules and Regulations of the Euroleague Basketball Competitions, including anti-doping regulations and the Disciplinary Code, and in particular those related to match-fixing.
  - e) Allow the Company and/or its respective partners to take pictures and audio and video footage of them, during games or practices, including warm-up periods and going to and from the locker room to the playing court, or posing, as necessary, alone or together with others, for still photographs, motion pictures, internet, video games (including footage, avatars and sprites), TV or any other form of media whether presently known or unknown, at such times as the Company may designate in connection with the Euroleague Basketball Competitions. These pictures and audio and video footage may be used in any manner desired by either the Company or its respective partners only for commercial, advertising and promotional purposes. The rights in these pictures and audio and video footage will belong to the Company as their interests may appear.

Individual: \_\_\_\_\_

Club: \_\_\_\_\_

- f) Transfer the rights for their name, nickname, initials, signature, number, image, likeness (photograph, caricature, etc), voice, personal or biographical data or any combination, reproduction or simulation thereof) to the Club and the Company and grant them the possibility of transferring these rights to third parties, for commercial, advertising and promotional purposes other than to imply a direct endorsement by the Individual of a product or service (other than the Euroleague Basketball Competitions and/or their official partners).
3. The Individual expressly guarantees and acknowledges that all the above rights granted under Art. 2 are assigned without further compensation to that established in the Contract.
4. The Individual warrants and undertakes to the Club, for the benefit of the Club and the Euroleague Basketball Competitions, and their partners and affiliates, that (1) this Appendix does not conflict with and does not and will not constitute a breach of any other contract, agreement or undertaking to which the Individual is or may become a party and that the Individual will not enter into any contract, agreement or undertaking that conflicts with, is inconsistent with or damages the provisions or purposes of this Appendix or constitutes a breach thereof, and (2) the Individual is not aware of any matter that will or may cause them to be unable to comply with any of their obligations in this Appendix in a proper and timely manner.

Place and date: \_\_\_\_\_

Individual: \_\_\_\_\_

Club: \_\_\_\_\_

## **APPENDIX III**

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



## **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 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 Unified Scorers Platform.
- 2.3. Unified scorers crew chiefs will also be responsible for selecting and announcing the unified scorers before each game through the Euroleague Basketball registration platform. The unified scorers crew chief will announce the unified scorers, the tasks that will be carried out by each of them and their contact details for that game (mobile phone number, email address and Skype username).
- 2.4. 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.
- 2.5. 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 plus the primary data entry scorer, primary caller/backup 1 and primary caller/ backup 2 of each club will be invited to attend the Pre-Season Unified Scorers Meeting at a place and time to be fixed by the Company. For the EuroLeague competition only, the Instant Replay System operators will also be invited. 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. **Unified Scorers Platform**

5.1. The 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://ebinstitute.euroleague.net/>

5.2. All official communications will be posted on the 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. A backup laptop must be powered on at the scorer's table at all times.

**7. Software Requirements**

The software to be used will be provided by the Company’s IT Department and available on the Unified Scorers Platform. It must be downloaded by each unified scorers crew chief, who will follow the guidelines established in the installation manuals. The clubs must have the Euroleague Basketball digital scoresheet software downloaded and up to date on both laptops, primary and backup. The Company’s IT 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 Unified Scorers Platform.

**8. Other Equipment Requirements**

**8.1.** The backup scoreboard console must be positioned in front of the timer to be plugged in and used if necessary.

**8.2.** A telephone with international dialling functionality will be placed at the scorer’s table and must be used by the caller/backup 2 to contact the Company’s IT Department immediately for any incident.

**9. Pre-Game Procedures**

The clubs must open the Euroleague Basketball digital scoresheet software 24 hours prior to every home game to check that it is running properly.

**Game Clock      Event**

**-90:00** The timer, shot clock operator, and data entry scorer verify that the electronic equipment is working correctly, and the timer starts the game clock countdown. The caller/backup 2 logs in to Skype and contacts the Company’s IT Department. All hardware and software must be verified as working correctly. Communication lines must be tested, including the dedicated cabled internet connection. The scoresheet and scoreboard are configured for the game. The Instant Replay System will be tested by the crew chief/umpire 1/umpire 2. For the EuroLeague competition only, the IRS operator will join the test, informing the IRS support company by Skype regarding any incidents that may have occurred during the test. The caller/backup 2 must inform the Company’s IT Department by Skype regarding any incidents that have occurred during the set-up.

All hardware and software must be verified as working correctly. Communication lines must be tested, including the dedicated cabled internet connection. The caller/backup 2 must inform the Company's IT Department by Skype regarding any incidents that may have occurred during the set-up.

- 75:00 Referees lead pre-game meeting together with all unified scorers in the referees locker room.
- 40:00 Unified scorers take their seats at the scorer's table; team managers submit the Authorisation List, Game List and passports to the Euroleague Basketball delegate, who checks them to ensure that they are correct. The data entry scorer makes sure that all data on the scoresheet are entered correctly.
- 15:00 Head coaches will indicate the starting fives to the data entry scorer and sign the scoresheet.

## 10. In-Game Procedures

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

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 quarter, after time-outs and after free throws.
--------	--

The 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. The data entry scorer will confirm the correctness of each player check with the callers. Only those applications authorised by the Company's IT Department can be running on the computer.

Each caller/backup will assist the other caller/backup 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 2 must check the Skype application frequently for any messages from the Company's IT Department.

For any discrepancy the caller/backup 2 will inform the Company's IT Department immediately via Skype, who in turn will inform the Company's Competition Department immediately. The Company's IT Department will then inform the caller/backup 2 how to proceed.



In case of complete digital scoresheet hardware failure, the data entry scorer will receive a PDF copy of the scoresheet from the Company's IT Department via email, print it and continue the game entering all actions manually. The timer will take over the entry of scoreboard data, using the scoreboard console.

The timer will perform the following 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 overtime.
- Operate the alternating possession arrow.
- Effect substitutions.

In case the scoreboard(s) suffer hardware or software failure, the timer will use the backup scoreboard console to operate and update the scoreboard(s) for the rest of the game.

All notifications to referees must be made using the electronic equipment buzzer – whistles are prohibited at the scorer's table.

<b>Game Clock</b>	<b>Event</b>
Half-time	The data entry scorer takes the scoresheet to the referees locker room and gives it to the crew chief, who reviews the scoresheet before returning it to the data entry scorer.

## **11. Post-Game Procedures**

If the Company's IT 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	<p>The caller/backup 2 sends the final score via Skype to the Company's IT Department; unified scorers remain at the scorer's table.</p> <p>For any discrepancy the caller/backup 2 will inform the Company's IT Department immediately via Skype, who in turn will inform the Company's Competition Department immediately. The Company's IT Department will then inform the caller/backup 2 how to proceed; all subsequent timings are modified.</p> <p>In the EuroLeague competition only, the data entry scorer will extract the Precision Time System game data file and email it to <a href="mailto:competition@euroleague.net">competition@euroleague.net</a></p>

<b>Game Clock</b>	<b>Event</b>
+15:00	<p>The data entry scorer takes the scoresheet to the referees locker room and gives it to the crew chief, who reviews the scoresheet, completing the referees' report in case of incident/protest section.</p>
+20:00	<p>Umpire 1 and umpire 2 sign the scoresheet, after which the crew chief signs the scoresheet; the data entry scorer prints two copies of the scoresheet and the Euroleague Basketball delegate gives a copy to each team manager; the data entry scorer sends the completed scoresheet to the Company.</p>
+25:00	<p>The caller/backup 2 logs off Skype after receiving confirmation from the Company's IT Department; unified scorers leave scorer's table.</p>

## **12. 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**

**EUROLEAGUE REGULAR SEASON  
CALENDAR RULES**



## **2018-19 EUROLEAGUE REGULAR SEASON CALENDAR RULES**

As stipulated in Article 19.1.1 the Regular Season calendar will be determined through a computer draw giving compliance to the following rules, with an exception only occurring in the case of a blocked situation:

- Within the same round, a minimum of three games to be played on any given day
- A maximum of three consecutive games home or away per team
- Minimum number of rounds between same teams facing each other: 8, unless physically impossible
- Maximum number of rounds between same teams facing each other: 24, unless physically impossible
- In those countries with multiple teams, only one of these teams will play at home on any given day, unless physically impossible
- When two games are being played in the same week, all teams will play one game at home and one game away, always having one full day without a game in between the games. The teams will be divided geographically into two conferences of eight teams each, with both games being played against opponents from the same conference



## **APPENDIX V**

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





## APPENDIX V

**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 Basketball	
Commercial (i)	
Total	
<b>TOTAL</b>	
No-Shows (j)	
<b>TURNSTILE (TOTAL - No-Shows)</b>	

**APPENDIX VI**

**EUROLEAGUE TICKET AND  
PREMIUM SEATING SALES  
REVENUE REPORT**



## EUROLEAGUE TICKET & PREMIUM SEATING SALES REVENUE REPORT

For further information in regards to the FORM please send an email to [ticketing@euroleague.net](mailto:ticketing@euroleague.net)

CLUB NAME \_\_\_\_\_

FILLED IN BY (Name and position) \_\_\_\_\_

DATE \_\_\_\_\_

		Season Start			Mid Season <sup>(g)</sup>			After Final Four		
		Gross Revenues (a)	Tax, Fees and Costs (b)	Net Revenues (c)	Gross Revenues	Tax, Fees and Costs	Net Revenues	Gross Revenues	Tax, Fees and Costs	Net Revenues
<b>Season Tickets</b>										
Domestic Championship Only (if applicable)	General Seating									
	Premium Seating (f)									
EuroLeague Only (if applicable)	General Seating									
	Premium Seating									
Full Season Tickets (if applicable)	General Seating									
	Premium Seating									
<b>SEASON TICKETS TOTAL</b>										
<b>Mini-Plans <sup>(d)</sup></b>										
Domestic Championship Only (if applicable)	General Seating									
	Premium Seating									
EuroLeague Only (if applicable)	General Seating									
	Premium Seating									
Mixed Domestic & EuroLeague (if applicable)	General Seating									
	Premium Seating									
<b>MINI-PLANS TOTAL</b>										
<b>Groups <sup>(e)</sup></b>										
General Seating										
Premium Seating										
<b>GROUPS TOTAL</b>										
<b>Single-Game Tickets</b>										
General Seating										
Premium Seating										
<b>SINGLE-GAME TICKETS TOTAL</b>										
<b>TOTAL</b>										

Notes:

- (a) Total gross revenues from ticket sales
- (b) All taxes, commissions and any relevant expense applied to ticket sales, including cost of benefits and amenities related to premium seating
- (c) Gross Revenues minus Tax and Commissions
- (d) A package consisting of 2 or more games sold together
- (e) A package consisting of 10 or more seats sold together (only EuroLeague games)
- (f) Seats including additional services and benefits, such as courtside seats, club seats, suites and loge boxes (only EuroLeague games)
- (g) After 7th EuroLeague home game



# **APPENDIX VII**

## **TEAM PRESENTATION**





**APPENDIX VII****TEAM PRESENTATION**

Example for a game that has a scheduled tip-off time of 20:45:00

Horn Sounds and Teams to Benches: 20:37:30 (00:07:30)

The crew chief will blow his whistle and all players will go to their respective team bench area, ensuring that no one is standing on the playing court nor on the further boundary line.

Visiting Team Presentation: 20:38:00 (00:07:00)

All players will be announced by their number followed by their full name (name and surname), one at a time. As players are introduced, they will leave the bench and take their positions on the playing court, staying at the free-throw line and 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 team bench area.

Any team members who are not being announced will stay at the team bench or at the further boundary line, but will at no point step onto the playing court. Only announced players are allowed to step onto the playing court after they have been announced.

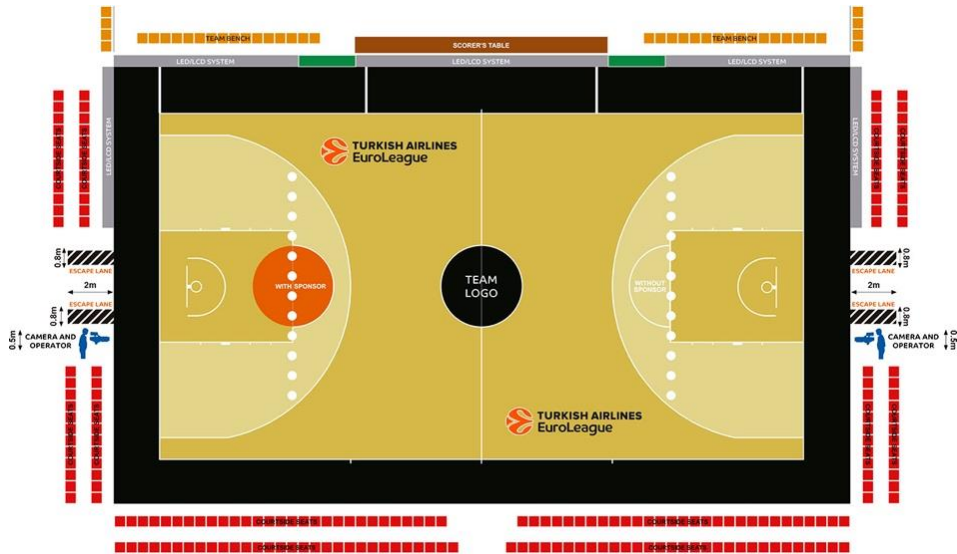
Home Team Presentation: 20:39:00 (00:06:00)

The arena lights will be turned off and the home team will be presented.

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, staying at the free-throw line and 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 team bench area.

Any team members who are not being announced will stay at the team bench or at the further boundary line, but will at no point step onto the playing court. Only announced players are allowed to step onto the playing court after they have been announced.



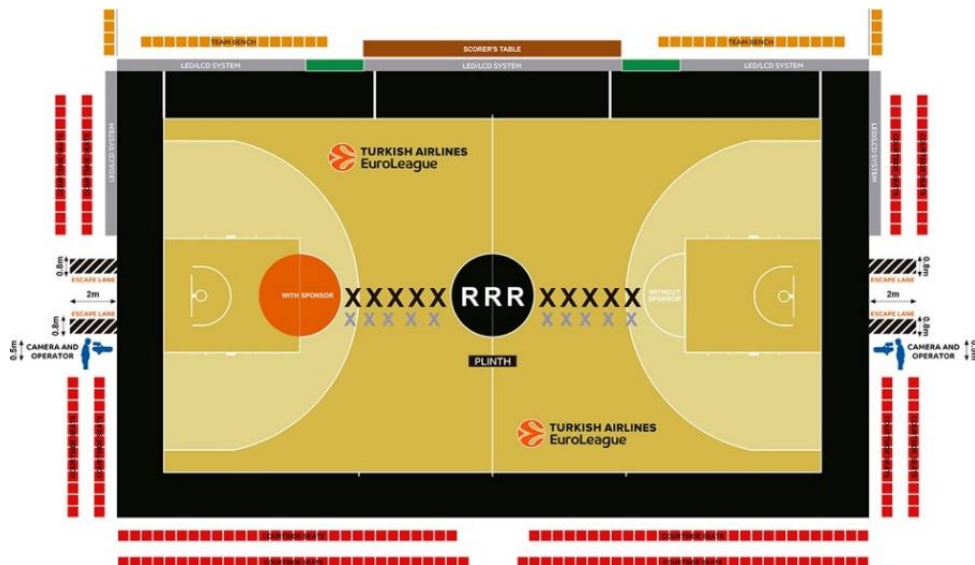
Immediately after the presentation of both teams, the players will greet the opposing team before going to bench area.

Teams to Bench Area: 20:42:00 (00:03:00)

The ball plinth must be entered on court and positioned as shown in the following graphic.

Starting Fives and Officials Line-Up: 20:43:30 (00:01:30)

The officials will call the starting fives on to the playing court, one team at a time. The players will line up along the imaginary line between both baskets, with the team captain standing closest to the centre circle area, and the other four players next to him, all facing away from the team benches. Each team captain will be holding a team ball. The officials will stand on the centre circle and the official game ball will stand on the plinth.



EuroLeague Anthem: 20:44:00 (00:01:00)

Once every person is in position, the 30-second EuroLeague anthem will be played.

Players and Officials Shake Hands: 20:44:30 (00:00:30)

After the anthem, each team captain will exchange their team ball with the opponent's team captain, and take the new ball to their team bench. All players and officials will shake hands. The crew chief will take the official game ball from the plinth, the plinth will be taken out of the playing court and the players will line up for the opening jump ball.

Tip-Off: 20:45:00 (00:00:00)



# **APPENDIX VIII**

## **EUROLEAGUE STYLE GUIDE**





## Style Guide

# Introduction

Introduction

Logos

Colours

Typography

**The following brand style guide explains the basic principles of the Turkish Airlines EuroLeague brand identity.**

**The identity comprises a simple kit of parts: logos, colour palette and typeface, which used together carefully with the correct relationships will form the distinctive visual expression of the Turkish Airlines EuroLeague brand.**

**This document outlines the components, their structure and their relationships, which will help you to apply the brand consistently across all online and printed promotional materials.**



# Logos

## Introduction

### Logos

- Overview
- Colour versions
- Exclusion zones
- Minimum sizes
- Incorrect usage

### Colours

### Typography

### E-ball

The unique, abstract symbol that identifies Turkish Airlines EuroLeague.

### Logotype

The custom-drawn “Turkish Airlines EuroLeague” typographic mark.

### Lock-up

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

The horizontal lock-up is the preferred logo treatment for Turkish Airlines EuroLeague.

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

### Primary – horizontal lock-up



### Secondary – vertical lock-up



### E-ball



# Logos

## Introduction

### Logos

- Overview
- **Colour versions**
- Exclusion zones
- Minimum sizes
- Incorrect usage

## Colours

## Typography

### Full colour logos

The full colour logos should be used wherever possible. There are versions available for use on either light or dark backgrounds.

### Single colour logos

This version of the logo should only be used on EuroLeague Orange, and only in exceptional circumstances. All designs should be submitted for approval before publishing.

### Full colour logos – on light



### Full colour logos – on dark



### Single colour logos – on orange only



# Logos

## Introduction

### Logos

- Overview
- **Colour versions**
- Exclusion zones
- Minimum sizes
- Incorrect usage

## Colours

## Typography

### Colour backgrounds

Please see the opposite grid for acceptable colour background options and the corresponding logo versions that should be used in each case. There are also opposite examples that should be avoided – all colours that conflict with the EuroLeague orange.

All designs should be submitted for approval before publishing.



# Logos

## Introduction

### Logos

- Overview
- Colour versions
- **Exclusion zones**
- Minimum sizes
- Incorrect usage

### Colours

### Typography

#### Primary – exclusion zone



The exclusion zone is the area around each logo version that must be kept free from any type of graphic elements for visibility and logo protection.

#### Primary

Use the x-height of the capital E to work out the exclusion zone.

#### Secondary

Use the x-height of the capital T to work out the exclusion zone.

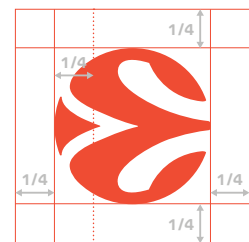
#### The E-ball

Use 1/4 of the width of the E-ball to work out the exclusion zone.

#### Secondary – exclusion zone



#### E-ball – exclusion zone



# Logos

## Introduction

### Logos

- Overview
- Colour versions
- Exclusion zones
- **Minimum sizes**
- Incorrect usage

### Colours

### Typography

#### Print

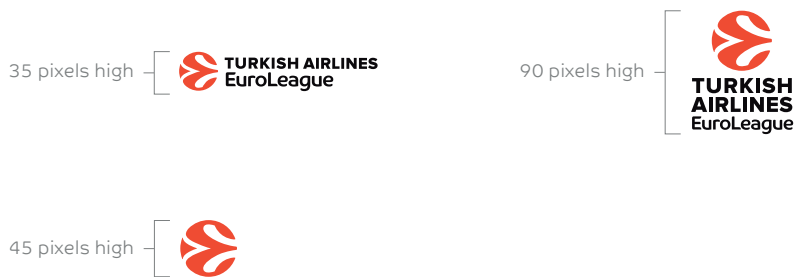


To ensure the integrity of the Turkish Airlines EuroLeague logos, they must never be reduced in smaller sizes than those shown on this page. Any further reduction would impair its legibility.

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.

#### On screen



# Logos

## Introduction

### Logos

- Overview
- Colour versions
- Exclusion zones
- Minimum sizes
- **Incorrect usage**

### Colours

### Typography

Any deviation from the correct usage of the logo – no matter how minor – undermines or dilutes the Turkish Airlines EuroLeague brand. Therefore, no other configuration or any variation of the logo is permitted under any circumstances. Examples of these variations are shown opposite.

Artwork may be enlarged or reduced proportionately to satisfy design requirements; however, it may in no other way be altered.

**Rotation or perspective**



**Horizontal or vertical distortion**



**Complex backgrounds**



**Altered colours**



**Screened opacity**



**Drop shadows**



# Colours

## Introduction

## Logos

## Colours

- Colour palette
- Colour ratio

## Typography

### Primary colours

The primary colours for the Turkish Airlines EuroLeague brand are Orange and Black. These should be used wherever possible, in the ratio outlined on page 10. They have been specifically chosen and great care should be taken to maintain brand impact and integrity by always checking that the appropriate colour values are correct across all online and printed materials.

### Secondary & tertiary colours

Grey is used as a secondary colour to compliment the primary colours. Purple should be used sparingly as a highlight or accent colour; e.g. infographics, charts and other more complex outputs.

### Primary colours

EuroLeague Orange				EuroLeague Black			
R: 250	C: 0	PMS:	HEX:	R: 0	C: 60	PMS:	HEX:
G: 85	M: 80	021 C	FA5500	G: 0	M: 0	Black 6 C	000000
B: 0	Y: 100			B: 0	Y: 0		
	K: 0				K: 100		

### Secondary colour

EuroLeague Grey			
R: 85	C: 64	PMS:	HEX:
G: 85	M: 56	404 C	555555
B: 85	Y: 55		
	K: 51		

### Tertiary (highlight) colour

EuroLeague Purple			
R: 150	C: 7	PMS: 227 C	
G: 25	M: 100		
B: 110	Y: 10	HEX:	96196E
	K: 21		

# Colours

## Introduction

## Logos

## Colours

- Colour palette
- Colour ratio

## Typography

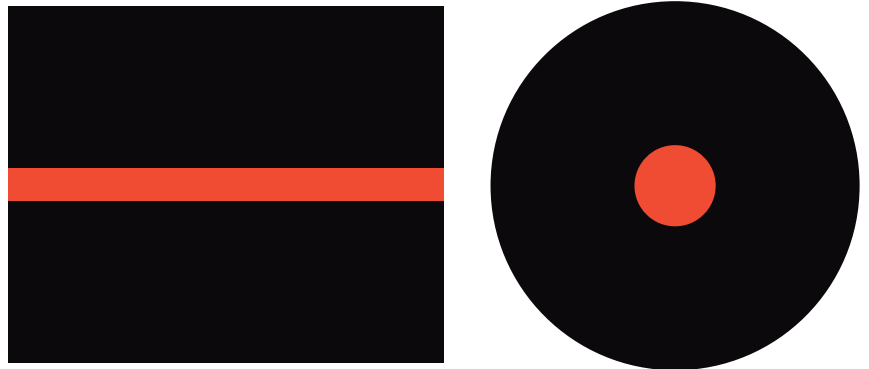
### Primary colours



### 10:1 colour ratio

In order to maintain a consistent balance of colour throughout all Turkish Airlines EuroLeague brand communications, a colour ratio of 10:1 should be used. Black is the dominant colour, with orange used as a much smaller proportion. This creates an atmospheric and prestigious brand language, accentuating the vibrancy of the orange set within the black.

N.B. These ratios are a visual guide and approach and may be adapted slightly depending on the application. All designs should be submitted for approval before publishing.





# Typography

## Introduction

## Logos

## Colours

## Typography

- Primary typeface
- Secondary typeface
- Tertiary typeface

The Primary Turkish Airlines EuroLeague typeface is Co Text. This should be used for all print and online communications whenever possible.

### Headline typeface

Co Text Bold should be used for all headings, sub-headings and short paragraphs of text. Co Text Bold should be used in sentence case and left aligned.

### Body copy typefaces

These typefaces are used when larger amounts of text are written, in two weights: light and regular (depending on the output). Body copy should always be left aligned.

These typefaces can be purchased from:  
<https://www.daltonmaag.com/library/co>

## Primary typeface – Co Text

### Headline typeface – Co Text Bold

ABCDEFGHIJKLMN  
 OPQRSTUVWXYZ  
 abcdefghijklmnopqrstuvwxyz  
 1234567890!@E\$%^&\*(){};:.,?

### Body copy typefaces

#### Co Text Regular

ABCDEFGHIJKLMN OPQRSTUVWXYZ  
 abcdefghijklmnopqrstuvwxyz  
 1234567890!@E\$%^&\*(){};:.,?

Est renihicitae debitaes desequis molenda ex et ma porepedit aute ab inus earum ra cone exerfera sequature nimagnam, et faccullabo. Neque plisinc tempore puditem que exeratquae conem faceate vollo tem es dit, odiorrorent reptatus ex et exerovit voluptium ut fugitas alis nonsecabor aspriet arum rerferumque

#### Co Text Light

ABCDEFGHIJKLMN OPQRSTUVWXYZ  
 abcdefghijklmnopqrstuvwxyz  
 1234567890!@E\$%^&\*(){};:.,?

Est renihicitae debitaes desequis molenda ex et ma porepedit aute ab inus earum ra cone exerfera sequature nimagnam, et faccullabo. Neque plisinc tempore puditem que exeratquae conem faceate vollo tem es dit, odiorrorent reptatus ex et exerovit voluptium ut fugitas alis nonsecabor aspriet arum rerferumque

# Typography

## Introduction

## Logos

## Colours

## Typography

- Primary typeface
- **Secondary typeface**
- Tertiary typeface

Where possible, Co Text should be used for all Turkish Airlines EuroLeague print and online communications.

When access to Co Text is not possible, Lato should be used.

Lato is used for both headlines and body copy. Lato should never be used on materials designed exclusively for printing. These should always be produced using Co Text.

Lato is available from:  
<https://www.fontsquirrel.com/fonts/lato>

## Secondary typeface – Lato

### Headline typeface – Lato Bold

ABCDEFGHIJKLMN  
OPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890!@£\$%^&\*(){};:.,?

### Body copy typeface

#### Lato Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890!@£\$%^&\*(){};:.,?

Est renihicitae debitaes desequis molenda ex et ma  
porepedit aute ab inus earum ra cone exerfera  
sequature nimagnam, et faccollabo. Neque plisinc  
tempore puditem que exeratquae conem faceate vollo  
tem es dit, odiorrorent reptatus ex et exerovit  
voluptium ut fugitas alis nonsecabor aspriet arum  
rerferumque

# Typography

## Introduction

## Logos

## Colours

## Typography

- Primary typeface
- Secondary typeface
- Tertiary typeface

The Tertiary Turkish Airlines EuroLeague typeface is Helvetica. This should be used for all print and online communications whenever possible.

**Headline typeface:** Helvetica Roman should be used for all headings, sub-headings and short paragraphs of text. Helvetica Roman should be used in sentence case and left aligned.

**Body copy typefaces:** These typefaces are used when larger amounts of text are written, in two weights: light and regular (depending on the output). Body copy should always be left aligned.

These typefaces can be purchased from:  
<https://www.daltonmaag.com/library/co>

## Tertiary typeface – Helvetica

### Headline typeface – Helvetica

ABCDEFGHIJKLMN  
OPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890!@£\$%^&\*(){};:.,?

### Body copy typeface

#### Helvetica Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890!@£\$%^&\*(){};:.,?

Est renihicitae debitaes desequis molenda ex et ma  
porepedit aute ab inus earum ra cone exerfera  
sequature nimagnam, et faccullabo. Neque plisinc  
tempore puditem que exeratquae conem faceate  
vollo tem es dit, odiorrorent reptatus ex et exerovit  
voluptium ut fugitas alis nonsecabor aspriet arum  
rerferumque

## Club Usage

### Club Usage

- League + 1 Club
- League + 2 Clubs
- Club + Club

### LEAGUE USAGE

#### Primary – horizontal logo lock-up



When placing a club badge next to the Turkish Airlines EuroLeague horizontal lock-up, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

#### Primary

Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-Ball to establish the distance and position of the separating 0.5pt keyline and distance between the two logos.

#### Secondary

Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-ball to establish the distance and position of the 0.5pt separating keyline and distance between the two logos.



0.5pt separating keyline.  
Coloured 50% Black

#### Secondary – vertical logo lock-up



0.5pt separating keyline.  
Coloured 50% Black

# Club Usage

## Club Usage

- League + 1 Club
- League + 2 Clubs
- Club + Club

### TEAM USAGE

#### Primary – horizontal logo lock-up



When placing a club badge next to the Turkish Airlines EuroLeague horizontal lock-up, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

#### Primary

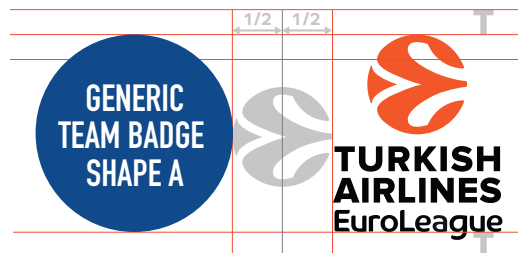
Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-ball to establish the distance and position of the separating 0.5pt keyline and distance between the two logos.

#### Secondary

Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-ball to establish the distance and position of the 0.5pt separating keyline and distance between the two logos.



#### Secondary – vertical logo lock-up



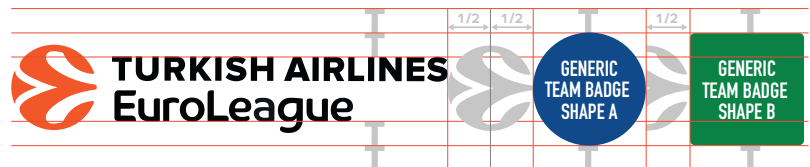
## Club Usage

### Club Usage

- League + 1 Club
- League + 2 Clubs
- Club + Club

### LEAGUE USAGE

#### Primary – horizontal logo lock-up



When placing two club badges next to the Turkish Airlines EuroLeague logo, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

#### Primary – horizontal lock-ups

Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-ball to establish the distance and position of the separating 0.5pt keyline and distance between the two logos.

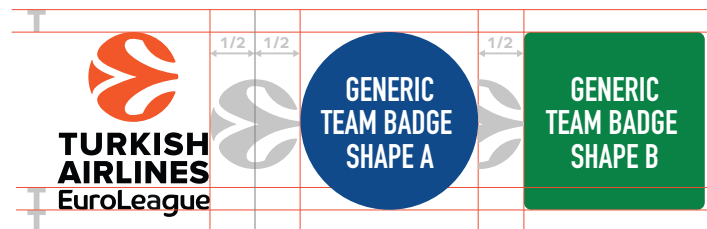
#### Secondary – vertical lock-ups

Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-ball to establish the distance and position of the 0.5pt separating keyline and the distance between the logos.



0.5pt separating keyline.  
50% Black

#### Secondary – vertical logo lock-up



0.5pt separating keyline.  
50% Black

# Club Usage

## Club Usage

- League + 1 Club
- League + 2 Clubs
- Club + Club

### TEAM USAGE

#### Primary – horizontal logo lock-up

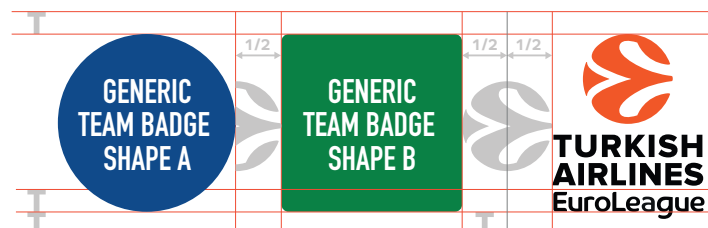


When placing two club badges next to the Turkish Airlines EuroLeague logo, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.



**Primary – horizontal lock-ups**  
Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-ball to establish the distance and position of the separating 0.5pt keyline and distance between the two logos.

#### Secondary – vertical logo lock-up



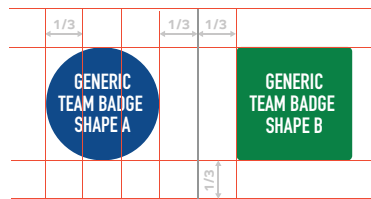
**Secondary – vertical lock-ups**  
Use the x-height of the TURKISH AIRLINES capital T to work out the height of the team logo. Use the E-ball to establish the distance and position of the 0.5pt separating keyline and the distance between the logos.



## Club Usage

### Club Usage

- League + 1 Club
- League + 2 Clubs
- Club + Club



0.5pt separating keyline.  
50% Black

When placing a club badge next to another club badge, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

Align the height of the badges and then divide the narrower team badge of the two by a third. Use this measurement to determine the distance either side of the 0.5pt 50% Black keyline. The 1/3 measurement is also used to determine the extend of the keyline.

### Examples of Club + Club badge lock-ups





# **APPENDIX IX**

## **MEDIATION REGULATION**



**APPENDIX IX****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 (hereinafter “CEO”) and/or of a mediator appointed by him, with a view to settling amicably a dispute related to the hiring and transfer of a player or coach, or between a club and a player or coach related to the termination of an agreement. Any final settlement needs the agreement of all parties 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 registered in the EuroLeague or the EuroCup arising out of or in connection with the hiring and transfer of one player or coach, or between a club and a player or coach related to the termination of an agreement, 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. In the event of an established proceeding in the context of any internal regulations within a country, this domestic proceeding will take precedence and prevail over the present mediation proceeding.
3. Any party commencing mediation proceedings pursuant to this Regulation will send to the Euroleague Basketball office a written Request for Mediation, which will include:
  - a) The names of the parties to the dispute and of the player or coach concerned, as well as the name, addresses, telephone 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 upon which the requesting party relies.
  - d) A copy of any other 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 attaching any relevant document. The Company will promptly communicate copies thereof to all other parties.
5. The CEO may at any time appoint, revoke or replace a mediator of his choice, who will be his delegate and will 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, the parties in dispute may 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 parties in dispute must request the relevant FIBA bodies to suspend shortly the decision process due to the ongoing settlement negotiations between the concerned parties.
7. The CEO or the appointed mediator, with a view to keeping friendly relations between the parties:
  - a) Will advance the mediation without any formality and as expeditiously and effectively as possible;
  - b) Will facilitate discussion of the issues between the parties and promote the settlement of the dispute in any manner believed to be appropriate;
  - c) May discretionally adopt any procedural resolutions, make any suggestions or propose any possible solutions;
  - 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 binding settlement or solution of the dispute.
8. Each party will take part in the mediation proceedings and negotiate with any other party in good faith and with the utmost fairness and sportsmanship. Each party will cooperate in good faith with the CEO and with any appointed mediator and will behave so as to facilitate and expedite the performance of the CEO's mandate. In particular, each party must attend any meeting called by the CEO or the appointed mediator, sending a representative empowered to sign a settlement agreement. The

mediator and the parties will use their best efforts to terminate the mediation proceedings within 10 days, with or without a settlement.

9. The mediation proceedings will be confidential. However, Euroleague Basketball will hold an updated list of active disputes available, upon request, to clubs, players or coaches registered in the EuroLeague and EuroCup competitions; then, in the case that a settlement is reached, a short press release agreed between all the parties and the CEO may be issued. The 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 will 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 will not rely on, nor introduce as evidence in any sports proceedings 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 CEO or by the appointed mediator;
  - d) The fact that a party had or had not indicated willingness to accept a proposal.
10. The 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 will be terminated:
  - a) By the signing of a settlement agreement by the parties concerned;
  - b) By a written communication to the parties by the 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 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 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 will

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 this 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 CEO or the appointed mediator may issue a statement informing the Disciplinary Judge of any past or present conduct that, in his opinion, is in breach of the present Mediation Regulation or of any other regulation, rule or agreement or that, 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 will always be considered as serious infringements.
13. The mediation proceedings will be free. Each party will pay their own costs.

# APPENDIX X

## INSTANT REPLAY





## APPENDIX X

### 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 System (IRS) monitor. The crew chief will make the final decision.
- b) Only the referees and the IRS operator (IRSO), who must understand and speak English, will be present in the area where the IRS is installed. The 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 quarter or any overtime. 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 shot clock 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 shot clock 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 quarter or any overtime. 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 Quarter or Overtime 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 if the player or ball was actually out-of-bounds, and if so 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 start/stop correctly at any time in the game before or after 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 quarter or overtime.
- 4.2. An error/malfunction occurs in the shot clock and it does not start/stop correctly at any time in the game before or after 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 shot clock.
- 4.3. Individuals engage in a physical altercation. The referees will review the footage to determine the following issues **only**: the identity of all individuals involved in the physical altercation, 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 shot clock 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 period).
- 4.7. The referees are unsure whether a shot clock 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 off the ball 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 off the ball 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.
- 4.11. The referees are unsure whether a foul called is a disqualifying foul or an unsportsmanlike foul. The referees will review the footage to determine if the foul met the criteria for a disqualifying foul of a physical nature or an unsportsmanlike foul and upgrade or downgrade the decision as required.

# GRAPHICS



# GRAPHIC No. 1

## PLAYING UNIFORMS AND ADVERTISING

### FRONT of the Shirt



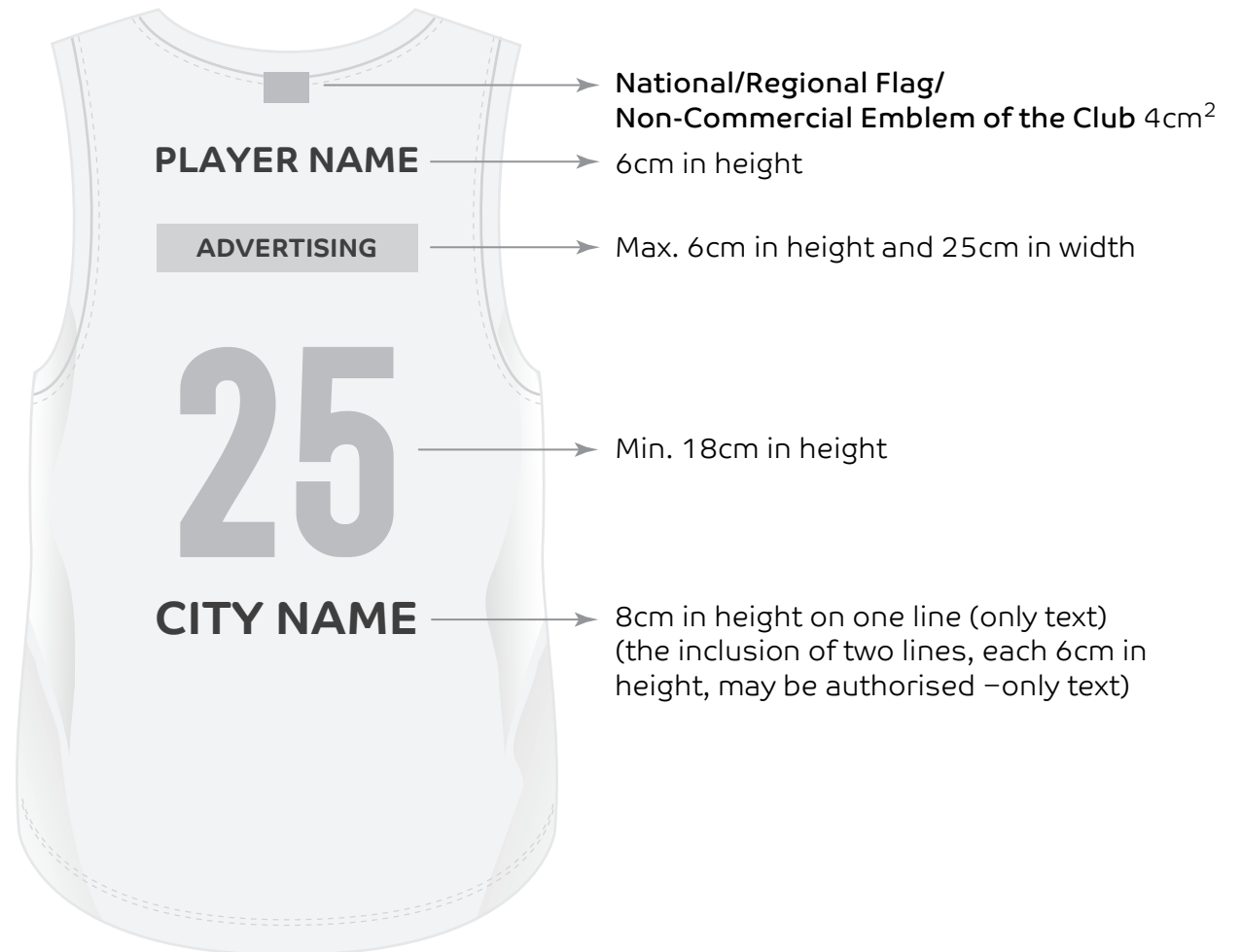




## GRAPHIC No. 2

# 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



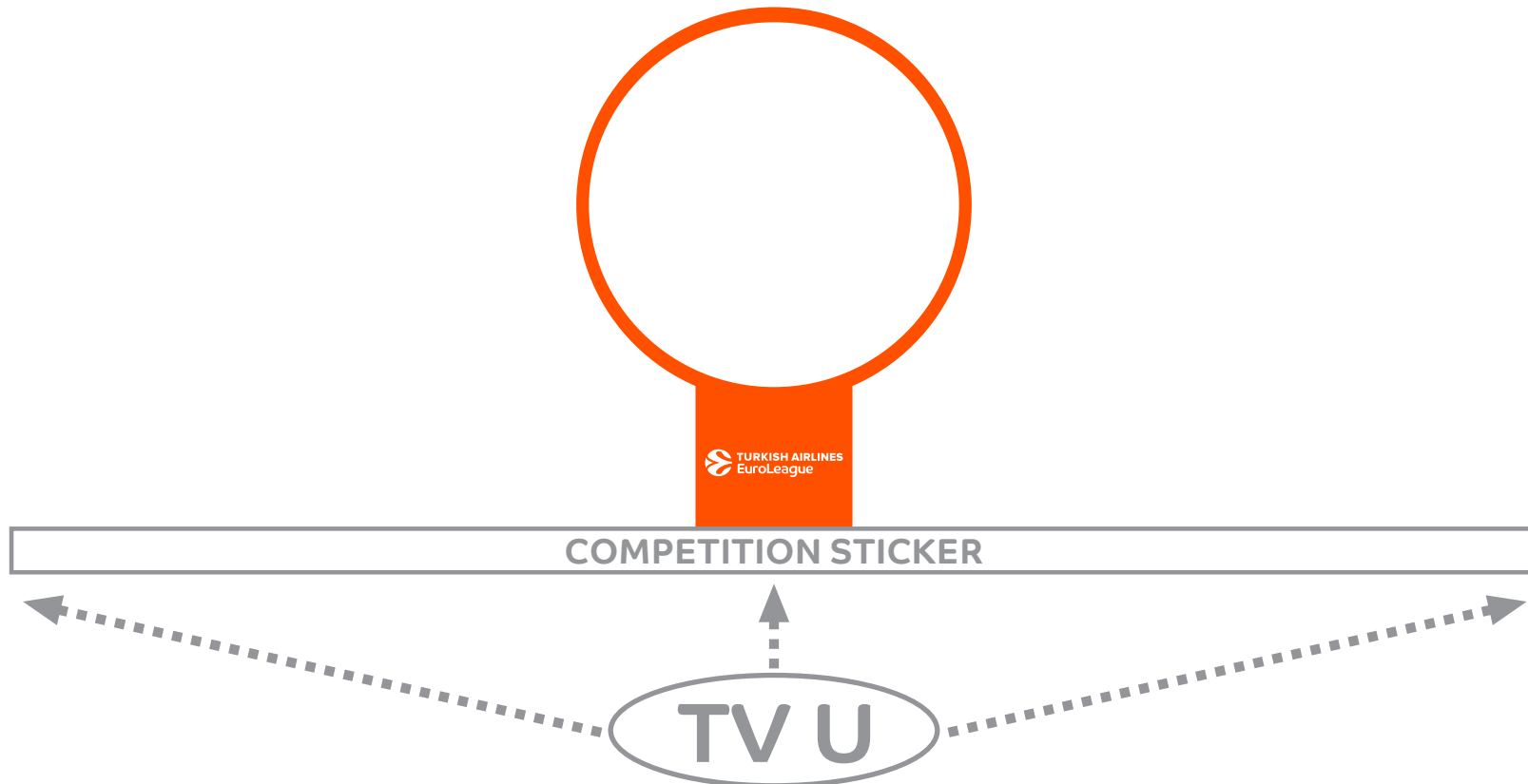




# GRAPHIC No. 6

## COURTSIDE ADVERTISING

Technical Equipment: RING SUPPORT





## GRAPHIC No. 7 BACKBOARD BRANDING AND LEDS

Turkish Airlines  
EuroLeague and  
One Team stickers,  
visible on both sides  
of the backboard





# GRAPHIC No. 8

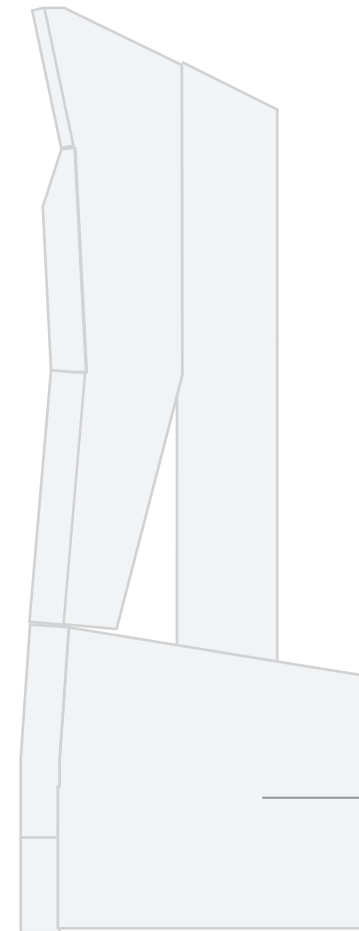
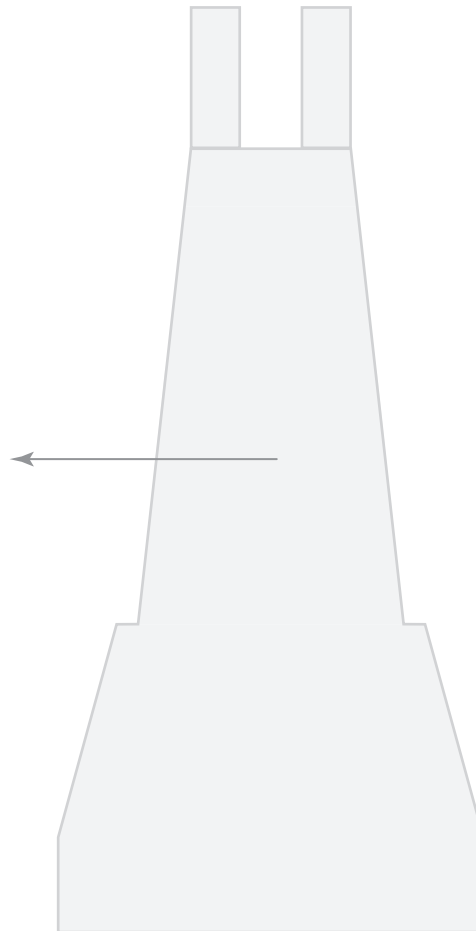
## COURTSIDE ADVERTISING

Technical Equipment: **PADDING (Front and Lateral Sides)**

FRONT VIEW

LATERAL VIEW

**Club Advertising**  
(One brand may be advertised  
on the entire front surface  
of the padding)



**Club Advertising**  
(The same brand  
may be advertised  
on the lower lateral  
side of the padding)



## GRAPHIC No. 9 SHOT CLOCK

10:00  
24

7:35  
7

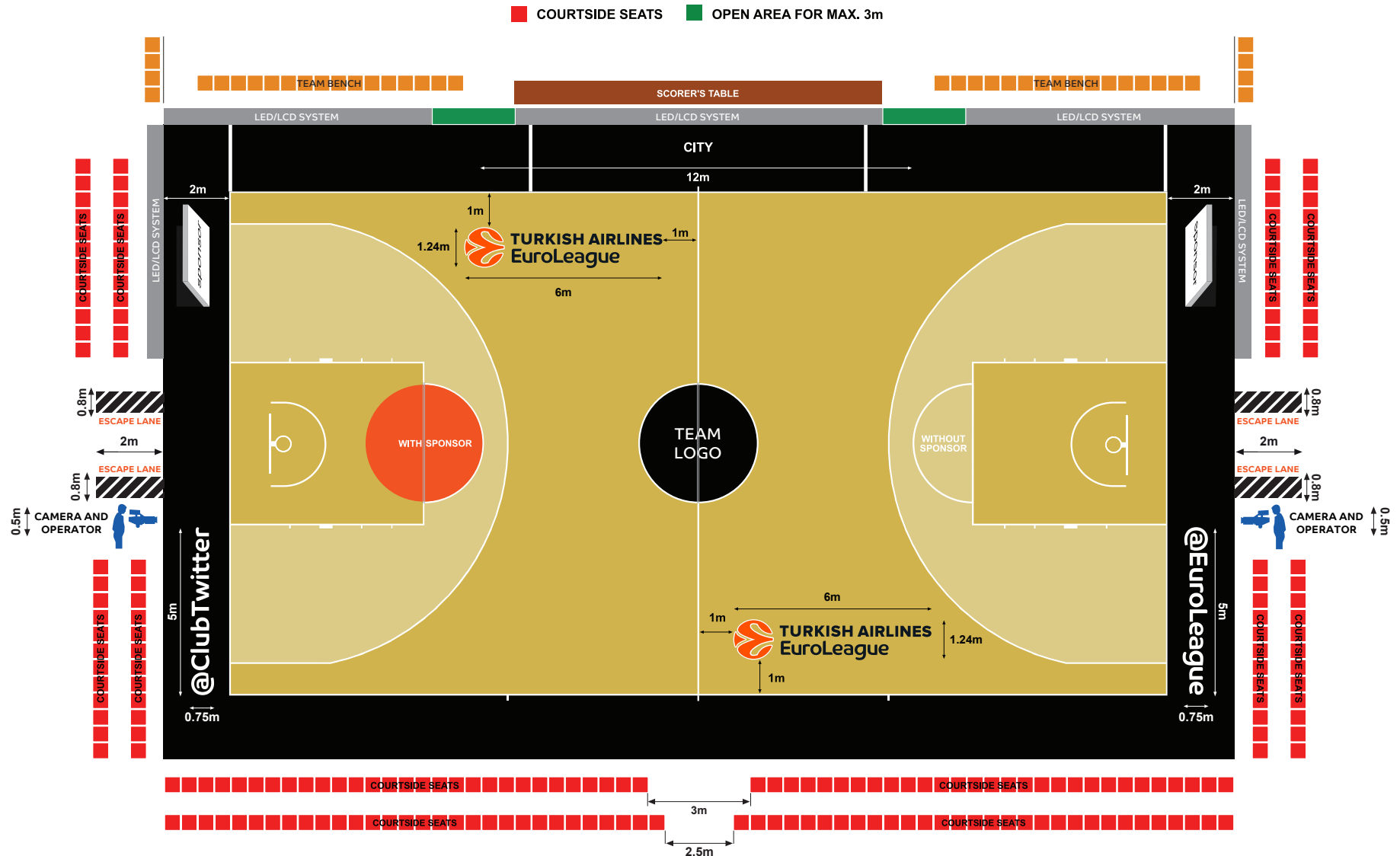
59:8  
4.9

8:4  
0.3





# GRAPHIC No. 10a PLAYING COURT AREA LAYOUT

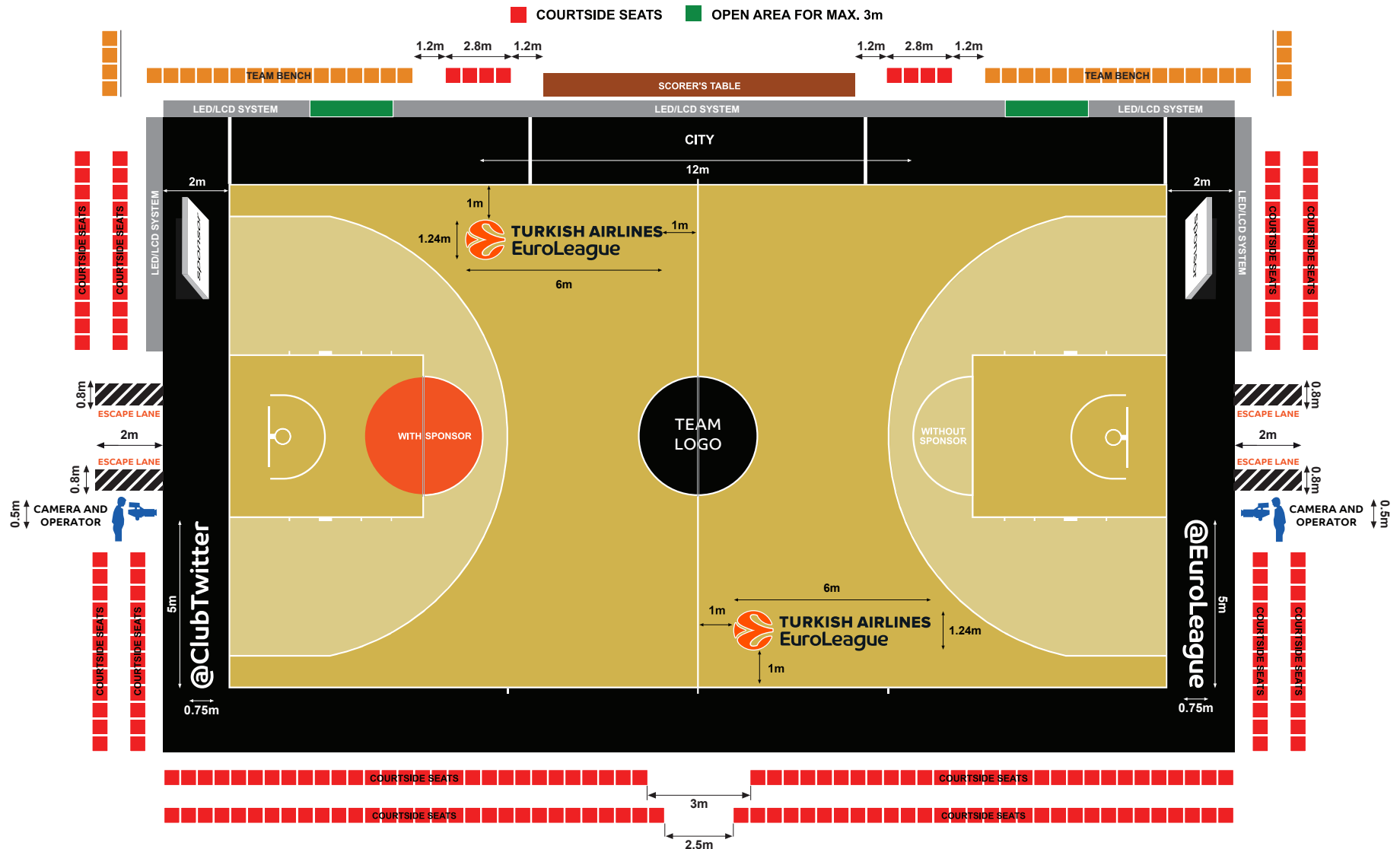




# GRAPHIC No. 10b

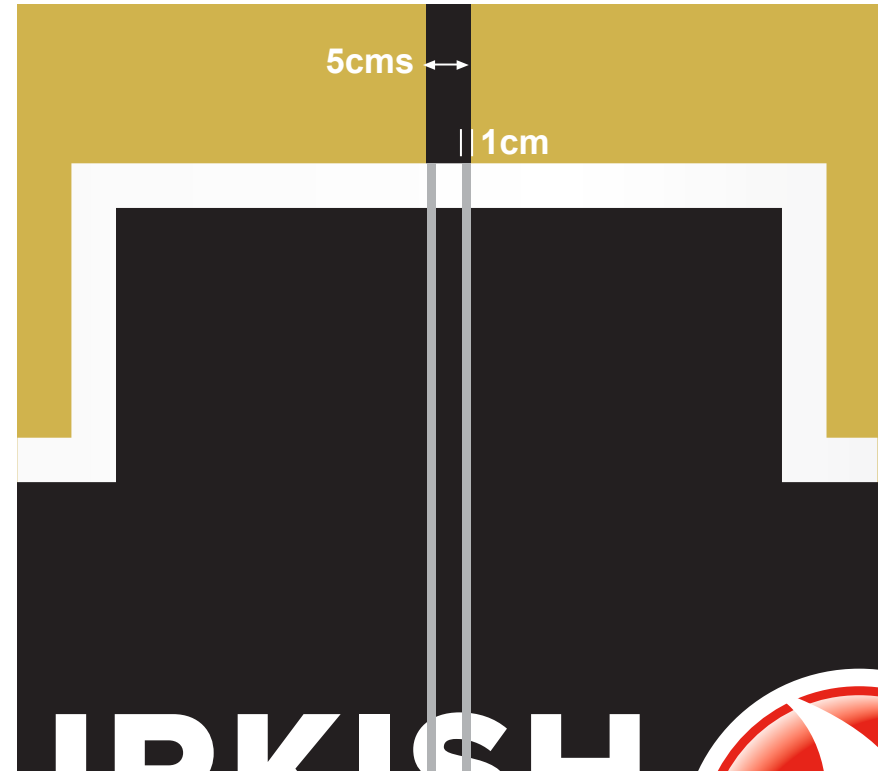
## PLAYING COURT AREA LAYOUT

### Courtside Seats next to the Team Benches





## GRAPHIC No. 10c PLAYING COURT AREA LAYOUT

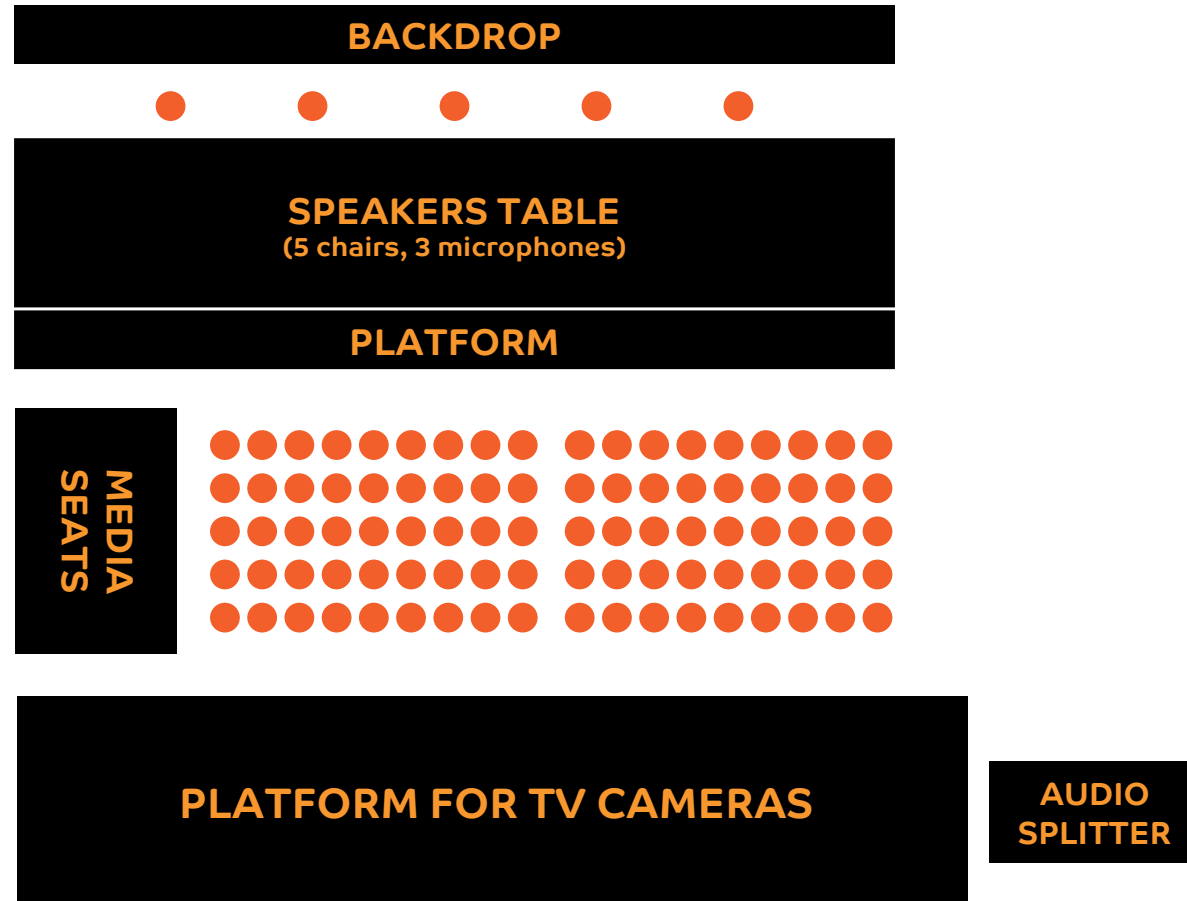




# GRAPHIC No. 11

## PRESS CONFERENCE ROOM LAYOUT

Press Conference Room

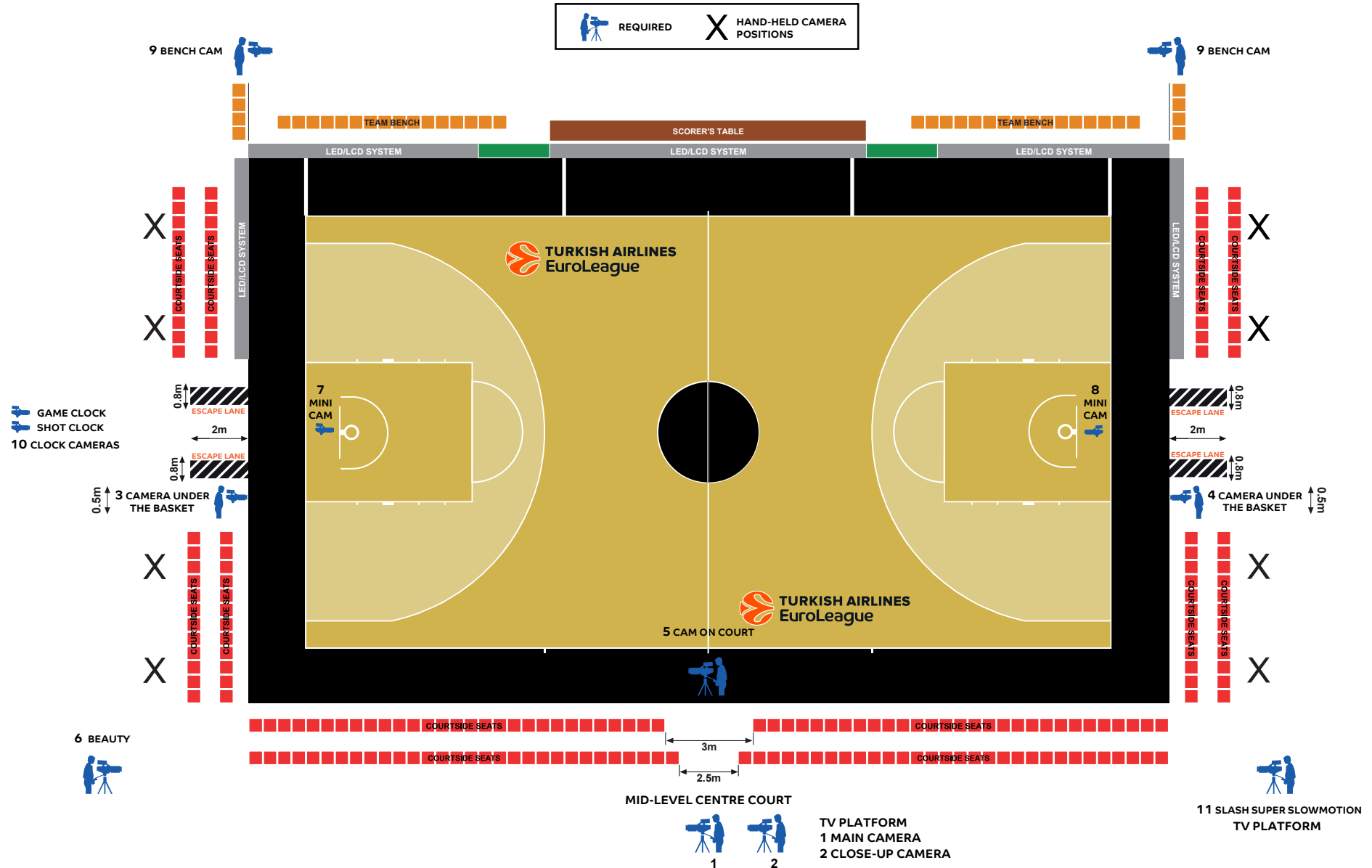






# GRAPHIC No. 12a

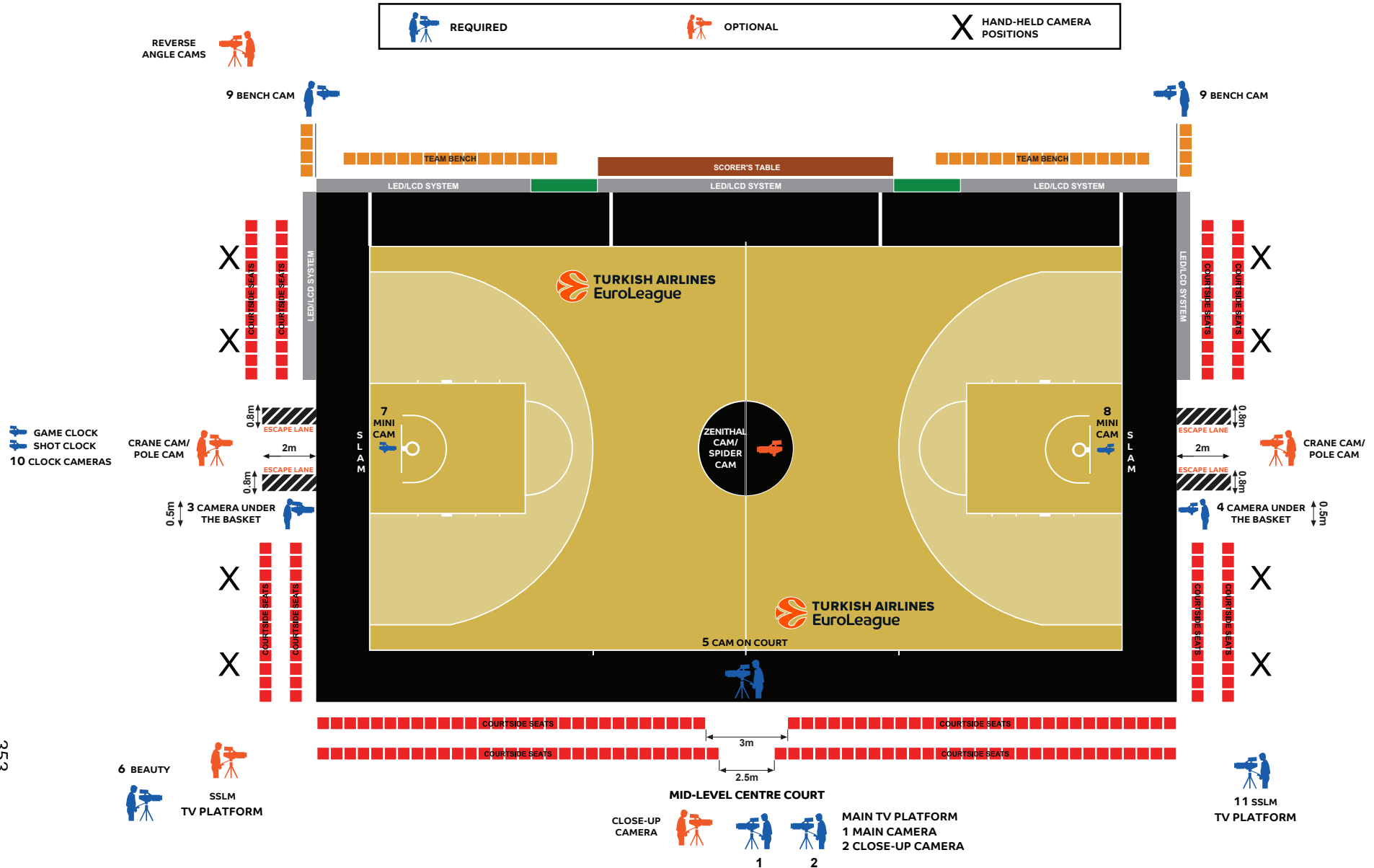
## REQUIRED CAMERA LOCATIONS





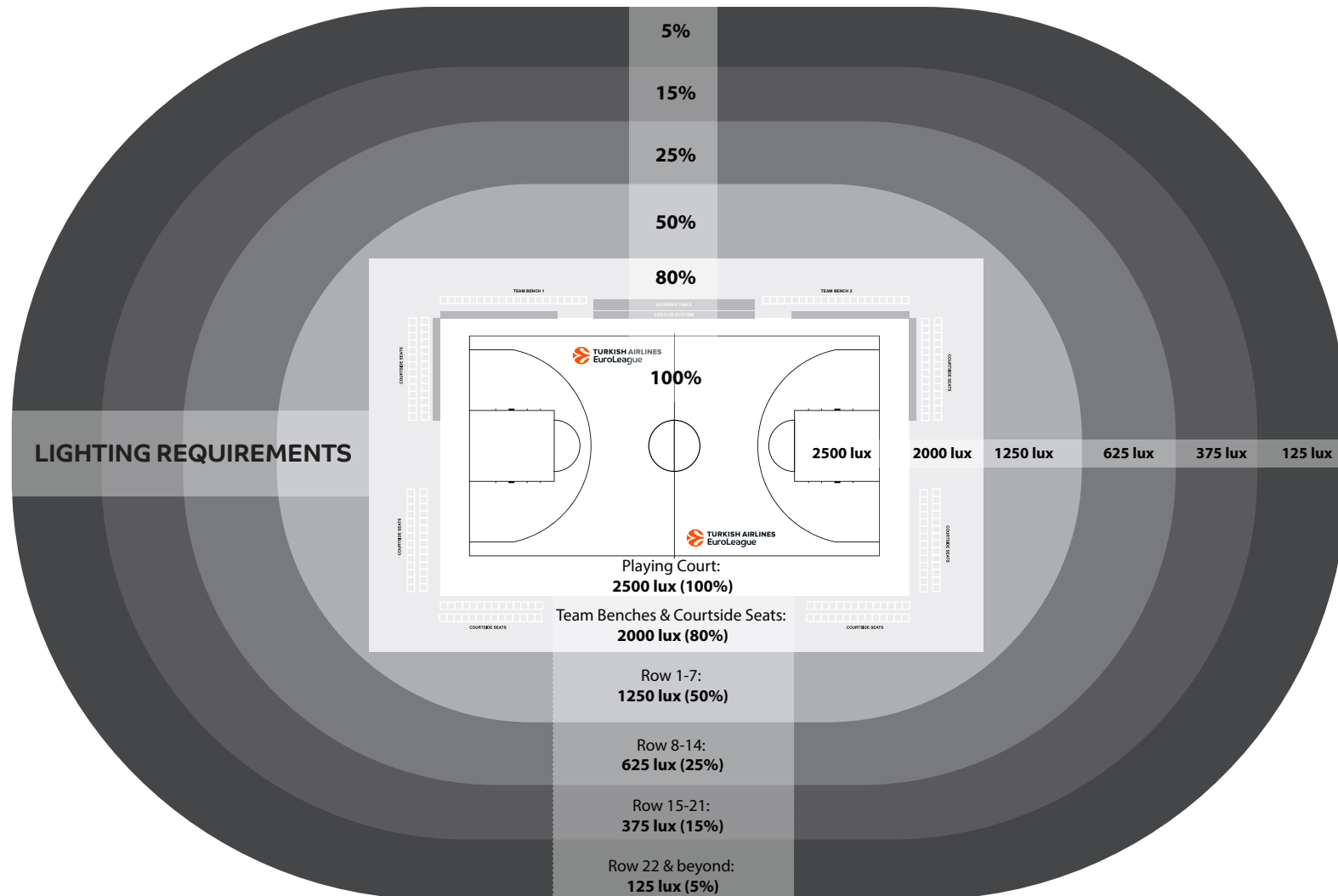
# GRAPHIC No. 12b

## REQUIRED AND OPTIONAL CAMERA LOCATIONS





# GRAPHIC No. 13 LIGHTING REQUIREMENTS





# **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 and in the Bylaws. Subsidiarily, the laws of Switzerland will apply. In case of a lacuna in the Bylaws, the hearing bodies may decide to apply 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.

The clubs are responsible for ensuring the compliance with sanctions imposed to the Individuals in accordance with this Code; in particular, for ensuring the implementation of the temporary or permanent prohibition for the Individuals to access the arena.

#### **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, and/or participation in Euroleague Basketball games and/or events.
- 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) Victories discounted from the team's standing.
- h) Temporary loss of the economic rights (economic rights being understood as the rights to receive the economic distribution for their participation in the Euroleague Basketball Competitions) and/or political rights (political rights being understood as the rights to participate and/or vote in the governing bodies of the Companies).
- 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 comply with the sanction in the same season, this Individual will have to comply with 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 complied with 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.
- e) Infringements, when they are committed by any person with managerial positions in the club.



## **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) Compliance with 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 compliance with a sanction already in force is breached, if such compliance had already begun.

## Article 23. Compliance with 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 directly by the Euroleague Basketball CEO through a fine of 30,001 euros to 280,000 euros. The Euroleague Basketball CEO may reinstate the original sanction to be executed totally or partially.

## 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 EURO CUP 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 or by the disciplinary bodies.
- f) Public statements, including those made on social media or any medium of communication, 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, including those made on social media or any medium of communication, 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, be discriminatory, 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) Failure to report any suspicious activity or approach with regard to potential match-fixing infringements.
- k) 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 including those made on social media or any medium of communication, 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 public statements, including those made on social media or any medium of communication, related to the performance of the referees or any member of the Company's Officiating Department.
- d) 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.
- e) Inadequately providing the data required by the Companies or after the deadline set, according to the provisions established in the applicable regulations.
- f) Any serious case of poor organisation of a game when it does not amount to a serious infringement.
- g) Lack of cooperation and accessibility of the coaches and players with the Company, the TV crew or with the media in general.
- h) 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.
- i) 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.
- j) 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/or 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, or participation in Euroleague Basketball games and/or events.
- e) Temporary or permanent disqualification from holding a position in the governing bodies of the Companies.
- f) Total or partial closure of the arena for a period ranging from one to 15 games.
- g) 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/or 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 or participation in Euroleague Basketball games and/or events 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 30 to 33 of the EuroLeague Regulations, or 27 to 30 of the EuroCup Regulations.
- c) Threatening, humiliating or degrading actions towards a member of the officiating crew, another Individual, the public, a fan, or any person in general.
- d) Discriminatory actions by word or deed towards a member of the officiating crew, another Individual, the public, a fan, or any person in general.
- e) All acts and any kind of conduct that directly or indirectly lead to or induce violence.

**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 and/or participation in Euroleague Basketball games and/or events 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.
- 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 and/or participation in Euroleague Basketball games and/or events 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.

## 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, and the lighting of fireworks, crackers, flares or any other objects inside the arena, 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 that pose a threat to public order, entail a danger to the safety of persons, property and the environment, and/or interfere with public services.

**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 40 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, crackers, flares or any other objects inside the arena provided that such incidents do not amount to a serious infringement.
- f) The use of laser pointers or similar electronic devices directed at the people involved in a game or any other objects that could disturb their job.
- g) Conduct on the part of a group of people or an unidentified person consisting in 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) Victories 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) Victories 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 overdue payables with former players, coaches and/or club employees, having overdue payables for more than three months with registered players, coaches and/or club employees, and/or having overdue payables with other clubs participating in the

Euroleague Basketball Competitions, the Companies, and/or any tax or social authorities (“overdue payables” mean due and legally enforceable debts).

- b) Presenting an aggregate deficit from the three immediately previous seasons that exceeds 10% of the club’s budget average from these same seasons.
- c) Not providing the documentation or not respecting the deadlines established in the Financial Stability and Fair Play Regulations.
- d) Providing false or inaccurate statements or documents or omitting to provide due information or documents.
- e) Not fulfilling the compliance plan agreed together with the Management Control Commission.
- f) Not demonstrating revenues above 4,000,000 euros across an entire season.
- g) Allocating to player salaries an amount that exceeds 65% of the total revenues of the club across an entire season.
- h) Having direct or indirect contributions from the shareholders of each club representing more than the percentage of the total revenues 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/or political rights.
- d) Temporary or permanent disqualification from the Euroleague Basketball Competitions with the corresponding loss of rights.
- e) 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.
- h) Limitation on player expenses.
- i) Limitation on contributions from the shareholders/related parties of each club.

## 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 CEO regarding the penalty for not complying with a sanction, and 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 receipt of the scoresheet at the Euroleague Basketball office at 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 receipt of the scoresheet at the Euroleague Basketball office at 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 during a round-robin phase, a game is to be played (Game B) within three days following the game whose facts caused the opening of a proceeding (Game A), the exceptional proceedings will be applied for Game A and will follow the procedure for the general proceedings, except for the following:

- a) The time periods established in Articles 47.2 and 47.3 will be reduced to 90 minutes following the receipt of the scoresheet at the Euroleague Basketball office at the end of the game.
- b) The time periods established in Article 47.9 will be reduced to 12 hours.
- c) The Disciplinary Judge will make his ruling as promptly as possible, always within 24 hours following the receipt of the scoresheet at the Euroleague Basketball office at the end of the game.

The same exceptional period will apply to any other phase not played with a round-robin format.

#### **Article 49. Signing of the Scoresheet**

Without prejudice to Article 6, the team head coach 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 time the ball is dead following the decision or incident that is the reason for the protest. If the incident to be protested occurs whilst the ball is dead, the protest must be made at this moment. When the protest is regarding an incident that occurred in the last game action, it must be made before the crew chief signs the scoresheet.
- 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 receipt of the scoresheet at the Euroleague Basketball office at 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 within three days 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 receipt of the scoresheet that has been signed under protest at the Euroleague Basketball office at the end of the game. 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 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 30 to 33 of the EuroLeague Regulations or Articles 27 to 30 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 Phase**

**53.1.** The Management Control Commission, as a consequence of its duties, will monitor 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 as per Article 54;
- c) apply, with the consent of the club, disciplinary measures limited to a warning or a fine of up to a maximum amount of 100,000 euros;
- d) 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.
- d) The possible application of disciplinary measures.

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. The Management Control Commission may establish the consequences of this non-fulfilment in the settlement agreement.

## **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 Finance Panel 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 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.



- d) Sanctions imposed by virtue of the exceptional proceedings of Article 48 in non round-robin phases.

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 or participation in Euroleague Basketball games and/or events 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.



# **EUROLEAGUE BASKETBALL OFFICIALS REGULATIONS**



# EUROLEAGUE BASKETBALL OFFICIALS REGULATIONS

## CHAPTER I

### General Regulations

#### **Article 1. Officiating Director**

- 1.1.** The Officiating Director will be in charge of the Officiating Department.
- 1.2.** Functions of the Officiating Director will include:
  - a)** The annual selection and modification of the list of referees officiating games organised by Euroleague Properties S.A. or any of its relevant permitted successors, licensees or assignees (hereinafter “EP”) and/or Euroleague Entertainment & Services, S.L.U. (hereinafter the “Company”).
  - b)** The nomination of officials to officiate games.
  - c)** The annual selection and modification of the list of referee coaches.
  - d)** Setting up the administrative and technical criteria that officials must follow during the season.
  - e)** Dealing with the follow up and permanent training of officials.
  - f)** Management of the economic conditions to officiate games.

#### **Article 2. Officials and Officiating Crew**

- 2.1.** To all effects, officials will comprise the referees (crew chief, umpire 1, umpire 2) and referee coaches.
- 2.2.** To all effects, the officiating crew will comprise the crew chief, umpire 1, umpire 2 and six unified scorers (timer, shot clock operator, data entry scorer, two callers and the IRS operator).
- 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 Crew Chief in the Games**

- 4.1. The crew chief 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 head coaches or the captains of the teams may sign "under protest".
- 4.2. The 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 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 66 hours following the game whose facts caused the complementary report, said report must be sent within 90 minutes following the receipt of the scoresheet at the Euroleague Basketball office at 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 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 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 crew chief will order any person having been sanctioned with a disqualifying foul to leave the team bench area.

- 4.6. The crew chief will be responsible for the Euroleague Basketball delegate handing a copy of the scoresheet of the game duly completed to each team immediately following the crew chief's signature at the end of the game.
- 4.7. The crew chief will be responsible for the emailing of the scoresheet (with the cooperation of the data entry scorer), duly completed to the Euroleague Basketball office within 30 minutes following the end of the game.

#### **Article 5. Responsibility of the Referee Coach in the Games**

- 5.1. The Officiating Director will nominate a referee coach in those games that he may see fit.
- 5.2. The referee coach 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 Officiating Director within the requested deadlines. The referee coach 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 II

### Officials

#### **Article 7. Number of Referees per Game**

- 7.1. The Company will assign three referees to officiate each game (crew chief, umpire 1 and umpire 2).
- 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 Officiating Director will inform referees of their nominations. All referees are obliged to confirm their availability for nominations by the required dates and notify the Officiating Department through the Officiating 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 Officiating Director.
- 7.6. Any referee who for unforeseen reasons is unable to fulfil a nomination must inform the Officiating Director 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 referees 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 referees 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. Officials 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. Officials 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 officials 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 Officiating Director only. 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 official must inform the Officiating 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 officials' 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. Officials 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 officials' air travel is specified in the itinerary provided to the officials 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 Officiating Department.

#### **Article 10. Meals**

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.

#### **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 Officiating Director 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 Officiating Director, 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 referee coaches (50%) and the Officiating Director (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 and performances reviewed by the Officiating 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 Officiating Director 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 referee to perform at international level and respective domestic competitions.
  - b) The evaluation of game performance, physical condition, behaviour and presentation, as determined by the Officiating Director and referee coaches.
- 13.7. The referees will be placed into respective groups at the beginning of each season, according to the roles of crew chief, umpire 1 and umpire 2. Referees will have the opportunity, based upon evaluations received, to move between the groups during the season. The Officiating Director 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. Officials 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 referees must be at the arena at least 90 minutes prior to tip-off and must proceed directly to the referees locker room, then performing an inspection of the IRS, electronic equipment, whistle-controlled time system, digital scoresheet and the height of each ring.
- 16.2.** Unnecessary fraternisation with players, coaches, presidents and any other club personnel is strictly forbidden.
- 16.3.** Unauthorised visitors are not to be admitted to the locker room at any time. All referees are expected to see that this restriction is carried out.
- 16.4.** All referees will report on the floor 20 minutes before game tip-off. Referees will stand on the side of the court opposite the team benches observing the warm-up of the teams.
- 16.5.** 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.
- 16.6.** Under no circumstances should any referee 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 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 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 referee, if necessary.

- 18.2.** The 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 through the scoresheet.
- 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 quarter, 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.
  - d) Describe all technical, unsportsmanlike, disqualifying and fighting fouls recorded in the game.
- 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 crew chief), and the originals must be sent by express post. The Competitions Director must be informed by telephone as soon as a report is sent.

## **Article 19. Other Conduct**

- 19.1.** In addition to the foregoing, each official will observe and comply with all requirements of the Company, whether on or off the playing floor.
- 19.2.** Officials 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 Officiating 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. Infractions 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) Failure to report any suspicious activity or approach with regard to potential match-fixing offences.
- h) Not providing the results in the established time and manner.
- i) 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.
- j) Refusal to comply with one's assigned tasks in a game or providing false reasons in order to avoid a nomination.
- k) Not confirming the availability for the games for which the member of the officiating crew has been nominated within the deadline established.
- l) Break of confidentiality of nominations.
- m) The unjustified late arrival at the venue for the game.
- n) 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.
- o) Unjustifiably suspending a game.
- p) 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.
- q) Faulty copies of travel expenses.
- r) Acceptance of gifts.

- s) 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.
- t) 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.
- u) Public statements made with reference to any of the Euroleague Basketball Competitions unless authorised by the Company.
- v) Social media postings about any club or Euroleague Basketball Competitions.
- w) A lack of compliance by any member of the officiating crew of the instructions of the crew chief.
- x) 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 Officiating Director.

## **Article 22. Sanctions**

The infringements above will be the object of the following sanctions:

- a) Warning.
- b) Temporary disqualification from the Euroleague Basketball Competitions for a period of up to three months.
- c) Temporary disqualification from the Euroleague Basketball Competitions for a period of up to one year.
- d) Permanent disqualification from the Euroleague Basketball Competitions.

**Article 23. Procedure for Imposing Sanctions**

- 23.1.** The sanctions will be imposed by the Euroleague Basketball CEO, at the proposal of the Officiating Director, 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.







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